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| Title: ITU logo | INTERNATIONAL TELECOMMUNICATION UNION**TELECOMMUNICATION STANDARDIZATION SECTOR**STUDY PERIOD 2022-2024 | TSAG-TD570 |
| TSAG |
| **Original: English** |
| **Question(s):** | N/A | Geneva, 29 July - 2 August 2024 |
| **TD(Ref.:** [SG16-LS153](http://handle.itu.int/11.1002/ls/sp17-sg16-oLS-00153.docx)**)** |
| **Source:** | ITU-T Study Group 16 |
| **Title:** | LS/r on the allocation of deliverables from FG-MV and on metaverse-related issues (TSAG-LS35) [from ITU-T SG16] |
| **LIAISON STATEMENT** |
| **For action to:** | TSAG, FG-MV |
| **For information to:** | - |
| **Approval:** | ITU-T Study Group 16 meeting (Rennes, France, 15-26 April 2024) |
| **Deadline:** | 10 August 2024 |
| **Contact:** | Noah LuoHuawei TechnologiesChina | E-mail: noahluozz@gmail.com  |
| **Contact:** | Shin-Gak KangETRIKorea (Rep. of) | Tel: +82 42 860 6117 E-mail: sgkang@etri.re.kr  |

This liaison statement answers [TSAG-LS35](https://www.itu.int/ifa/t/2022/ls/tsag/sp17-tsag-oLS-00035.docx).

A new liaison statement has been received from SG16.

This liaison statement follows and the original file can be downloaded from the ITU ftp server at <http://handle.itu.int/11.1002/ls/sp17-sg16-oLS-00153.docx>.

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|  | INTERNATIONAL TELECOMMUNICATION UNION**TELECOMMUNICATIONSTANDARDIZATION SECTOR**STUDY PERIOD 2022-2024 | **SG16-LS153** |
| STUDY GROUP 16 |
| Original: English |
| **Question(s):** | All/16 | Rennes, 15-26 April 2024 |
| **LS** |
| **Source:** | ITU-T Study Group 16 |
| **Title:** | LS/r on the allocation of deliverables from FG-MV and on metaverse-related issues (TSAG-LS35) [to ITU FG-MV and TSAG] |
| **LIAISON STATEMENT** |
| **For action to:** | ITU FG-MV, ITU-T TSAG |
| **For information to:** | – |
| **Approval:** | ITU-T Study Group 16 meeting (Rennes, France, 15-26 April 2024) |
| **Deadline:** | 10 August 2024 |
| **Contact:** | Noah LuoHuawei TechnologiesChina | E-mail: noahluozz@gmail.com  |
| **Contact:** | Shin-Gak KangETRIKorea (Rep. of) | Tel: +82 42 860 6117E-mail: sgkang@etri.re.kr |

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| **Abstract:** | This LS includes a reply to TSAG-LS35 on metaverse. ITU-T SG16 informs TSAG of its interest on the FG-MV deliverables allocated to multiple SGs and all SGs. Also, it informs SG16's interests on the deliverables that have already been approved or are currently being developed by ITU FG-MV. |

Firstly, ITU-T Study Group 16 would like to thank ITU-T TSAG for sharing the current status of the allocation of FG-MV deliverables.

SG16 noted the following statements in your LS [TSAG-LS35]:

* To minimize duplication of work, when more than one Study Group is assigned per deliverable, each Study Group is requested to review the deliverable and inform TSAG on its preferred course of action. If the Study Group would like to use either a portion or the entirety of the deliverable, then TSAG is required to be informed prior to commencing any work.

During the SG16 meeting in April 2024 in Rennes, France, we reviewed and discussed about the deliverables that are allocated to multiple SGs. And it was agreed to request TSAG to allocate the the entirety of the deliverables to SG16 because they are very closely related to the multimedia aspects of metaverse, including accessibility issues, as later detailed in Annex B.

Therefore, we would like to kindly ask TSAG to consider that SG 16 is interested on the following deliverables as shown in the **Annex A**, and request to assign them to SG 16 for the further work based on the deliverables from ITU FG-MV.

With regard to accessibility, Q26/16 (Accessibility) decided to decline the FGMV-03 deliverable assigned to SG16 due to lack of interest from Q26/16. This deliverable could be reassigned to other SGs if they are interested.

* FGMV-03 (2023-10), Technical Report on Guidelines to assess inclusion and accessibility in metaverse standards development.

Secondly, ITU-T Study Group 16 would like to thank ITU Focus Group on metaverse (FG-MV) for developing and providing many deliverables regarding various aspects of metaverse. During the SG16 meeting, we reviewed FG-MV's work plan and noted that many work items are of great interest to SG16. Therefore, we kindly request that SG16's interests be taken into consideration when FG-MV reviews interest groups for deliverables to be approved by June 2024.

ITU-T SG16 also expresses our interests to TSAG and kindly requests that TSAG considers SG16's suggestions when allocating FG-MV deliverables to relevant Study Groups at the next TSAG meeting in July/August 2024.

**Annex B** contains SG16's interest in approved deliverables in FG-MV March 2024 meeting and ongoing work items of FG-MV.

Thirdly, concerning preparations for metaverse studies in SG16, we would like to inform TSAG that it has considered the creation of a new Question on multimedia aspects of metaverse for cross-platform interoperability. The text was refined to reflect areas of study under the SG16 mandate and had some support, however at this meeting there was no consensus to include this new Question in the set for the next period. One of the arguments in support of this Question is that a harmonized approach across the various study groups is needed, an area where TSAG could provide a valuable view. Therefore, the text that was discussed during this SG16 meeting is provided in **Annex C** hereinafter.

TSAG is kindly invited to provide advice to SG16 (and possibly other SGs), from an ITU-T wide coordination perspective, on considerations about adopting this Question for the next period, including the appropriateness of having a TSAG proposal to WTSA-24 on this matter (possibly including metaverse-related Questions proposed by other ITU-T study groups).

Lastly, we would also like to inform that we have created an ad hoc group that will coordinate the metaverse standards development work in ITU-T SG16 until the first meeting of SG16 in the next study period, as well as suggest the possible allocation of those items not yet allocated to a specific SG16 Question. The terms of reference are provided for information in **Annex D** hereinafter.

ITU-T SG16 looks forward to keeping close collaboration with ITU-T TSAG on metaverse coordination matters.

Annex A
Suggestion of SG16 on the deliverables allocated to multiple SGs

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| **No.** | **Title** | **Allocated to(TSAG, January 2024)** |
| [**FGMV-18**](https://www.itu.int/en/ITU-T/focusgroups/mv/Documents/List%20of%20FG-MV%20deliverables/FGMV-18.pdf) **(2023-12)** | Technical Report on guidance on how to build a metaverse for all – Part I: Legal Framework | ITU-T SG16 & SG3 |
|  | **Summary** | This document proposes some guidelines to ensure by default equity, accessibility, and inclusivity in the development of the metaverse. Its primary objective is to offer the context for the legal framework based on the United Nations (UN) mandates and Sustainable Development Goals (SDGs), along the derived standards. This document offers a comprehensive understanding of the current state of the background which should underlay any metaverse development. The document also identifies the key challenges that hinder the achievement of equity, accessibility, and inclusivity within the metaverse, and propose potential roadmaps towards constructing a metaverse leaving no one behind. |
| **SG16 suggestion** | SG16 should handle this task due to its expertise in multimedia technologies and focus on accessibility, aligning well with the need for inclusive metaverse standards based on UN mandates and SDGs. If ITU-T SG3 does not address this issue, SG16 would like to take it for further review and take appropriate action if necessary. |

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| **No.** | **Title** | **Allocated to(TSAG, January 2024)** |
| [**FGMV-19**](https://www.itu.int/en/ITU-T/focusgroups/mv/Documents/List%20of%20FG-MV%20deliverables/FGMV-19.pdf) **(2023-12)** | Technical Specification on service scenarios and high-level requirements for metaverse cross-platform interoperability | ITU-T SG16, SG20, SG13 & SG11 |
|  | **Summary** | This deliverable specifies the service scenarios and high-level requirements for metaverse cross-platform interoperability. With the increasing number of metaverse platforms being developed, there is a need to create an open and seamless metaverse interoperable environments between metaverse platforms that fosters innovation and collaboration. This deliverable aims to identify the various intended service scenarios and high-level requirements of four types of metaverse cross-platform interoperability: avatar interoperability, asset interoperability, content interoperability, identity interoperability. |
|  | **SG16 suggestion** | SG16's expertise in multimedia services and applications includes the technologies fundamental for a seamless metaverse experience. As the metaverse essentially represents a network of 3D virtual worlds, it heavily relies on multimedia interoperability. The four interoperability aspects mentioned avatar, asset, content, and identity are central to a unified multimedia environment, which is SG16's domain. |

| **No.** | **Title** | **Allocated to(TSAG, January 2024)** |
| --- | --- | --- |
| [**FGMV-04**](https://www.itu.int/en/ITU-T/focusgroups/mv/Documents/List%20of%20FG-MV%20deliverables/FGMV-04.pdf) **(2023-10)** | Technical Specification on requirements of accessible products and services in the metaverse: Part I – System design perspective | ITU-T SG16, SG9, SG20 |
|  | **Summary** | This Technical Specification provides high-level requirements for designers and developers to create an accessible immersive experience in the metaverse. This document considers the common accessibility requirements for the design and development phases of born accessible products and services in the metaverse. The document is related to "Requirements of accessible products and services in the metaverse: Part II – User perspective" and provides common accessibility requirements. |
|  | **SG16 suggestion** | SG16 is charged with advancing technologies for universally accessible multimedia applications and services. This technical specification, which focuses on high-level requirements for designing and developing accessible products in the metaverse, falls directly within SG16's purview. The document's emphasis on ensuring that metaverse products and services are "born accessible" aligns with SG16's objective to foster inclusivity and accessibility in digital environments. |

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| **No.** | **Title** | **Allocated to(TSAG, January 2024)** |
| [**FGMV-05**](https://www.itu.int/en/ITU-T/focusgroups/mv/Documents/List%20of%20FG-MV%20deliverables/FGMV-05.pdf) **(2023-10)** | Technical Specification on requirements of accessible products and services in the metaverse: Part II – User perspective | ITU-T SG16, SG9, SG20 & SG2 |
|  | **Summary** | This Technical Specification provides requirements on how to develop an accessible metaverse from a user perspective. This document considers the various metaverse components and the actions that users, regardless of their capabilities, may perform to access the metaverse, create an identity within the metaverse, navigate the metaverse and interact in the metaverse. The document is related to ITU FG-MV Technical Specification on "Requirements of accessible products and services in the metaverse: Part I – System design perspective" and provides requirements on the role of users in creating and assessing accessibility services. |
| **SG16 suggestion** | SG16 should address this specification as it pertains to creating accessible metaverse experiences, focusing on user interaction and navigation, which aligns with its expertise in multimedia accessibility and inclusive system design. |

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| **No.** | **Title** | **Allocated to(TSAG, January 2024)** |
| [**FGMV-01**](http://handle.itu.int/11.1002/pub/82047d78-en) **(2023-07)** | Technical Report on Exploring the metaverse: opportunities and challenges | All ITU-T SGs |
|  | **Summary** | This Technical Report explores the opportunities and challenges, and clarifies the role of international standards and the potential for the metaverse in the achievement of the United Nations Sustainable Development Goals. |
| **SG16 suggestion** | SG16 should oversee this task because its expertise in multimedia systems and international standards directly supports the alignment of metaverse technologies with the United Nations Sustainable Development Goals, ensuring these platforms contribute positively to global equitable and sustainable development. Therefore, if there is no specific request from other ITU-T SGs, SG16 would like to consider it for further review and take appropriate action if necessary. |

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| **No.** | **Title** | **Allocated to(TSAG, January 2024)** |
| [**FGMV-21**](https://www.itu.int/en/ITU-T/focusgroups/mv/Documents/List%20of%20FG-MV%20deliverables/FGMV-21.pdf) **(2023-12)** | Technical Report on Principles for Building Concepts and Definitions Related to metaverse | All ITU-T SGs |
|  | **Summary** | This document establishes the principles for building terms, concepts and definitions related to metaverse, as the foundation for developing technical specification of vocabulary for metaverse. |
| **SG16 suggestion** | SG16 should undertake this task because its expertise in multimedia systems and applications equips it to establish essential terminology for the metaverse, ensuring consistent and clear definitions across technical specifications and enhancing interoperability in digital multimedia environments. Therefore, if there is no specific request from other ITU-T SGs, SG16 would like to consider it for further review and take appropriate action if necessary. |

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| **No.** | **Title** | **Allocated to(TSAG, January 2024)** |
| [**FGMV-02**](https://www.itu.int/en/ITU-T/focusgroups/mv/Documents/List%20of%20FG-MV%20deliverables/FGMV-02.pdf) **(2023-10)** | Technical Report on Metaverse: an analysis of definitions | All ITU-T SGs |
|  | **Summary** | This Technical Report contains a detailed gap analysis in literature of "metaverse" definitions with an explained terminology. This Technical Report studied and analysed approximately 150 existing definitions of metaverse from various sources. |
| **SG16 suggestion** | SG16 should handle this task because its role in standardizing multimedia and communication technologies includes ensuring clarity in technical language. Conducting an analysis of metaverse definitions fits SG16's mandate, as it promotes uniformity and interoperability across various technological domains. Therefore, if there is no specific request from other ITU-T SGs, SG16 would like to consider it for further review and take appropriate action if necessary. |

Annex B
Interest of SG16 on deliverables (approved and ongoing items) in FG-MV

| FG/ WGs | Type | Title of deliverable (incl. draft) | SG16 interest |
| --- | --- | --- | --- |
| **WG 1**[General](https://extranet.itu.int/sites/itu-t/focusgroups/mv/wg/SitePages/Working-Group-1.aspx)  | TS | Overview of metaverse | 확인 표시 단색으로 채워진 |
| TS | Vocabulary for metaverse | 확인 표시 단색으로 채워진 |
| TS | Definition of CitiVerse |  |
| TR | Pre-standardisation roadmap for an inclusive and sustainable CitiVerse |  |
| TR | Building a People-centred CitiVerse |  |
| TR | Near-term and long-term Implications for people in the metaverse ***(approved at the 5th FG-MV meeting)*** |  |
| TR | A framework for confidence in the metaverse *(approved at the 5th FG-MV meeting)* |  |
| **WG 2**[Applications & Services](https://extranet.itu.int/sites/itu-t/focusgroups/mv/wg/SitePages/Working-Group-2.aspx) | TR | Overview of the application requirements of metaverse on emergency management in chemical industrial parks | 확인 표시 단색으로 채워진 |
| TS | Use case and requirements for virtual and real fusion coding in metaverse application | 확인 표시 단색으로 채워진 |
| TS | Use cases and requirements on immersive audio coding for metaverse applications and services | 확인 표시 단색으로 채워진 |
| TS | Framework and requirements for the construction of 3D manual driven digital human application system based on image recognition algorithm | 확인 표시 단색으로 채워진 |
| TS | Requirements and framework for extended reality content creation system based on artificial intelligence | 확인 표시 단색으로 채워진 |
| TR | Guidelines and use cases on tourism in the metaverse | 확인 표시 단색으로 채워진 |
| TR | Use case and requirements for remote amusement service with automatic movable robot (AMR) with multimedia functions on metaverse | 확인 표시 단색으로 채워진 |
| TR | Medical metaverse: Use-case Relevant to Medical Training and Hospital | 확인 표시 단색으로 채워진 |
| TR | Guidelines for metaverse application in power system ***(approved at the 5th FG-MV meeting)*** | 확인 표시 단색으로 채워진 |
| TR | Landscape and Use cases for the Industrial metaverse | 확인 표시 단색으로 채워진 |
| **WG 3**[Architecture & Infrastructure](https://extranet.itu.int/sites/itu-t/focusgroups/mv/wg/SitePages/Working-Group-3.aspx) | TR | Requirements and challenge associated with network infrastructure to enable the metaverse |  |
| TS | Functional framework and capability of IoT for metaverse |  |
| TS | The reference framework of industrial metaverse | 확인 표시 단색으로 채워진 |
| TS | Setting the framework for an ICT architecture to enable the metaverse | 확인 표시 단색으로 채워진 |
| TS | Multimedia aspect of metaverse architecture | 확인 표시 단색으로 채워진 |
| **WG 4**[Virtual/Real World Integration](https://extranet.itu.int/sites/itu-t/focusgroups/mv/wg/SitePages/Working-Group-4.aspx)  | TS | Requirements for the metaverse based on digital twins enabling integration of virtual and physical worlds ***(approved at the 5th FG-MV meeting)*** |  |
| TS | Reference model for the metaverse based on a digital twin enabling integration of virtual and physical worlds ***(approved at the 5th FG-MV meeting)*** |  |
| **WG 5**[Interoperability](https://extranet.itu.int/sites/itu-t/focusgroups/mv/wg/SitePages/Working-Group-4.aspx) | TS | Interoperability of identity of things across metaverses | 확인 표시 단색으로 채워진 |
| TS | High-level interoperability architecture for cross-platform metaverse | 확인 표시 단색으로 채워진 |
| **WG 6**[Security, Data & PII Protection](https://extranet.itu.int/sites/itu-t/focusgroups/mv/wg/SitePages/Working-Group-6.aspx) | TS | Data security for things across metaverses in aspects of data processing and management |  |
| TS | Security framework for the metaverse architecture |  |
| TS | Asset management Security guidelines for owners within the metaverse |  |
| TR | Considering online and offline implications in efforts to build confidence and security in the metaverse ***(approved at the 5th FG-MV meeting)*** |  |
| TR | Challenges to achieving trustworthy metaverse |  |
| TR | The framework of building a trustworthy digital human |  |
| TR | Guidelines on trusted data use in building a trustworthy metaverse |  |
| **WG 7**[Economic, regulatory & competition aspects](https://extranet.itu.int/sites/itu-t/focusgroups/mv/wg/SitePages/Working-Group-7.aspx)[Sustainability, Accessibility & Inclusion](https://extranet.itu.int/sites/itu-t/focusgroups/mv/wg/SitePages/Working-Group-8.aspx) | TS | Economic Value Creation and Competition in metaverse |  |
| TS | Guidance on green and low carbon development of metaverse |  |
| TS | Methodology on assessment of GHG emissions of metaverse |  |
| TR | Guidance on how to build a metaverse for all: Part II - Survey and framework |  |
| TS | Requirements for communication between human-avatar languages in the metaverse ***(approved at the 5th FG-MV meeting)*** | 확인 표시 단색으로 채워진 |
| TS | Incentive strategies to boost high-impact sustainable metaverse applications |  |
| TS | Metrics and indicators to drive the design of sustainable metaverse applications |  |
| TR | Metaverse social safety: mitigating harassment in the metaverse |  |
| **WG 9**[Collaboration](https://extranet.itu.int/sites/itu-t/focusgroups/mv/wg/SitePages/Working-Group-9.aspx) | TR | Standardization roadmap for metaverse | 확인 표시 단색으로 채워진 |
| TR | Gap analysis on metaverse standardization | 확인 표시 단색으로 채워진 |

Annex C
Text of a proposed new Question Q.MV/16
"Metaverse cross-platform interoperability in multimedia aspects"

(New Question)

### 1 Motivation

Metaverse, coupled with advances in digital technology, is revolutionizing the way people live. This shift is having a profound impact on society as a whole, enabling new levels of experience beyond the boundaries of the virtual and real world. Metaverse is spurring innovation in industry, education, healthcare, real estate, entertainment, and more, creating new business models and markets. The spread of metaverse is breaking down barriers between the virtual and real worlds, offering immersive experiences where reality and virtuality merge. This is causing changes across many areas, from daily life to professional work environments. It's a significant turning point, reshaping how we live, work, and interact socially. Many big tech companies and investors worldwide are increasing their investments in metaverse technology, platforms, applications, and services, aiming to create new user experiences, expand the virtual economy, and reshape social interactions. Thus, the rise of metaverse is becoming a key driver of social and economic changes beyond just technological advancement.

Metaverse itself is not a new technology but a combination of various technologies. It can be realized by converging various elemental technologies and standards from many relevant SDOs. Interoperability between metaverse platforms will accelerate the growth of the ecosystem for different stakeholders.

Lack of interoperability among metaverse platforms can lead to a fragmented user experience and inconvenience, as users cannot interact or share their experiences across different metaverse platform environments. This restriction may limit user engagement and increase development costs, as creators need to duplicate efforts for multiple platforms.

To realize the interoperable metaverse, it is essential to provide standards for cross-platform interoperability, including standardized protocols and interfaces over different technologies and platforms. Therefore, it is necessary standardization work to ensure that the various technical components of the metaverse can effectively integrate and interoperate for providing the cross-platform interoperability. ITU-T SG16 needs to work on the multimedia aspects of cross-platform interoperability. These standards can increase compatibility and efficiency across metaverse systems and provide richer experiences for users.

This question will cover relevant work items on multimedia aspects of metaverse cross-platform interoperability.

### 2 Study items

Study items to be considered include, but are not limited to:

– investigate and identify the multimedia aspects of metaverse cross-platform interoperability;

– review and analyse existing enabling technologies and their evolution for metaverse cross-platform interoperability in multimedia aspects;

– investigate and identify the requirements, functional architecture, and application-level protocols for metaverse cross-platform interoperability in multimedia aspects;

– considerations of new emerging technologies for multimedia aspects of metaverse cross-platform interoperability;

– considerations on the collaboration and harmonization with other SDOs related to multimedia aspects of metaverse cross-platform interoperability;

– study and update the gap analysis for standardization on multimedia aspects of metaverse cross-platform interoperability.

### 3 Tasks

Tasks include, but are not limited to, the development of deliverables in the following areas:

– existing enabling technologies and their evolution for metaverse cross-platform interoperability in multimedia aspects;

– use-cases and service scenarios, requirements, and functional architecture for multimedia aspects of metaverse cross-platform interoperability;

– application-level protocols for multimedia aspects of metaverse cross-platform interoperability;

– emerging technologies for multimedia aspects of metaverse cross-platform interoperability;

– gap analysis for standardization on multimedia aspects of metaverse cross-platform interoperability.

### 4 Relationships

Recommendations:

– F, G, H, J, L, Q, X, Y-series Recommendations under the responsibility of SG16

Questions:

– All Questions of ITU-T SG16

Study Groups:

– All ITU-T SGs

Standardisation bodies:

– ISO TC 133, TC 172 on metaverse

– IEC TC 100, TC 110, TC 159 on metaverse devices and systems

– ISO & IEC JSEG 15 (metaverse)

– ISO/IEC JTC 1 SC 6, SC 24, SC 29, SC 35, SC 36 on metaverse related aspects

– IEEE SA MWG (Metaverse WG), ARMDWG (Augmented Reality on Mobile Devices WG), 2888 WG (Interfacing Cyber and Physical World WG)

– IETF ICNRG on metaverse contents distributions

– 3GPP SA2 on mobile metaverse

– Khronos 3D Formats Working Group on metaverse content format

– OpenUSD on metaverse content and environment format

– W3C Metaverse Interoperability CG, DID (Distributed ID) WG

– MSF (Metaverse Standards Forum)

– OMF (Open Metaverse Foundation)

– OMI (Open Metaverse Interoperability)

– OMA3 (Open Metaverse Alliance)

– MPAI (Moving pictures, audio and data coding by artificial intelligence)

Annex D:
ToR for a SG16 AHG on metaverse standardization work in ITU-T SG16 (AHG-MV)

1. Scope and objectives

The SG16 ad hoc group on metaverse (AHG-MV) will coordinate the metaverse standards development work in ITU-T SG16 until the first meeting of SG16 in the next study period, as well as foster work on those items not yet allocated to a specific SG16 Question.

The objectives are to promote the understanding and development of ITU-T Recommendations and other types of standard documents, including Supplement and Technical Report, based on the deliverables developed by FG-MV and assigned to SG16 by TSAG in 2024.

In addition, AHG aims to prepare a plan to allocate metaverse standard development items at SG16 according to the ToR of each Question approved at WTSA-24 and propose it to the first meeting of ITU-T SG16 in 2025.

The AHG will develop a report of AHG activities based on the discussions that took place.

2. Work methods

a) Open to all ITU-T SG16 members.

b) Report the results of the AHG activities two weeks before to the first SG16 meeting in 2025 for further SG16 consideration on metaverse standardization work.

c) The AHG activities will be carried out normally at virtual meetings but may also hold physical meeting (e.g. if other SG16 Questions are also meeting) based on the participants' agreement.

d) The AHG activities will be carried out through the dedicated mailing list t22sg16ahgmv@lists.itu.int. The AHG virtual meeting will be organized using meeting tools supported by TSB.

e) Meeting announcements including the draft agenda will be made available by e-mail and in the SG16 website at least four weeks in advance.

f) The AHG Convenors will be Shin Gak Kang (ETRI, Rep. of Korea).

g) The AHG will be active until the first SG16 meeting in 2025, and whether to extend AHG activities will be decided at the next SG16 meeting.

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