|  |  |  |
| --- | --- | --- |
| The International Teleocmmunication Union - Connecting the World. | **International telecommunication union****Telecommunication Standardization Bureau** |  |
|  | Geneva, 11 October 2022 |
| **Ref:**  | **TSB Circular 045**TSB Events/ SC | **To:**- Administrations of Member States of the Union;- ITU-T Sector Members;- ITU-T Associates;- ITU Academia**Copy to:**- The Chairmen and Vice-Chairmen of Study Groups;- The Director of the Telecommunication Development Bureau;- The Director of the Radiocommunication Bureau;- The Directors of the ITU Regional Offices |
| **Contact:** | **Simao Campos** |
| **Tel:** | +41 22 730 6805 |
| **Fax:****E-mail:** | +41 22 730 5853tsbevents@itu.int |
| **Subject:** | **ITU workshop on “Metaverse and multimedia”(Geneva, Switzerland, 18 October 2022)** |

Dear Sir/Madam,

1 I am pleased to inform you that the International Telecommunication Union (ITU) is organizing a workshopon **“Metaverse and multimedia”** which will take place on 18 October 2022 at ITU headquarters, (Room K) in Geneva, Switzerland. The workshop will be organised as a **physical event** with **remote participation**. The workshop will take place within the context of the ITU-T Study Group 16 discussions on metaverse in Geneva, 17 to 28 October 2022.

2 The metaverse concept, though still in its infancy, has attracted considerable public attention. Bloomberg analysts have suggested the total market volume of metaverse related business as the world’s “next big technology platform” could reach USD 800 billion by 2024, doubling its value in 2020.

3 ITU-T SG 16 in its role as ITU-T’s lead Study Group on multimedia technologies, applications, systems and services, has been studying technologies and working on standards that are pioneering in many directions and considered as essential building blocks for metaverse-based services and applications. The importance for ITU-T SG16 to work on the topic of multimedia and metaverse, and open unified standards, has been identified.

4 The objectives of the workshop include:

* information sharing, views exchange to facilitate mutual understanding building;
* coordination and synchronization;
* awareness promotion targeting industry, academia, regulators, etc., aiming at inputs collection to cover unknown use cases and scenarios, etc;
* exploration of the way forward and opening up of new frontiers;
* addressing issues of common interests and concerns including but not limited to privacy, trust, security, regulatory matters;

5 The target audience of the workshop includes:

* Major SDOs that are involved in the general direction with metaverse and multimedia such as ITU-T SG16, IEEE, 3GPP, ISO/IEC JTC1, etc.
* Private sector entities engaged in development of hardware and software for metaverse and multimedia applications
* Contents providers and vendors for both conventional audio/visual contents and AR/VR contents
* Game developers and vendors
* Academia
* Regulators

6 Participation in the workshop is open to ITU Member States, Sector Members, Associates and Academic Institutions and to any individual from a country that is a member of ITU who wishes to contribute to the work. This includes individuals who are also members of international, regional and national organizations.

7 All relevant Information pertaining to the workshop including the draft programme will be made available on the event website here: <https://www.itu.int/en/ITU-T/Workshops-and-Seminars/2022/1018/Pages/default.aspx>. The event webpage will be updated regularly as more information becomes available. Participants are encouraged to check the webpage periodically for updates.

8 Wireless LAN facilities are available for use by delegates in the main ITU conference room areas. Detailed information is available on the ITU-T website (<https://www.itu.int/ITU-T/edh/faqs-support.html>).

9 A number of Geneva hotels offer preferential rates for delegates attending ITU meetings and provide a card giving free access to Geneva’s public transport system. A list of participating hotels, and guidance on how to claim discounts, can be found at: <https://itu.int/travel/>.

10 To enable TSB to make the necessary arrangements concerning the organization of the workshop, I should be grateful if you would [register](https://www.itu.int/net4/CRM/xreg/web/Login.aspx?src=Registration&Event=C-00011981) via the online form available on the website page as soon as possible**. Please note that pre-registration of participants for workshops is mandatory and carried out exclusively online. This workshop is free of charge and open to all**.

11 I would remind you that citizens of some countries are required to obtain a visa in order to enter and spend any time in Switzerland. **The visa must be requested at least before the date of beginning of the workshop** and obtained from the office (embassy or consulate) representing Switzerland in your country or, if there is no such office in your country, from the one that is closest to the country of departure.

If problems are encountered by **ITU Member States, Sector Members, Associates or Academia members**, and at the official request made by them to TSB, the Union can approach the competent Swiss authorities in order to facilitate delivery of the visa, but only within the period mentioned of **four** weeks. Any such request should be made by checking the corresponding box on the registration form no later than four weeks before the event. Enquiries should be sent to the ITU Travel Section (travel@itu.int) bearing the words “visa support”.

Yours faithfully,

Chaesub Lee
Director of the Telecommunication
Standardization Bureau