

ITUEvents

Joint ITU-WHO workshop on safe listening in video gaming and esports:

Updates 2

4 – 5 July 2024

Geneva, Switzerland



Make Listening Safe

Co-organized by:



ITUEvents

Session 1: Introduction and welcome



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WHO updates



Co-organized by:



Game player survey 2024 (embargoed)

- In conjunction with American Speech Hearing and Language Association (ASHA) and University of Lucerne
- Polling survey completed in US, Brazil and Japan
- Insights on game player attitudes to video gameplay listening, state of readiness to change behaviour and feedback on safe listening features proposed in this standard.
- Findings to be released in mid July, 2024

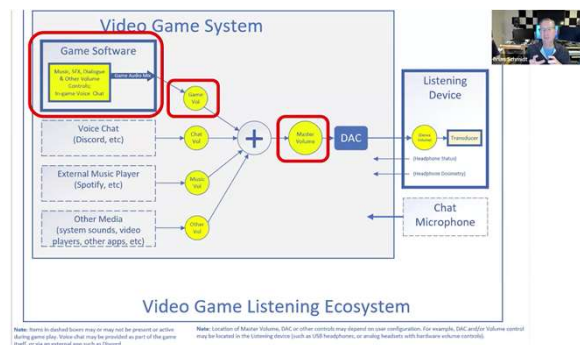


26 June Online Web Meeting



A key challenge

CHADHA, Shelly



Listening habits



Average volume setting 47.6% (SD = 21.3).
24.8% listens at a high (above 60%) or very high (above 80%) volume.

Sounds are either extremely (37.5%) or very (34.1%) important when playing video games.



Viewers

- Average volume setting 45.6% (SD = 20.4)
- 18.3% listens at a high or very high volume

Players

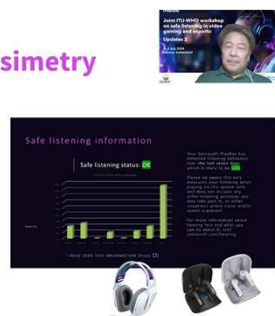
- Average volume setting 55.7% (SD = 22.5)
- 21% listens at a high or very high volume

Sounds are either somewhat (29.2%), very (30.2%), or extremely (24.2%) important.

Sara Roberts

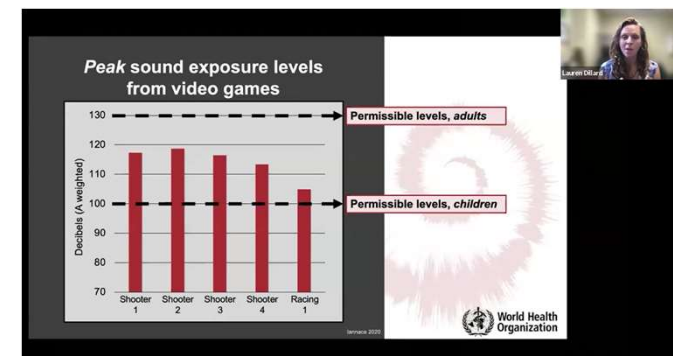
Key hardware features: Dosimetry

- When connected to **headphones or earphones**, a video gameplay device shall track the level and duration of the game player's **sound dosage**.
- A video gameplay device shall provide dosimetry information in a **clear, easily accessible and user-friendly interface**.



Key feature: Safe listening warnings/m

- Video gaming software shall** provide a message/warning to game players regarding auditory risks (e.g., hearing loss, tinnitus) associated with loud sounds and extended exposure, which can occur when taking part in video gameplay activities.
- On Initial load screen
 - After a period of continuous gameplay



World Telecommunication Standardization Assembly (WTSA-24) New Delhi, India

- 15 – 24 October 2024
- The WTSA-2024 India is expected to have participation of around 1500 delegates.
- Accompanied by the Indian Mobile Congress held in parallel with over 10,000 delegates from the telecommunication technology sector.



World Telecommunication Standardization Assembly (WTSA-24) New Delhi, India

- WHO will be conducting a panel discussion “Changing the narrative - applying mobile technologies for hearing conservation” during the India Mobile Congress **(17 October 2024)**



Safe listening meeting- January 2025

