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|  | INTERNATIONAL TELECOMMUNICATION UNION**TELECOMMUNICATIONSTANDARDIZATION SECTOR**STUDY PERIOD 2022-2024 | SCV-TD15 |
| SCV |
| Original: English |
| **Question(s):** | 2/12 | Virtual, 10 November 2022 |
| **TD****(Ref.: SG12-LS14)** |
| **Source:** | ITU-T Study Group 12 |
| **Title:** | LS on terms and definitions from SG12 |
| **Abstract:** | SG12 informs SCV/CCT of the new and revised terms and definitions in Recommendations consented at the 7-17 June meeting. |
| **LIAISON STATEMENT** |
| **For action to:** | SCV |
| **For information to:** | SG16 |
| **Approval:** | ITU-T SG12 (Geneva, 17 June 2022) |
| **Deadline:** | - |
| **Contact:** | Joachim PomyOpticom GmbHGermany | Tel: +49 177 78 71958Fax: +49 6251 945 4 945E-mail: consultant@joachimpomy.de  |
| **Contact:** | Collins MBULOZICTAZambia | Tel: +26 097 41 40878E-mail: cmbulo@zicta.zm  |

ITU-T Study Group 12 (Performance, QoS and QoE) would like to inform the SCV about the following new and revised definitions contained in Recommendations consented at this meeting (7-17 June 2022).

Existing definitions for Study Group 12 are contained in Recommendation ITU-T P.10/G.100 *Vocabulary for performance, quality of service and quality of experience*, a revision of which will be started soon. We would welcome inclusion of the terms defined in ITU-T P.10/G.100 in the ITU Terms and Definitions database (Status Recommended).

**Draft ITU-T G.1036 (ex G.QoE-AR)**

**Geometry consistency**: the consistency of registration and tracking, to ensure that virtual content has correct locating relationship with the real environment as time changes.

**Illumination consistency**: the consistency of texture and lighting resemblance which are simulated by AR device. They should be as much same with the environment around as possible.

**Draft ITU-T P.1320 (ex P.QXM)**

**virtual reality (VR)**: an environment that is fully generated by digital means. To qualify as Virtual Reality, the virtual environment should differ from the local environment.

**augmented reality (AR)**: an environment containing both real and virtual sensory components. The Augmented Reality continuum runs from virtual content that is clearly overlaid on a real environment (Assisted Reality) to virtual content that is seamlessly integrated and interacts with a real environment (Mixed Reality).

**assisted reality (aR)**: an environment containing both real and virtual sensory components, where the virtual content is perceived as clearly artificial and overlaid (one end of the Augmented Reality continuum).

**mixed reality (MR)**: an environment containing both real and virtual components that are seamlessly integrated and interact with each other in a natural way (one end of the Augmented Reality continuum).

**diminished reality (DR)**: an environment with deliberately removed contents of the digital representation of the physical environment.

**extended reality (XR)**: an environment containing real or virtual components or a combination thereof, where the variable X serves as a placeholder for any form of new environment (e.g., Augmented, Assisted, Mixed, Virtual, or Diminished Reality).

**Draft ITU-T Y.1545.2 (ex Y.COPI)**

**Local Expected Data Rate (LEDR)**: Data rate expected at a given geo unit, calculated from actually measured data rates.

**Generic continuity-of-service indicator (GCOSI)**: An indicator expressing the degradation of the QoS for a given type of service with given characteristics, during a single usage of that service which starts at a given geo unit.

**Aggregated continuity-of-service indicator (ACOSI)**: A service-quality indicator for a given service type with given characteristics, aggregated over a route or journey.

**Virtual Transaction (vTA)**: A concept similar to the Virtual Call concept of [ITU-T G.1034]. A vTA is used to model the user experience with respect to continuity of service in a given spatial sequence of network performance.

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