

If only the World
was designed a bit better

accessibility in the meta-world

Pilar Orero

Univeritat Autònoma de Barcelona (Spain)

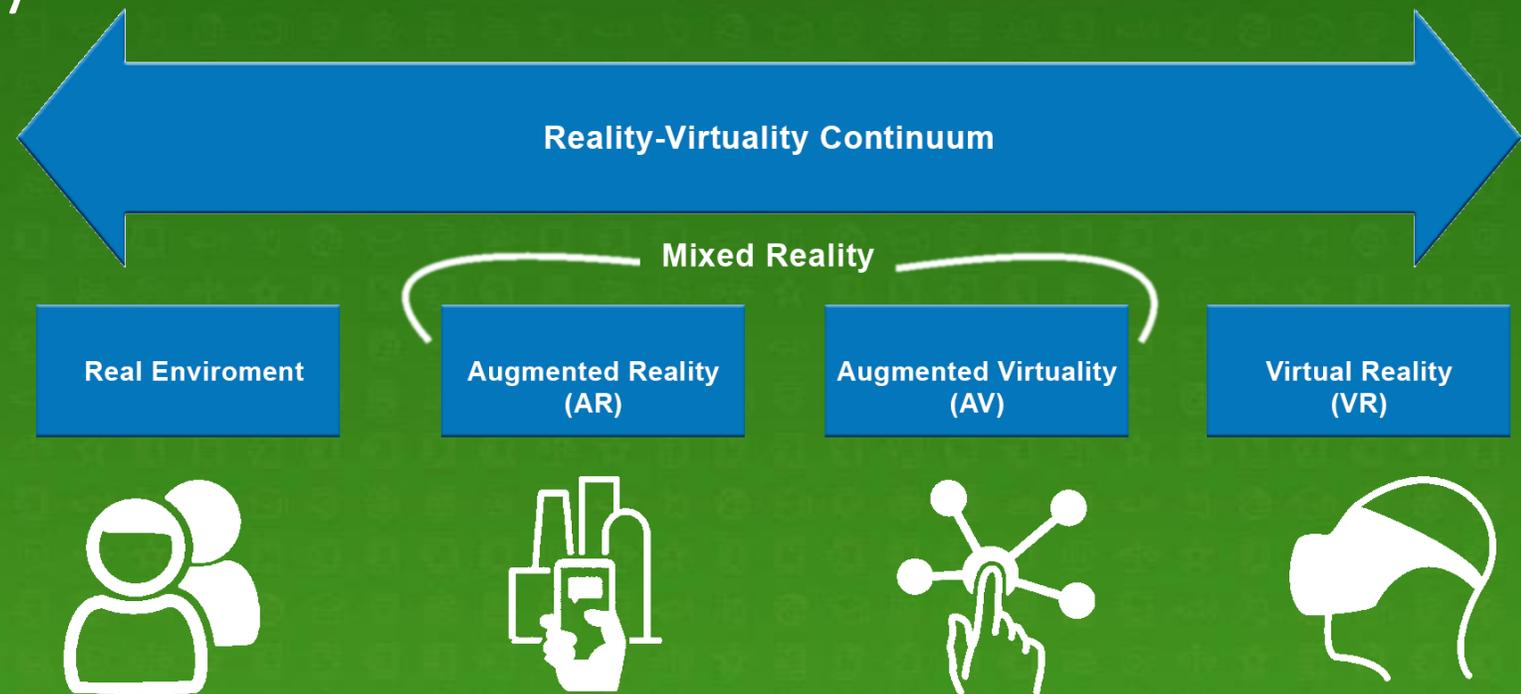
Andy Quested

ITU IRG-AVA co-chair & ITU-R Working Party 6C chair

Design - Design - Deliver!

Design is at the heart of accessible media

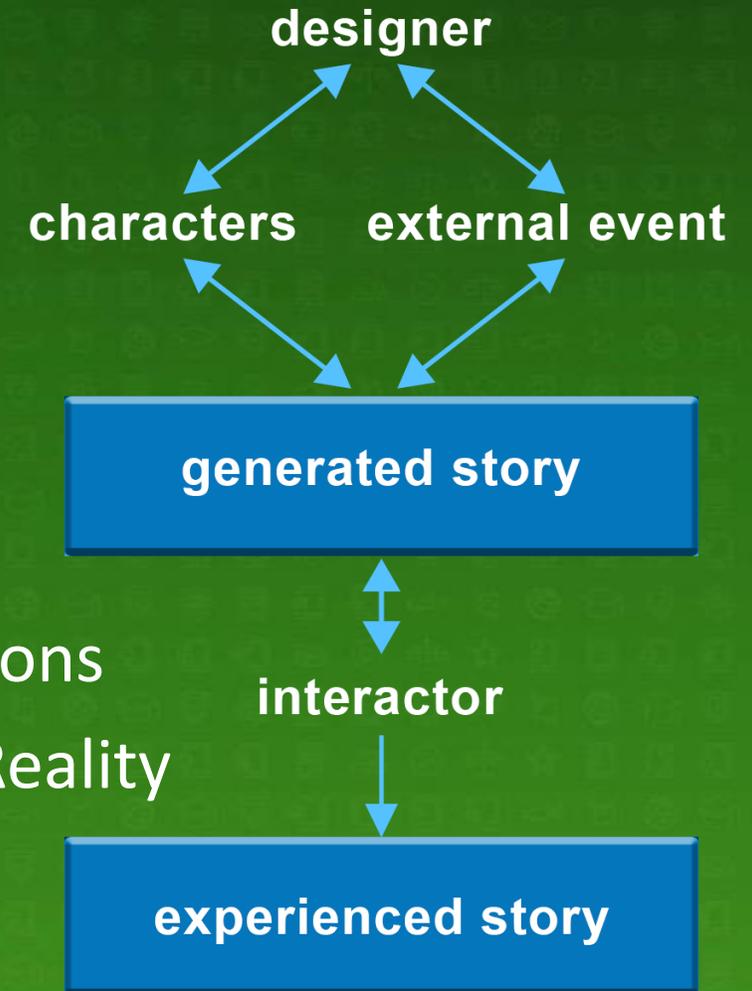
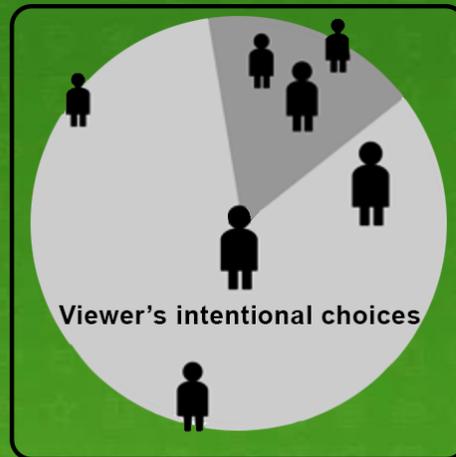
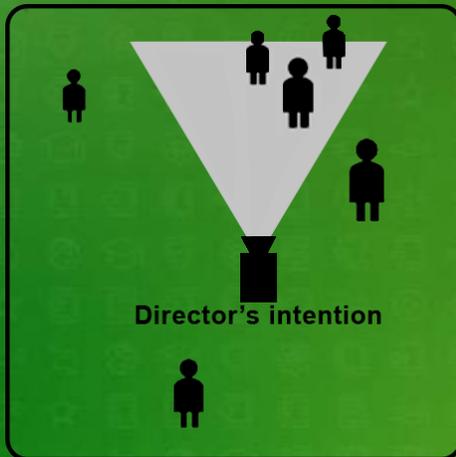
- Comfort & Readability
- Time and Space
- Environment
- Field of View
- Area(s) of interest

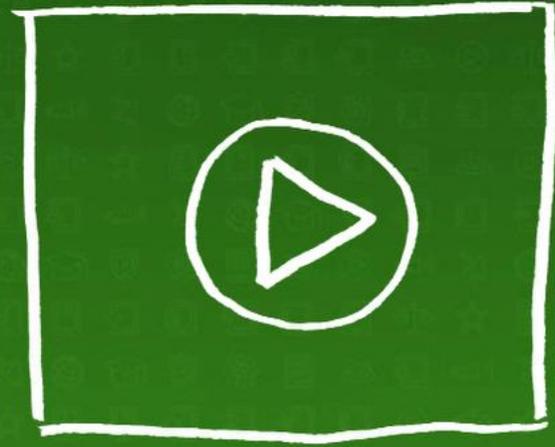
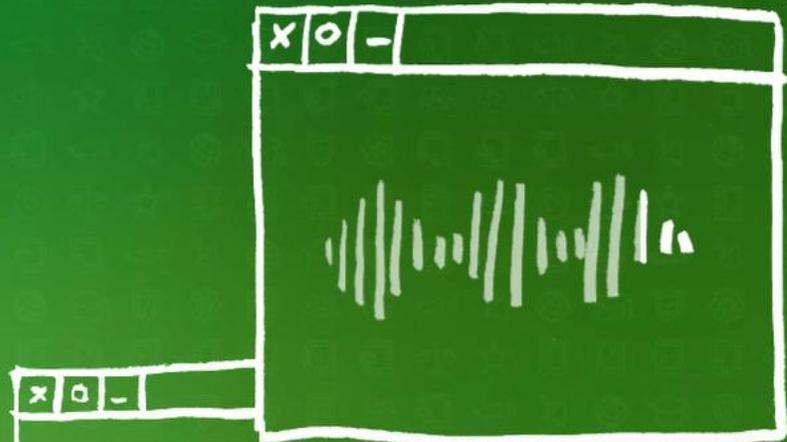


XR - What do we talk about?

New story telling paradigm

- Creates new opportunities in story telling
- Opens-up immersive experiences
- But – without design, could exclude many millions
- eXtended Reality must not become eXcluded Reality





Design for accessible media

Content Accessibility

- Clear
- Easy
- Universal
- Understood

Text
Subtitles/Captions



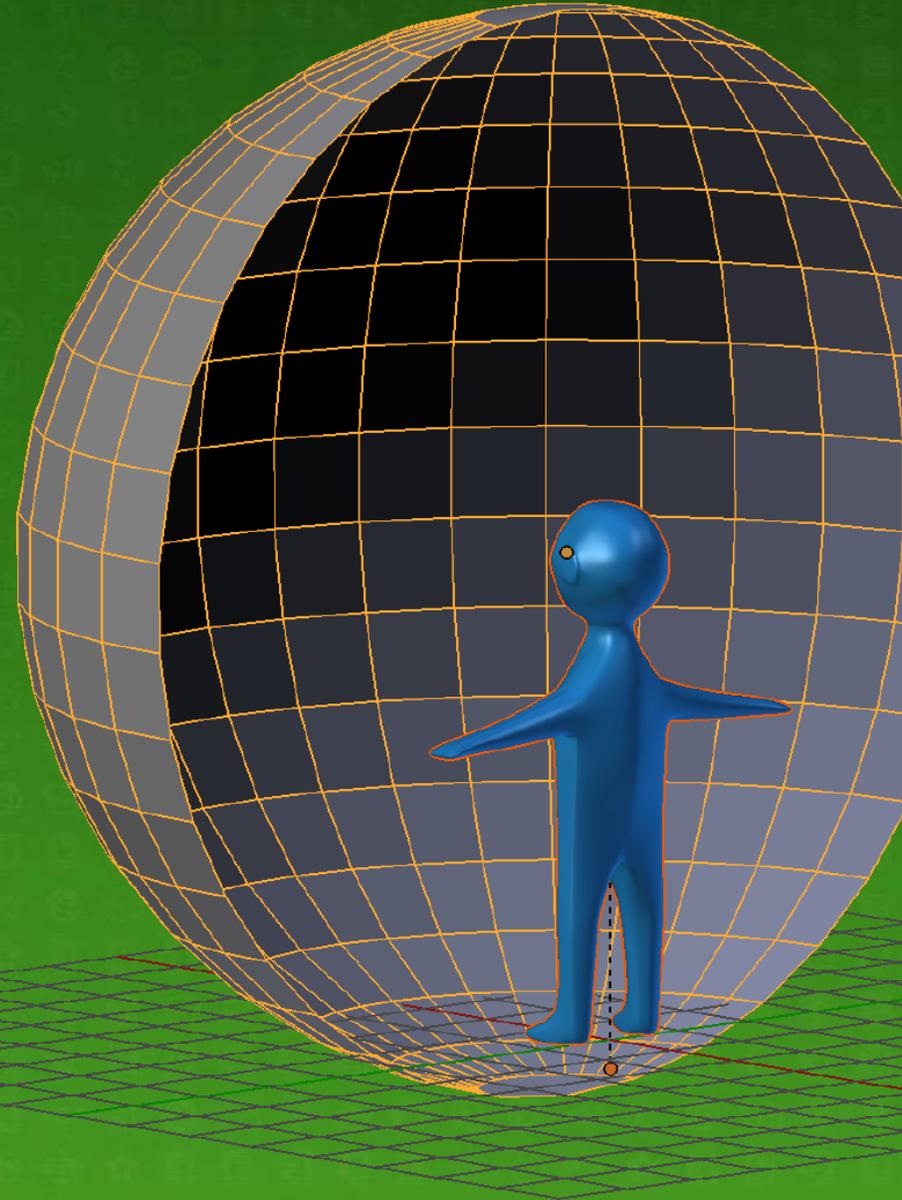
Spoken
Subtitles/Captions



Audio
Description



Sign
Language



Icons and information



Responsive design



Adapted to VR environments



Voice Interaction



Open menu:
:looking down
:consecutive clicks
:voice control



Enlarge



Preview



Universal Accessibility Icons



Who's in control?

Programmers or Users?

- 90% XR Applications use
 - High quality experience
 - For professional users
- Many others are easier to use but...



Unity[®]



UNREAL
ENGINE



AUTODESK[®]
TINKERCAD[®]

Who is working on this?

I want to design a VR experience, not a game, and I am not a programmer but a teacher/cultural expert!

H2020 European Projects



MediaVerse
A universe of media assets
and co-creation opportunities

MediaVerse (MV) is a decentralized network for intelligent, automated, and accessible digital asset management systems, where traditional stakeholders and other media owners can share, enrich, verify, and monetize multimedia content.



To promote through empowerment, a transformation of communities at risk of exclusion.

A toolset designed and developed to foster democratisation of opera, using technology as a means to reach new audiences and to connect artists with audiences.

VR Authoring tool for all

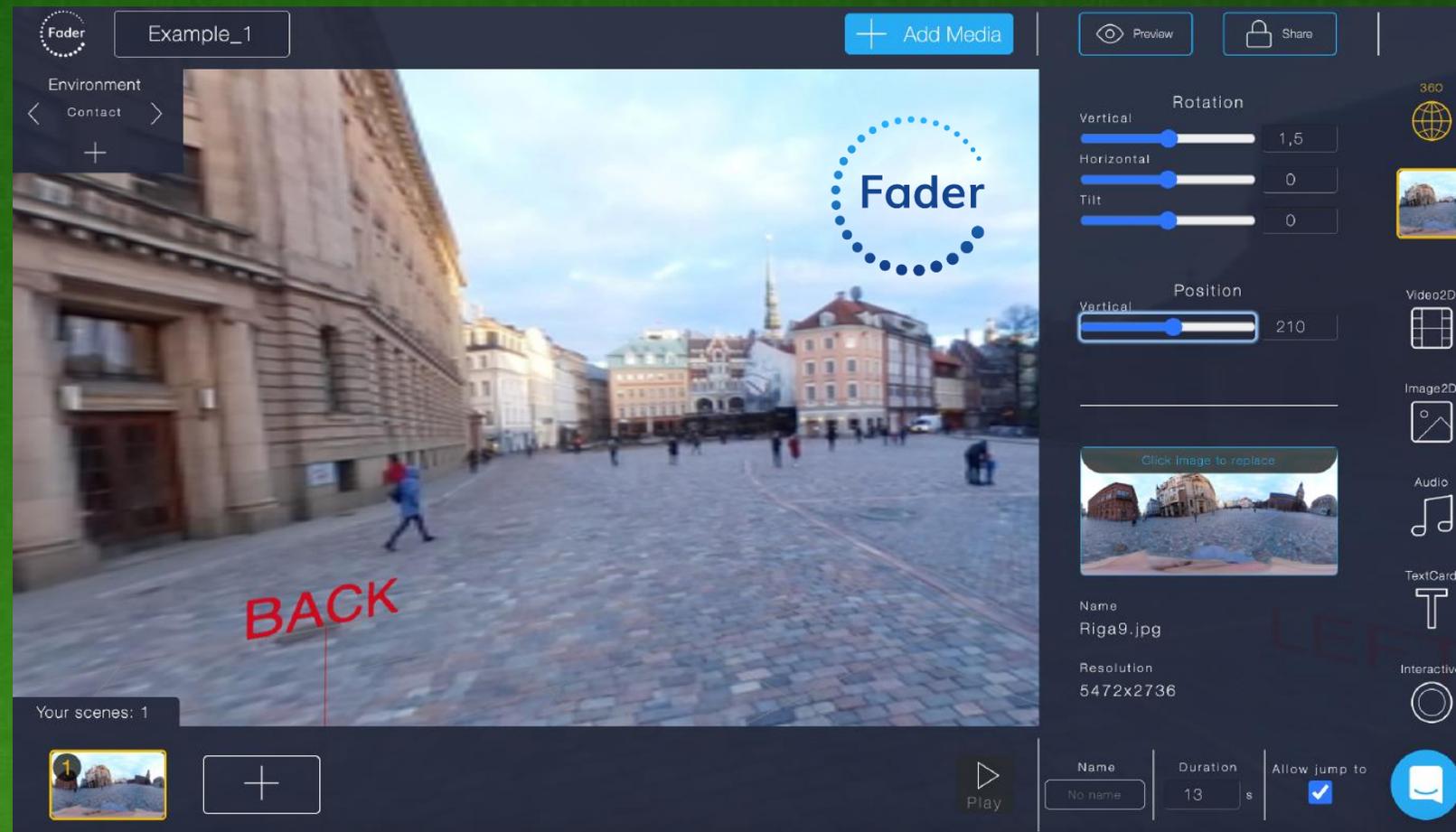


Programmers or Users?

The boundaries between professionals, prosumers and small creators are blurring, the speed of communication and publishing is increasing, audiences are seeking more user-driven and accessible multimedia experiences



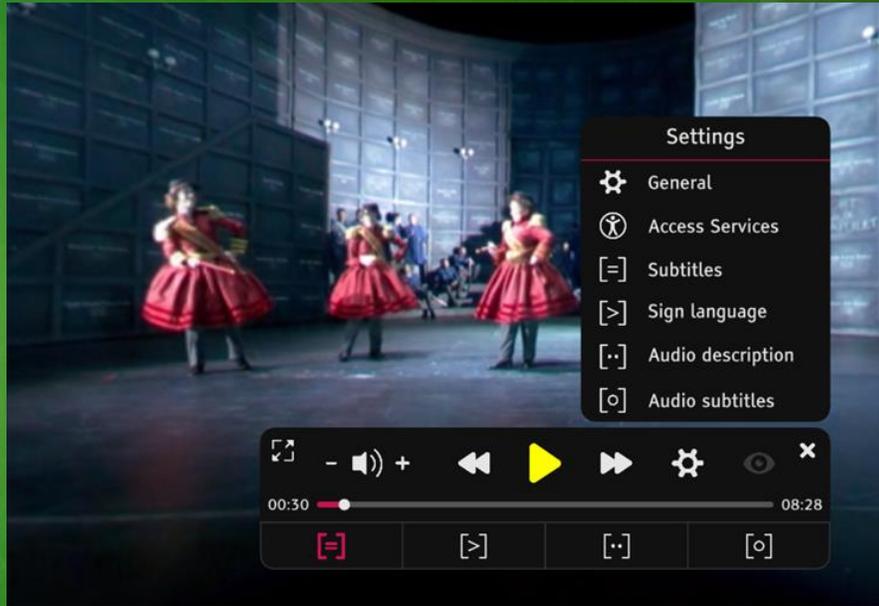
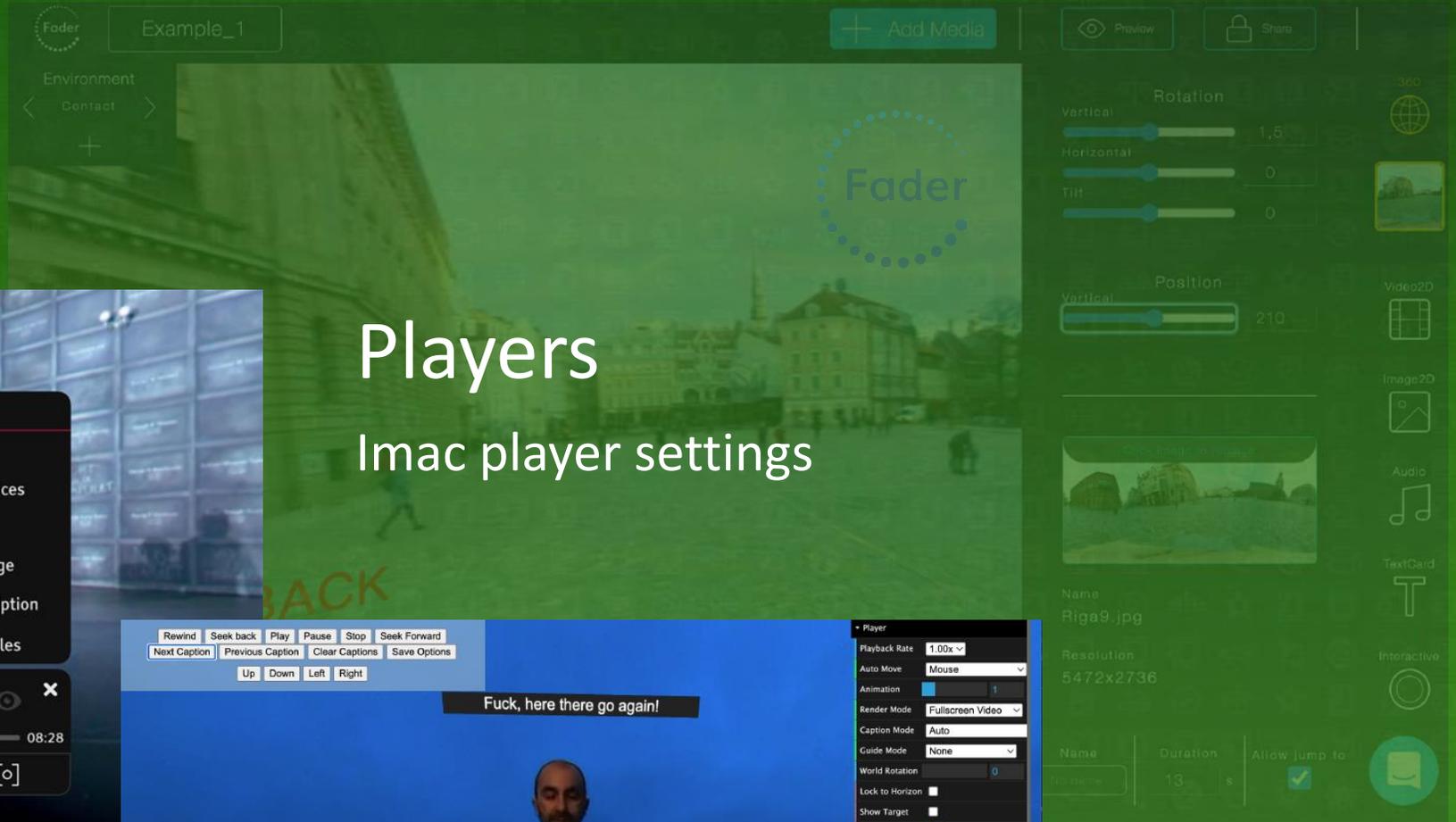
Tools!



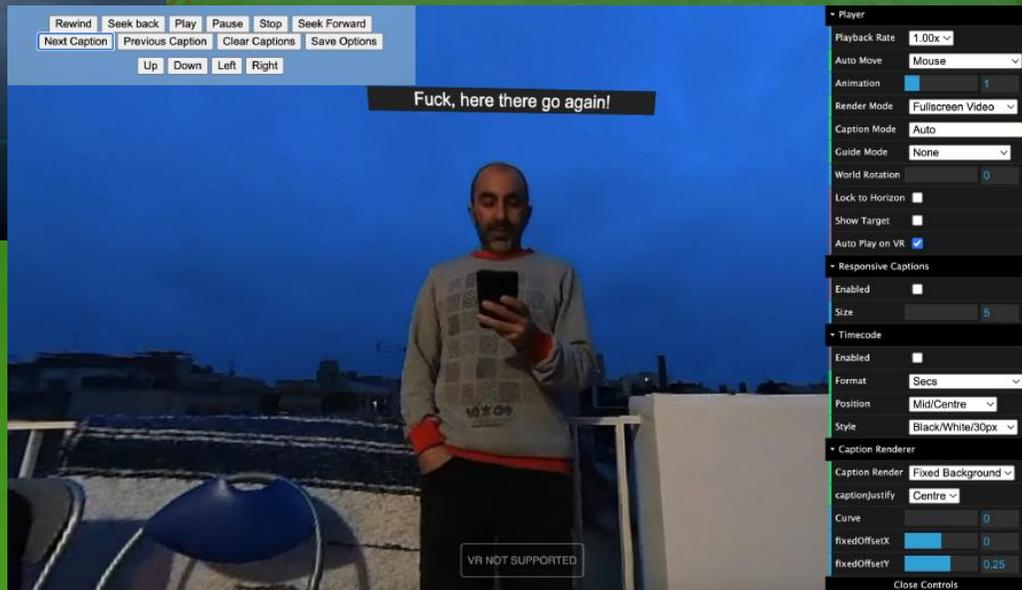
Programmers or Users?

Editor Interface

Tools!



Players Imac player settings



Players Fully customizable player

An opportunity

How to improve the situation?

- Make Web editors that can configure Unity projects
 - Web interface
 - Templates for basic applications: Museum, chemistry lab, wind-energy lab
 - Unity Server
- Make web format more appealing
 - Provide multiplying capabilities
 - Incorporate AI libraries for fast computing on the educator PC

To sum up

Accessible media for all means we -

- Must not to assume current '2D' accessibility is good enough
- Must learn the lessons from the gaming industry
- Must expand access service options to include
 - Sight – Sound – Motor – Understanding
- Use easy-to-understand language tools
- Must ensure users can
 - Perceive, understand, navigate, interact and contribute
- Must promote *Universal Design* and *Born Accessible* concepts



**WSIS
FORUM 2022**

Starting on 15 March
Final week 30 May - 3 June

**QUESTIONS?
COMMENTS?
THOUGHTS?**

