
**Information technology for learning,
education, and training — Immersive
content and technology**



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Contents

Page

| | |
|----------------------------------------------------------------------------|-----------|
| Foreword | iv |
| Introduction | v |
| 1 Scope | 1 |
| 2 Normative references | 1 |
| 3 Terms and definitions | 1 |
| 4 Abbreviated terms | 2 |
| 5 Understanding immersive technology | 2 |
| 5.1 Immersive technology | 2 |
| 5.2 Industrial trends and outlook | 2 |
| 5.2.1 Market trends and outlook | 2 |
| 5.2.2 Standardization trends of ISO and IEC | 3 |
| 5.2.3 <i>De-facto</i> standard organizations | 3 |
| 6 Implications of immersive technology in LET domain | 3 |
| 6.1 Prospect of immersive technology in LET domain | 3 |
| 6.2 Types of immersive content | 4 |
| 6.2.1 VR-based content | 4 |
| 6.2.2 AR-based content | 4 |
| 6.2.3 Education beyond the constraints of time and space | 4 |
| 6.2.4 Higher emotional engagement | 5 |
| 6.2.5 Self-directed learning | 5 |
| 6.3 Issues about immersive technology | 5 |
| 6.3.1 Age of use | 5 |
| 6.3.2 The effect on the body or/and mental/emotional | 5 |
| 6.3.3 Ambiguity regarding how to use AR/VR/MR in LET | 6 |
| 7 The items for standardization to suggest | 6 |
| 7.1 Human factor guidelines for VR content in the LET domain | 6 |
| 7.2 Catalogue model aligned to the curriculum and AR/VR learning resources | 7 |
| Bibliography | 8 |

Foreword

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Any feedback or questions on this document should be directed to the user's national standards body. A complete listing of these bodies can be found at www.iso.org/members.html and www.iec.ch/national-committees.

Introduction

In recent years, many people have widely spoken about virtual reality (VR) and augmented reality (AR). As the terms have not yet been standardized, media and IT companies use various words such as VR, AR, and mixed or merged reality (MR). This document refers to VR and AR as immersive technologies.

Immersive technologies are now becoming popular. At an early age, it grew in the entertainment industry, such as games, but now it is expanding its scope into education and training. Various standardization organizations have also begun to study the standards required for 360° video, virtual environments, and rendering technologies and the problems associated with using these technologies.

Due to the sense of immersion and practicality, immersive technology in the learning, education, and training (LET) domain is expected to improve learning efficiency. At the same time, however, there are some concerns, such as the age of the device's available use and VR sickness or fatigue. It is essential to consider several issues carefully, as some problems can have a more severe effect when applied to the education sector.

Immersive technologies are emerging technology addressing a diverse group of stakeholders and covering a wide range of applications. The following issues were identified and captured as general requirements for Immersive content and technology in the LET domain.

- Human factors guideline for the utilization of VR and MR content
- A catalogue information model for the utilization of VR and MR content

Therefore, this document gives a trend and outlook description of the immersive technology related to LET. This document specifies the understanding of immersive technology implications of using immersive technologies; and provides suggestions for items that could be standardized.

Information technology for learning, education, and training — Immersive content and technology

1 Scope

This document specifies potential directions for using immersive technologies in learning, education, and training (LET) and provides suggestions on what can be standardized for this purpose. For the purposes of this document, immersive technologies include augmented reality (AR), virtual reality (VR), mixed reality or merged reality (MR).

This document does not apply to technologies such as metaverse, digital twin and extended reality (XR).

2 Normative references

There are no normative references in this document.