TECHNICAL REPORT

ISO/IEC TR 23844

First edition 2023-02

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





COPYRIGHT PROTECTED DOCUMENT

© ISO/IEC 2023

All rights reserved. Unless otherwise specified, or required in the context of its implementation, no part of this publication may be reproduced or utilized otherwise in any form or by any means, electronic or mechanical, including photocopying, or posting on the internet or an intranet, without prior written permission. Permission can be requested from either ISO at the address below or ISO's member body in the country of the requester.

ISO copyright office CP 401 • Ch. de Blandonnet 8 CH-1214 Vernier, Geneva Phone: +41 22 749 01 11 Email: copyright@iso.org Website: www.iso.org

Published in Switzerland

ii

Contents				Page
Fore	eword			iv
Intr				
1	Scop	Scope		
2	Normative references			1
3	Terms and definitions			1
4	Abb	Abbreviated terms		
5	Understanding immersive technology			2
	5.1	Imme	rsive technology	2
	5.2		trial trends and outlook	
		5.2.1	Market trends and outlook	2
		5.2.2		
		5.2.3	De-facto standard organizations	3
6	Implications of immersive technology in LET domain			3
	6.1	Prosp	ect of immersive technology in LET domain	3
	6.2		ypes of immersive content	
			VR-based content	
			AR-based content	
		6.2.3	Education beyond the constraints of time and space	
		6.2.4	Higher emotional engagement	
	6.3	6.2.5	Self-directed learning	
	6.3	6.3.1	s about immersive technology	
		6.3.2	The effect on the body or/and mental/emotional	
		6.3.3	Ambiguity regarding how to use AR/VR/MR in LET	
_	mı			
7	The items for standardization to suggest 7.1 Human factor guidelines for VR content in the LET domain			6
	7.1 Human factor guidelines for VR content in the LET domain			
D.I. 1			, ,	
RIDI	liograp	ny		8