

P2048.12

Submitter Email: yymedia@gmail.com
Type of Project: Modify Existing Approved PAR
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Status: Modification to a Previously Approved PAR
Root PAR: P2048.12 **Approved on:** 18-May-2017

1.1 Project Number: P2048.12
1.2 Type of Document: Standard
1.3 Life Cycle: Full Use

2.1 Title: Standard for Virtual Reality and Augmented Reality: Content Ratings and Descriptors

3.1 Working Group: Virtual Reality and Augmented Reality Working Group (CES/VRARSC/VRARWG)
Contact Information for Working Group Chair

Name: Yu Yuan
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Contact Information for Working Group Vice-Chair
None

3.2 Sponsoring Society and Committee: IEEE Consumer Electronics Society/Virtual Reality and Augmented Reality Standards Committee (CES/VRARSC)

Contact Information for Sponsor Chair

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Contact Information for Standards Representative

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3.3 Joint Sponsor: IEEE-SA Board of Governors/Corporate Advisory Group (BOG/CAG)

Contact Information for Sponsor Chair

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None

3.4 Joint Sponsor: IEEE Consumer Electronics Society/Standards Committee (CES/SC)

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3.5 Joint Sponsor: IEEE Engineering in Medicine and Biology Society/Standards Committee (EMB/Std Com)

Contact Information for Sponsor Chair

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Contact Information for Standards Representative

None

3.6 Joint Sponsor: IEEE Industrial Electronics Society/Industrial Electronics Society Standards Committee (IES/IES)

Contact Information for Sponsor Chair

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4.1 Type of Ballot: Entity

4.2 Expected Date of submission of draft to the IEEE-SA for Initial Sponsor Ballot: 08/2019

4.3 Projected Completion Date for Submittal to RevCom

Note: Usual minimum time between initial sponsor ballot and submission to Revcom is 6 months.: 08/2020

5.1 Approximate number of entities expected to be actively involved in the development of this project: 20

5.2 Scope: This standard defines the content ratings and descriptors for Virtual Reality (VR), Augmented Reality (AR) and Mixed Reality (MR).

5.3 Is the completion of this standard dependent upon the completion of another standard: No

5.4 Purpose: This document will not include a purpose clause.

5.5 Need for the Project: The immersive and realistic experiences enabled by Virtual Reality (VR), Augmented Reality (AR) and Mixed Reality (MR) enrich people's lives, but some of them have the potential to cause mental or even physical problems (e.g. epileptic seizure). For example, unlike the situation in a theme park in the real world where people could choose not to ride a roller coaster after they see its performance and feel it is too dangerous, usually people are not fully aware of what they are facing before they put on a VR headset and enter a VR game for the first time. Even worse is the fact that people might not have the option to stop or escape when they are forced to ride a virtual roller coaster in a VR game. Hence, in addition to the traditional ratings and descriptors that address the ethical issues such as violence and sexual content, new ratings and descriptors are needed to protect people's health and safety from risky VR/AR/MR content. This project is needed to define a comprehensive set of ratings and descriptors for VR/AR/MR content. Existing applicable standards will be identified and leveraged.

5.6 Stakeholders for the Standard: Device manufacturers, content providers, service providers, technology developers, government agencies, end users and other parties that are relevant to Virtual Reality (VR) and Augmented Reality (AR).

Intellectual Property

6.1.a. Is the Sponsor aware of any copyright permissions needed for this project?: No

6.1.b. Is the Sponsor aware of possible registration activity related to this project?: No

7.1 Are there other standards or projects with a similar scope?: No

7.2 Joint Development

Is it the intent to develop this document jointly with another organization?: No

8.1 Additional Explanatory Notes: 3.2 SPONSORING SOCIETY AND COMMITTEE

The primary sponsor is changed from CES/SC to CES/VRARSC.

3.3 JOINT SPONSOR

The joint sponsors are updated as follows:

- EMB/Std Com

- IES/IES

- CES/SC

- BOG/CAG

Please keep the order as above if possible.

3.1 WORKING GROUP

The short name of the working group is changed from VRAR to VRARWG so the working group will look like
- Virtual Reality and Augmented Reality Working Group (CES/VRARSC/VRARWG)

Nothing else is modified from the existing Approved PAR.