

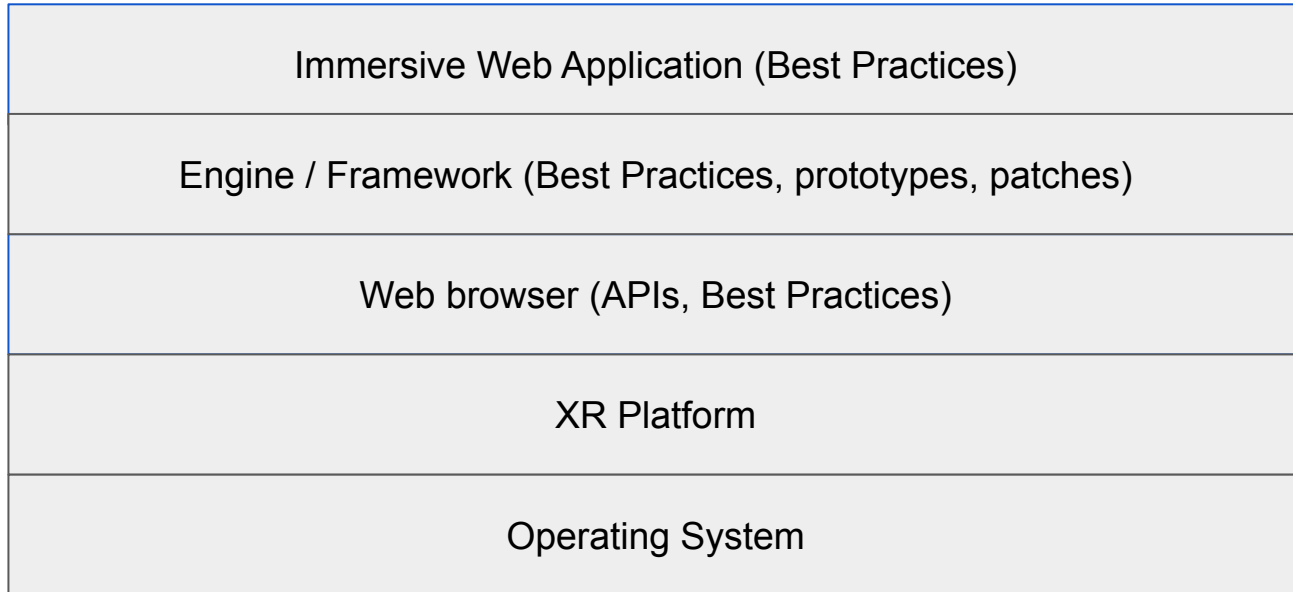
Inclusive XR Roadmap

Possible next steps

- Research
 - Where? Industry? Academia? EU project? RQTF?
- Prototyping & experimentation
 - Collaboration / open source opportunities
- (Pre-) standardization

PRIORITIES?

Immersive Web Architecture Hooks



Towards standardizing solutions in W3C

- W3C standardizes technologies through its **Recommendation** process
- **Working Groups** are responsible for standardization - for W3C Member organizations and Invited Experts
- Before starting standardization efforts, the preference is to incubate the ideas
- W3C has an incubation program open for free to any one - **Community Groups**

Existing Standardization Landscape (W3C)

- Immersive Web Working Group
 - WebXR: Core, Gamepad, Augmented Reality modules
- ARIA Working Group
 - ARIA
- Accessible Platforms Architecture Working Group
 - RQTF
 - XR Accessibility User Requirements (Note)
 - Personalization Task Force
- Timed Text Working Group
 - TTML, IMSC
 - WebVTT
- Audio Working Group
 - Web Audio API
- Accessibility Guidelines Working Group
 - WCAG 2.x, Silver

Existing Incubation Landscape (W3C)

- Immersive Web **Community** Group
 - Potential host for any new proposals related to Immersive Web
 - Ongoing discussion on [Define and query properties of "things" #54](#)
- Immersive Captions Community Group
 - best practices for captions in Immersive Media
- Web Platform Incubator Community Group (WICG)
 - Accessibility Object Model (AOM)
 - Speech Recognition / Synthesis API
- WebGPU Community Group
 - WebGPU (3D API)
- Web Machine Learning Community Group
 - Machine Learning inference in browsers (WebNN API)
- Web & Machine Learning Workshop (Q1 2020 in Berlin)
- Another Inclusive XR Workshop?

Existing Standardization Landscape (Khronos)

- glTF Working Group
 - glTF, glTF Extensions
- 3D Commerce Working Group
 - Recommendations for metadata around 3D models
- WebGL Working Group
 - WebGL

Roadmapping ideas from the workshop

- Accessible gITF
 - XMP Metadata?
- Accessible HTML support for gITF
- Best Practices / Patterns for Making Web Components-based frameworks accessible (alt, aria annotations)
- Considering the complete content chain (incl XR produced content)
- Semantic XR Data Model
- Sensory / experiential annotations
- Annotating annotations (e.g. human- vs AI-generated)
- Framework for reporting accessibility issues

Roadmapping ideas from the workshop

- BYOAT - Bring Your Own AT
- Immersive AT
- Representing non-standard input controllers in WebXR
- Immersive Captions
- Role of Social XR in accessibility (e.g. SL interpreter integration)
- Accessibility parameters for personalization (privacy?!?)
- Standards for experiential representation
- Vestibular sensitivity guidelines

Proceedings

- Slides & minutes linked from the agenda
- Workshop report to be published in the upcoming few weeks