



The eXtended Reality & metaverse standards register and regulation issues

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Living Lab XR-Interakt

Living Lab
XR-Interakt



Virtual Dimension Center (VDC)

- non-profit association
- founded 2002
- core topic: professional usage of virtual reality, augmented reality, mixed reality, including solutions, technology, business cases, legal aspects
- regular assessments by the European Secretariat for Cluster Analysis (ESCA): VDC is certified, best-in-class organization: cluster management excellence label "*Gold*" in 2013, 2016, 2019



members

vote

chairwoman
of the board



OB Gabriele Zull
mayor City of Fellbach

member of the board
1. deputy



Daniel Banek
Director Sales EMEA/
TREALITY Simulation
Visual Systems (ex
BARCO)

member of the board
secretary-general



Prof. Dr. Oliver Riedel
director of the
Fraunhofer Institute
for Industrial
Engineering (IAO)

member of the board
finances



Martin Zimmermann
managing director
Insimity GmbH

member of the board



Bernd Kussmaul
managing director
Bernd Kussmaul GmbH

board of
directors

appoint

VDC general manager



Prof. Dr. Christoph Runde

employ

administration



Tobias Miksch

events



Diana Kretschmar

marketing



Silke Stegmayr

project management



Ioannis Aladiadis

project management



Vitor Macedo

business
office



Stuttgart

VDC target groups & members



XR end users



XR tech providers



XR research & education



others



Europe finds itself only at the sideline of a fight for global XR ecosystems.

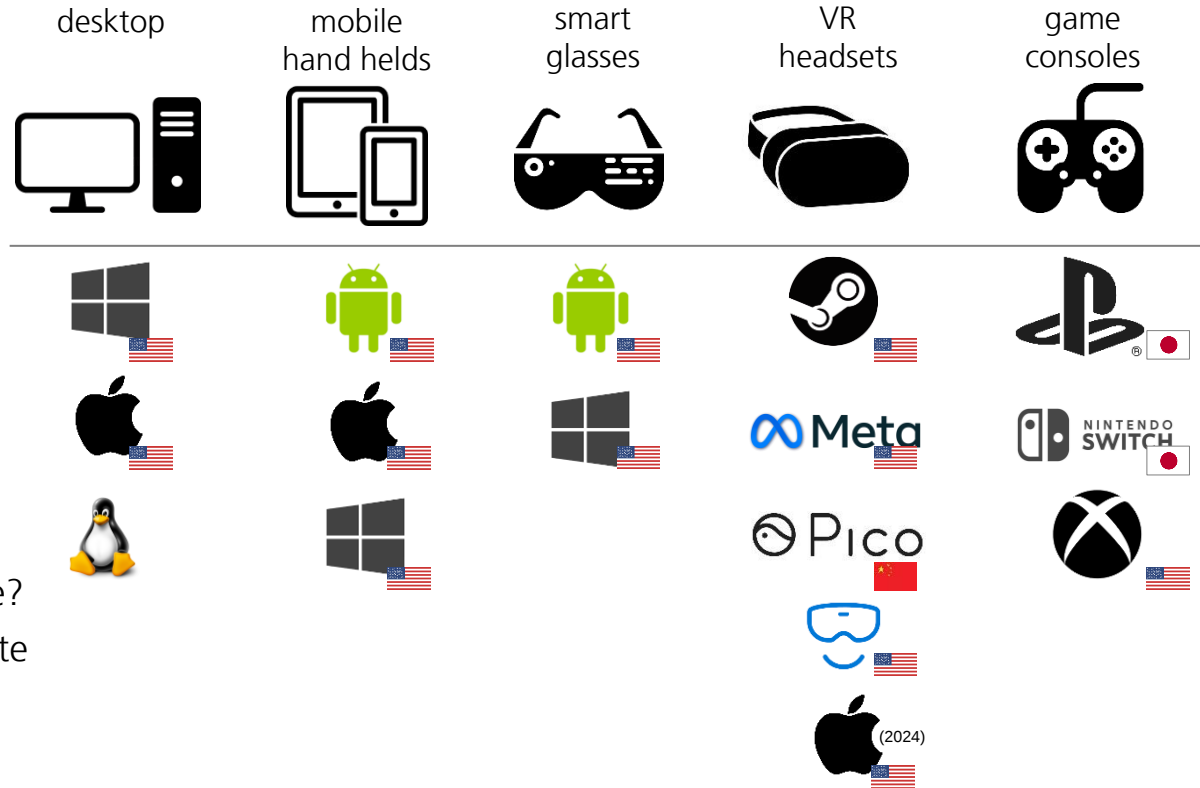
problem:

- Europe will probably not create a huge, global platform provider
- platform providers aim at vendor lock-in

questions:

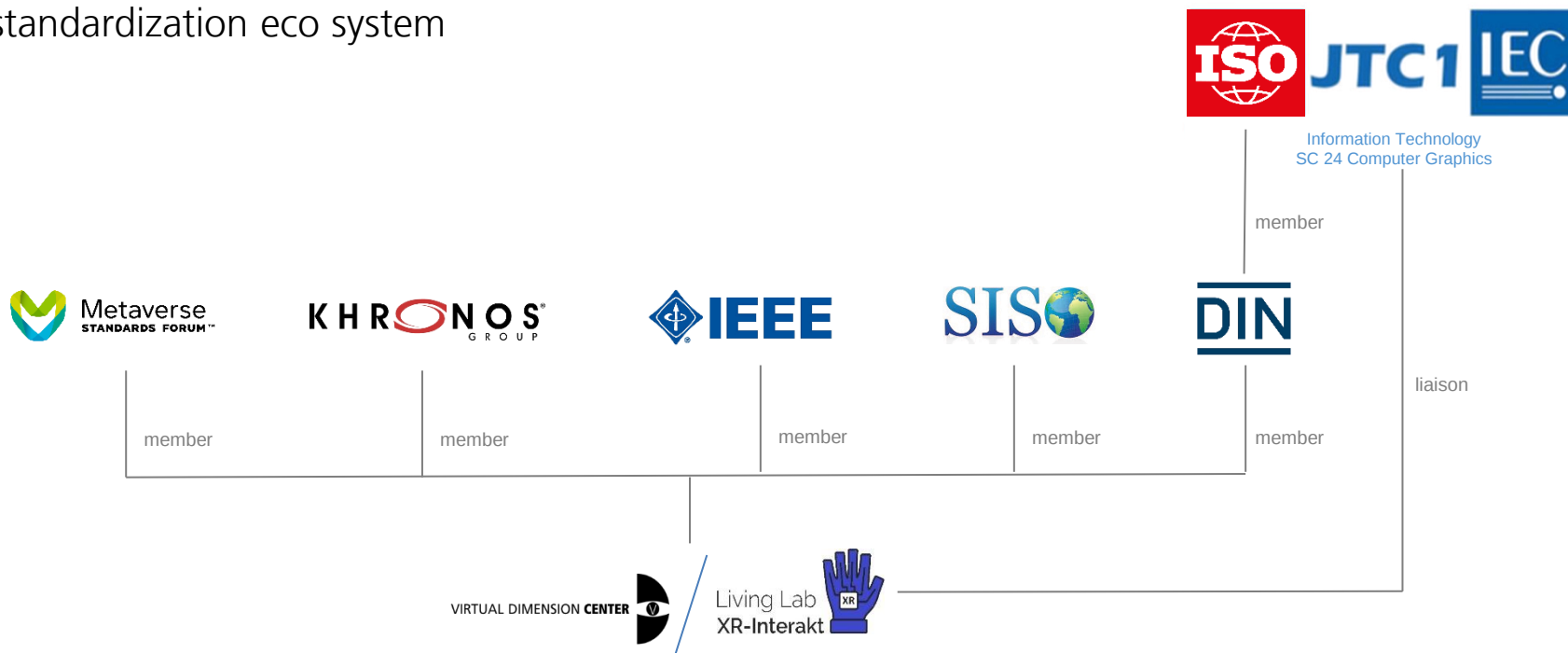
- what options for action do we have?
- what can be our future role to create added value and employment?

=> **standardization!**





We got involved in the
standardization eco system





We found:

XR norms,
XR standards,
XR recommendations,
XR guidelines:

- 800+ published
- 100+ being created right now
- by 75+ active initiatives actually working on them

The screenshot shows a Zotero library interface. The top bar displays the URL: <https://www.zotero.org/groups/5002494/var-normenbibliothek/items/3HFHLE32/library>. The left sidebar shows the library name 'VAR-Normenbibliothek' and a list of tags: 'API Application Programming Interface', 'Augmented Reality', 'Auralisation / Audio / Akustik', and 'Content-Erstellung / Modeling'. The main area displays a list of documents with columns for Publisher, Title, Year, and Lit. The selected document is 'Extended Reality (XR) in 5G' by 3GPP, published in 2022. The detailed view of this document shows the following information:

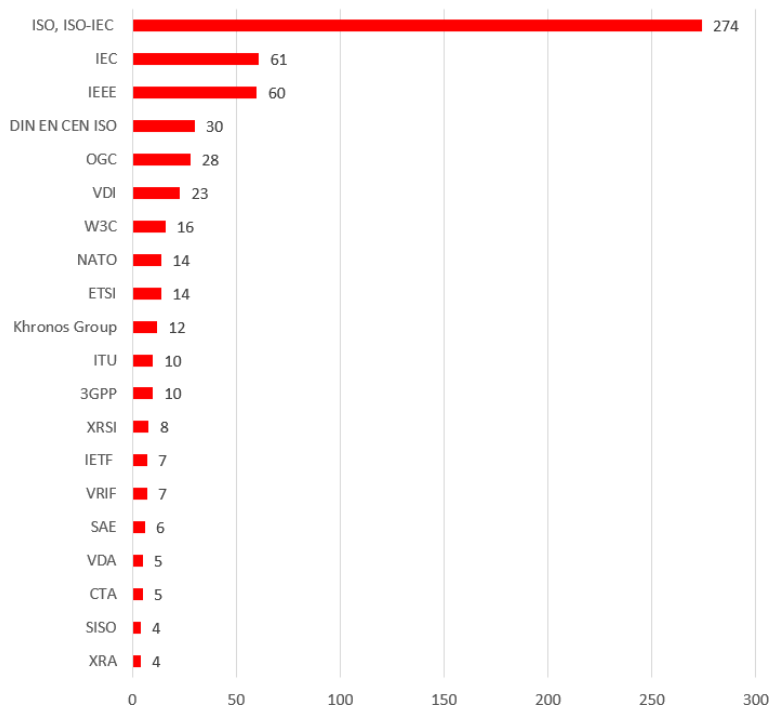
Field	Value
Item Type	Document
Title	Extended Reality (XR) in 5G
Author	3rd Generation Partnership Project (3GPP)
Publisher	3GPP
Date	2022
URL	https://portal.3gpp.org/desktopmodules/...
Extra	Issue: TR 26.928

The abstract of the document is: 'The present document collects information on eXtended Reality (XR) in the context of 5G radio and network services. The primary scope of the present document is the documentation of the following aspects: - Introducing Extended Reality by providing definitions, core technology enablers, a summary of devices and form factors, as well as ongoing related work in 3GPP and elsewhere, - Collecting and documenting core use cases in the...'

XR & MV Standard Development Organizations (SDOs)



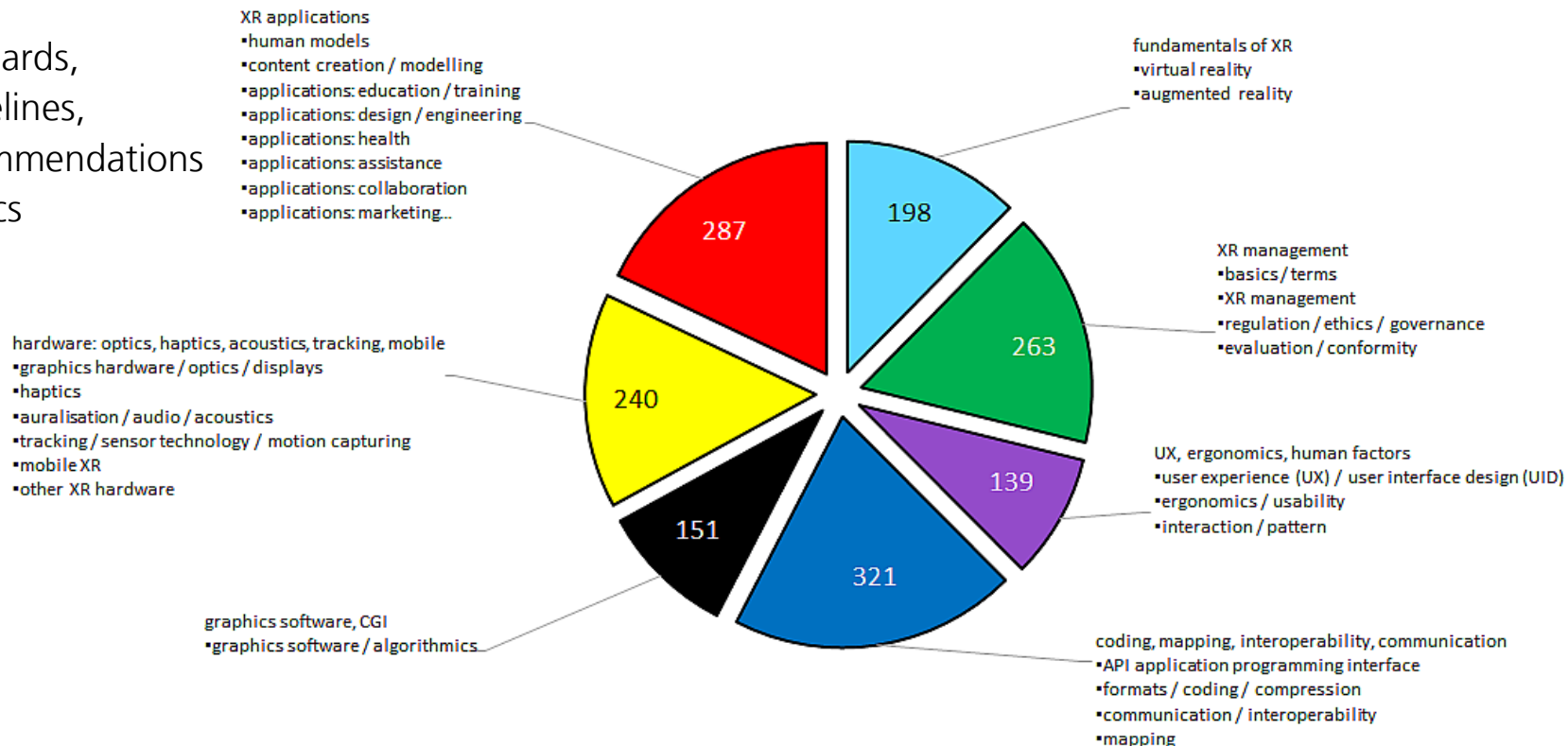
published XR norms, standards, guidelines, recommendation
[by organizations]





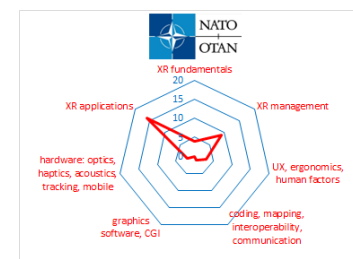
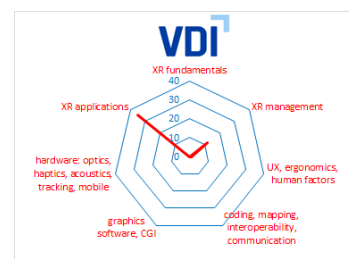
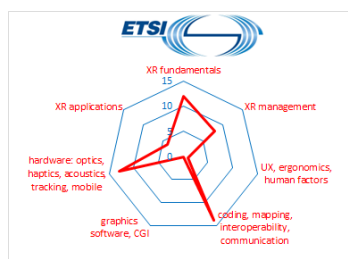
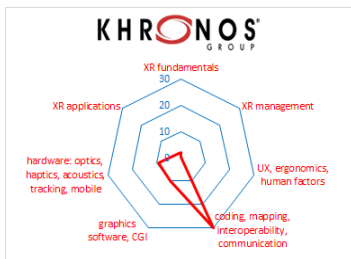
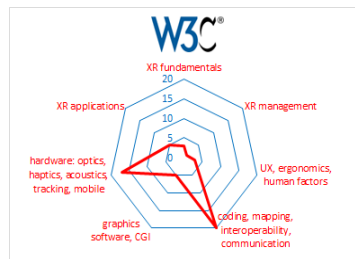
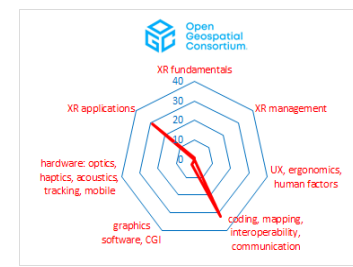
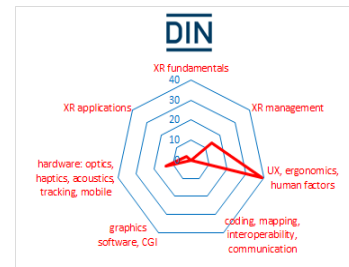
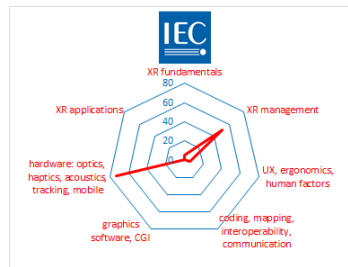
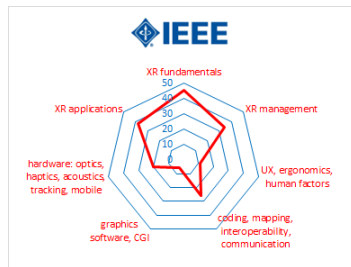
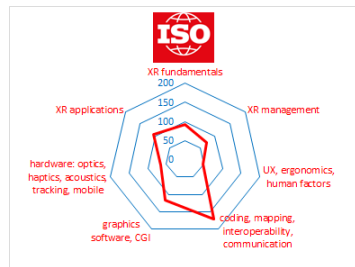
clustering

- XR standards,
 - XR guidelines,
 - XR recommendations
- into 7 topics



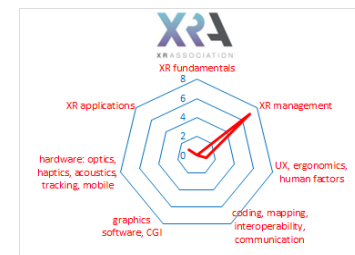
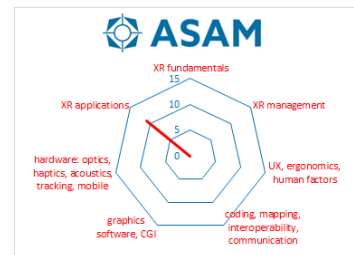
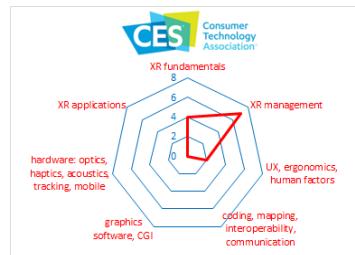
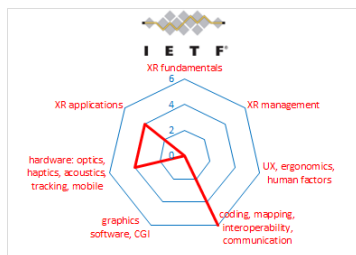
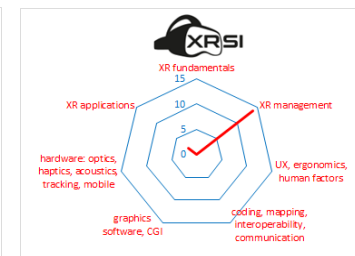
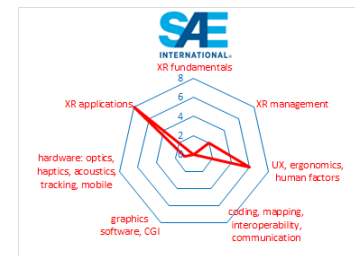
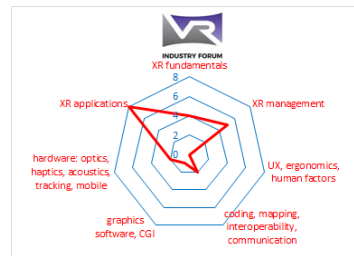
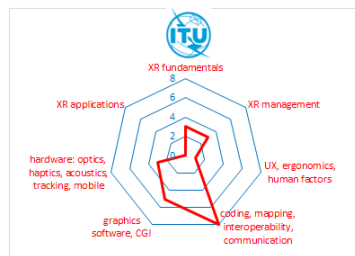
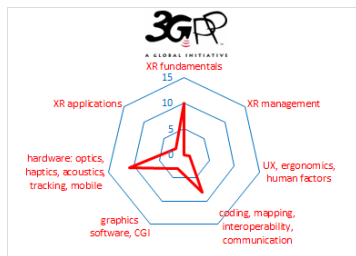


Focuses of XR standardization organizations varying



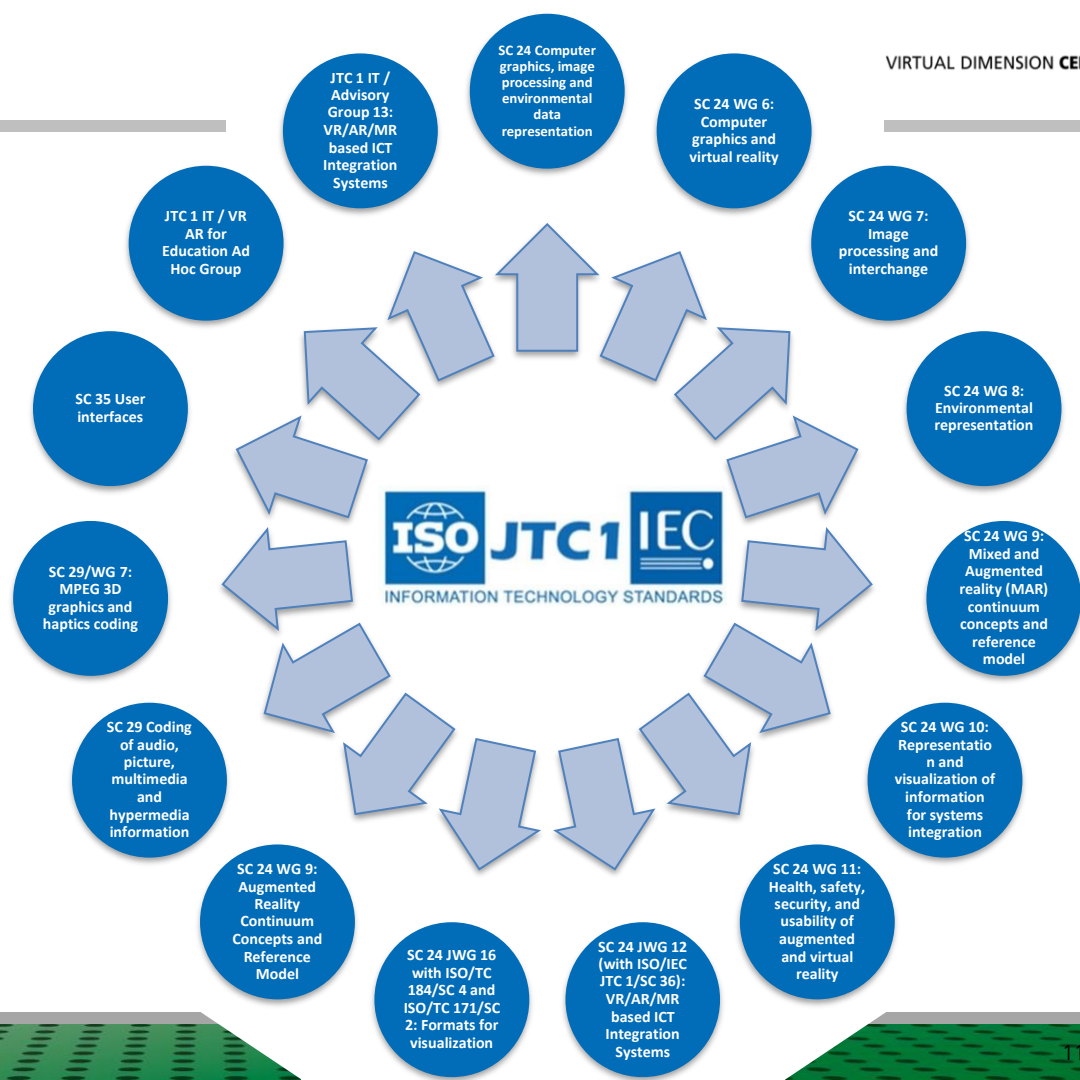


Focuses of XR standardization organizations varying





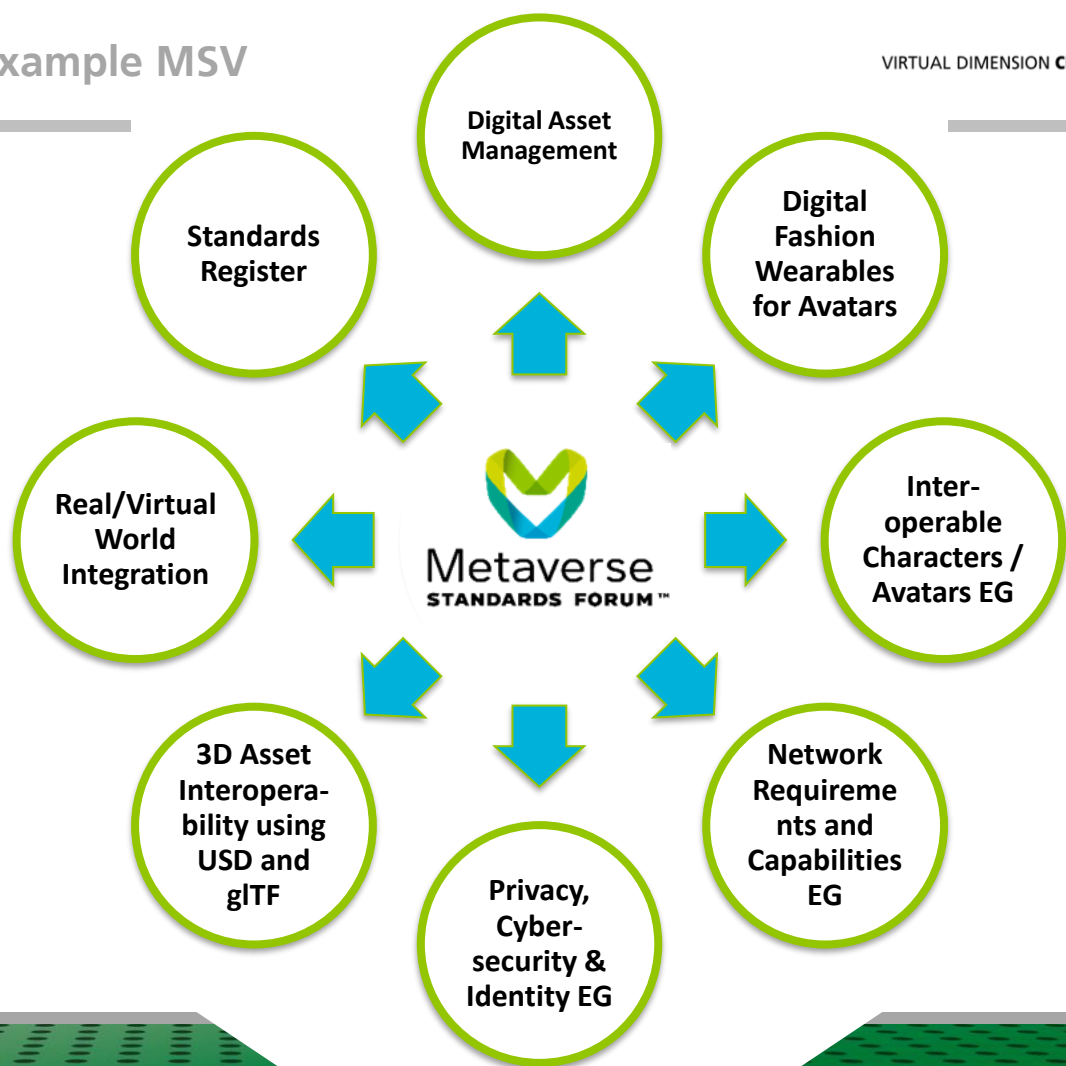
The **International Organization for Standardization (ISO)** is an independent, non-governmental organization, whose members consist of various national standardization bodies. As of 2022, there are 167 members who represent ISO in their country, with each country having only one member. The organization develops and publishes international standards in all technical and non-technical areas, except for electrical engineering and electronics, which fall under the jurisdiction of the International Electrotechnical Commission. By February 2023, ISO has developed over 24,676 standards that cover all areas from industrial products and technology to food safety, agriculture, and healthcare. **The Moving Picture Experts Group (MPEG)** is a group of experts dealing with the standardization of video compression and related areas, such as audio data compression or container formats. Colloquially, "MPEG" usually refers not to the group of experts, but to a specific MPEG standard. The MPEG meets three or four times a year for five-day meetings. About 350 experts from 200 companies and organizations from 20 countries participate in these meetings, the MPEG meetings. MPEG is part of ISO/IEC JTC 1/SC29.



XR Standards Working Groups: example MSV



The **Metaverse Standards Forum (MSF)** was founded in June 2022 to foster the development of interoperability standards for an open and inclusive metaverse, and accelerate their development and deployment through pragmatic, action-based projects. Since the vision of the metaverse is still a work in progress, the group also has the stated purpose of bringing some order to the underlying terminology of the metaverse. The MSF is an industry-wide effort to harmonize standards and best practices for the metaverse. Its members, which to date number 1,800, include tech titans Google, Meta, Microsoft and Nvidia; standards bodies Khronos Group and Web3D Consortium; multinational software companies Adobe, Autodesk and Epic; and professional technology services firm Accenture. Members of the forum hope the process will help build trust among the builders of the metaverse. This is important as the industry explores new technologies and new business models. Early blockchain and decentralized finance efforts attempted to address trust programmatically, only to discover new vulnerabilities and types of abuse no one had previously imagined. The MSF is free for all participants, including companies, standards organizations, non-profit organizations, industry associations and universities.



Standardization Strategies: global view



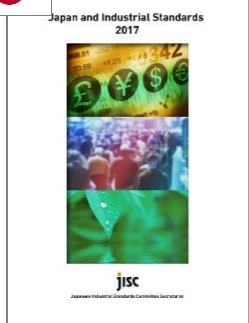
- Actively promote the consistent worldwide application of internationally recognized principles in the development of standards.
- work to prevent standards and their application from becoming technical trade barriers to U.S. products and services.
- Strengthen international outreach programs to promote understanding of how U.S. voluntary, consensus-based, market-driven standards can benefit businesses, consumers, and society as a whole.
- Respect diverse funding models for the U.S. standards system.
- Address the need for standards in support of emerging national priorities.



- supporting the EU's leading position as a forerunner in key technologies and promoting EU core values
- leveraging the European standardization system to deliver on the twin green and digital transition and support the resilience of the single market
- new High-Level Forum for Member States and European standardization organizations
- foster the development and deployment of international standards for a free, open, accessible and secure global internet
- establish an EU internet standards monitoring website
- monitor the effective implementation of existing commitments on standardization in EU trade agreements
- concerned about decision-making in ETSI



- 15-year plan to shape the future, to set the global standards for the next-generation of technologies.
- pushing domestic firms and experts to be part of the global effort to set standards
- research on China Standardization System, Method and Evaluation
- research on Supporting High-quality Development Standardization System
- research on Standardization Military-Civil Integration Development
- start with the national standards of **virtual reality technology**, integrated circuit design, intelligent health care and 5G key components, and gradually expand to the emerging areas of Internet of Things, photovoltaic, information equipment and other industries.



- Necessity of national standards
- Clarification of appropriate quality levels
- Revisions of the Industrial Standardization Law
- Observance of JIS standards and JIS markings
- Responses to Inappropriate ISO and IEC Standards
- Relationship with Standardization Organizations in Europe
- Support for Strategic Standard Proposal
- Active Contribution to Standardization Activities
- Programs for Developing Standardization Experts in Asia and the Pacific
- Standardization regarding Information Technology, environmental preservation, consumers, elderly people, and people with disabilities, manufacturing technology and industrial platform technology



- International and European trade is facilitated by standardization
- Standardization relieves the burden on government regulation and supports it
- Germany is driving forward standardization worldwide in future topics by networking stakeholders, establishing new processes and open platforms for coordination.
- Industry and society are the driving forces in standardization
- Standardization is used as a strategic and attractive tool, especially by companies.
- Standardization has a high status in the public perception



- advance national standards system
- innovate KS management system
- strengthen standard technology infrastructure
- advance measurement standards
- advance legal metrology system
- actively participate in international standardization activities
- lead the international de-jure standardization
- support international de-facto standardization
- address the technical barriers to trade (TBT)
- assist the private sector in increasing its capacity to develop standards
- foster standardization capacity of private sector
- promote standard development activity of producer group

Standards Strategy China

"China Standard 2035"

- 15-year plan to shape the future, to set the global standards for the next-generation of technologies.
- pushing domestic firms and experts to be part of the global effort to set standards
- research on China Standardization System, Method and Evaluation
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Metaverse Strategy China

"Three-year action plan for the innovative development of the metaverse industry (2023-2025) in China"

- Extensive publicising and promotion of standards and their implementation
- Identify the standardisation needs of the metaverse value chain
- Promote the establishment of metaverse standardisation organisations
- Encourage industry to actively participate in international standardisation work
- Organise and carry out the formulation and preliminary study of national standards, industry standards and group standards.
- Encourage application industries to promote the formulation of standards in specific areas
- focal points:
 - fundamental similarities
 - networking
 - security
 - trustworthiness
 - privacy protection
 - industrial applications





An online accessible database (a common literature database) with

- references to all known documents. They are qualified (by tags) and with a searchable description. The document's entry further comprises the publishing authority, release date and a link to this resource in the WWW.

The screenshot shows the Zotero web interface. The search bar at the top right contains the text '5g'. The search results are displayed in a table with columns for Publisher, Title, and Year. The selected entry is 'Extended Reality (XR) in 5G' by 3GPP, published in 2022. The left sidebar shows the 'My Library' section with 'VAR-Normenbibliothek' selected. The bottom section shows the 'Info' tab for the selected document, including its title, author (3rd Generation Partnership Project (3GPP)), publisher (3GPP), date (2022), URL, and abstract.

Publisher	Title	Year
ETSI	5G - QoE parameters and metrics relevant to the Virtual Reality (V...	2020
ETSI	5G - Virtual Reality (VR) profiles for streaming applications (3GPP ...	2021
3GPP	Extended Reality (XR) in 5G	2022
3GPP	Support of 5G glass-type Augmented Reality / Mixed Reality (AR/...	2022

Item Type	Document	Abstract
Title	Extended Reality (XR) in 5G	The present document collects information on eXtended Reality (XR) in the context of 5G radio and network services. The primary scope of the present document is the documentation of the following aspects: - Introducing Extended Reality by providing definitions, core technology enablers, a summary of devices and form factors, as well as ongoing related work in 3GPP and elsewhere, - Collecting and documenting core use cases in the context of Extended Reality, - Identifying relevant
Author	3rd Generation Partnership Project (3G...	
Publisher	3GPP	
Date	2022	
URL	https://portal.3gpp.org/desktopmodules...	
Extra	Issue: TR 26.928 Place: Sophia Antipolis, Frankreich	



An online accessible database (a common literature database) with

- references to all known active XR SDO working groups. They are qualified (by tags) and with a searchable description. The group's entry further comprises the organizing/leading SDO and a link to this resource in the WWW.

The screenshot shows the Zotero web interface. The browser address bar displays the URL: [https://www.zotero.org/groups/5025618/var-standards-fokusgruppen/tags/mobile XR/items/HWCV](https://www.zotero.org/groups/5025618/var-standards-fokusgruppen/tags/mobile%20XR/items/HWCV). The Zotero logo is at the top left. A search bar on the right contains the text "Title, Creator, Year". On the left sidebar, under "My Library", the "VAR-Standards-Fokusgruppen" group is selected. Below this, a list of tags is shown: "Grundlagen / Begriffe", "Haptik", "Kommunikation / Interoperabilität", "Mapping", "Menschmodelle", "mobile XR" (highlighted), "Regulierung / Ethik / Governance", and "sonstige XR-Hardware". A "Filter Tags" input field is at the bottom of the sidebar. The main content area displays a list of items. The selected item is "Cultural and Natural Heritage" by the "Web3D Consortium". Below the list, the "Info" tab is active, showing details for the selected item:

Item Type	Document
Title	Cultural and Natural Heritage
Editor	Web3D
Publisher	Web3D Consortium
URL	https://www.web3d.org/working-groups...
Date Added	13.4.2023, 09:22:41
Date Modified	13.4.2023, 09:22:41
Added By	Virtual Dimension Center (VDC) w.V.

On the right side of the "Info" tab, the "Abstract" is displayed:

Die Arbeitsgruppe Kultur- und Naturerbe (Heritage) erforscht die Erstellung, Handhabung und Darstellung von digitalen 3D-Daten für das Kultur- und Naturerbe.

Thank you very much for your attention.

Living Lab
XR-Interakt



VIRTUAL DIMENSION CENTER



*„Without standards,
there can be no improvement.“*

Ōno Taiichi

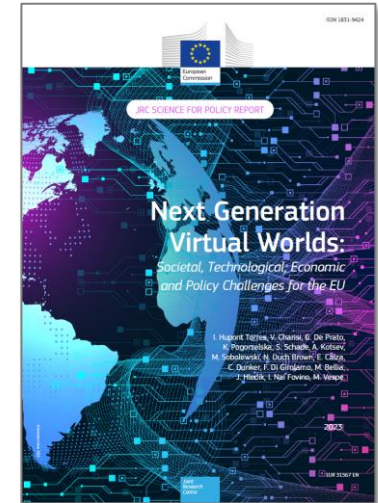
(* 29 February 1912 in Manchuria; † 28 May 1990) was the inventor of the Toyota production system. He developed today's basic logistics methods, the Kanban system and just-in-time production, between 1950 and 1982. The Japanese management concept Kaizen is also based on his ideas.



XR and metaverse regulation



Sources:



- Bundesnetzagentur: Metaverse. Status, Perspektiven für die Standardisierung und Regulierung, July 2023
- European Parliament: Metaverse opportunities, risks and policy implications, June 2022
- Council of the European Union: Metaverse - Virtual World, Real Challenges, March 2022
- European Commission: Next Generation Virtual Worlds, July 2023
- Rosenberg, Louis B. (Chief Scientist, Unanimous AI): Regulation of the Metaverse: A Roadmap, March 2022



Competition / Wettbewerb

- Requires interconnection and interoperability of many devices and platforms across digital ecosystem
- issues:
 - standardisation and interoperability
 - killer acquisitions and merger control
 - antitrust, monopolisation



Data Protection / Datenschutz

- People will participate in the metaverse through avatars, using special equipment, enabling an immersive experience. This entails the collection of massive amounts of data, including biometric and behavior data.
- issues:
 - blurred roles
 - data sharing and portability
 - issue of direct marketing
 - intrusive profiling
 - Metaverse workplace, tracking & tracing of employees



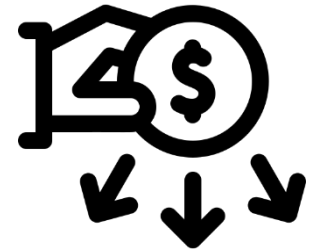
Liabilities / Haftung:

- There is considerable scope for a wide range of illegal and harmful behaviours and practices in the metaverse environment.
- issues:
 - illegal and harmful content online
 - advertising practices
 - intellectual property rights protection
 - open question for sovereign law (Hoheitsrechte) in a distributed decentral network



Financial transactions / Finanztransaktionen

- Commercial transactions in the metaverse are expected to be largely under-pinned by cryptocurrencies (e.g. bitcoin or ethereum) and non-fungible tokens (NFTs) will be used to track and validate the sale and ownership of digital goods.
- issues:
 - ownership of digital assets in the metaverse
 - misuse of NFTs
 - interoperability and portability





Cybersecurity / Cyber-Sicherheit:

- The sheer volumes of data circulating in the metaverse and the ways in which this data will be used constitute a growing risk for users. Current cybersecurity challenges such as phishing, malware and hacking will persist¹⁵ and will extend to devices enabling a metaverse experience and to avatars.
- issues:
 - security of metaverse enabling devices
 - security of protocols
 - avatar integrity, identities



Health / Gesundheit

- The metaverse has various mental and physical health implications that are especially worrying when concerning vulnerable groups such as children. At the same time, the metaverse can also help to cure people and improve patient safety.
- issues:
 - impact on mental and physical health
 - impact on children
 - occupational health and safety





Accessibility and inclusiveness / Zugänglichkeit und Inklusion:

- Although in principle, the metaverse is open to all, in practice many might have trouble accessing it for various reasons, ranging from a lack of digital skills to not having reliable broadband or the right hardware.
- issues:
 - people with a low level of digital literacy
 - disabilities
 - areas with low connectivity, no reliable broadband
 - cost of equipment



Co-Working & Distributed Work / verteilte Zusammenarbeit

- The Metavers offers new ways of distant co-working and of including (potential) customers into the design phase.
- issues:
 - copy right protection
 - co-creation and IP





Net Neutrality

- The Net Neutrality Regulation 2015 (No 2015/2120) is a Regulation in EU law where article 3(3) lays down measures concerning open internet access.
- Net neutrality is the principle that Internet service providers must treat all Internet communications equally, offering users and online content providers consistent rates.

General Data Protection Regulation:

- The GDPR 2016/679 is a European Union regulation on information privacy. It was adopted the GDPR on 14 April 2016, to become effective on 25 May 2018.
- The GDPR's goals are to enhance individuals' control and rights over their personal information and to simplify the regulations for international business.

Digital Markets Act

- Regulation 2022/1925, commonly referred to as the Digital Markets Act, is an EU regulation that aims to make the digital economy fairer and more contestable. The regulation became applicable, for the most part, on 2 May 2023.
- The DMA intends to ensure a higher degree of competition in European digital markets by preventing large companies from abusing their market power.

Digital Services Act

- The Digital Services Act (Regulation (EU) 2022/2065, DSA) is a regulation in EU law to update the Electronic Commerce Directive 2000 regarding illegal content, transparent advertising, and disinformation. It was submitted on 15 December 2020.
- The DSA is meant to "govern the content moderation practices of social media platforms" and address illegal content. It is organised in five chapters, with the most important chapters regulating the liability exemption and obligations of intermediaries.

eIDAS - electronic IDentification, Authentication and trust Services

- eIDAS is an EU regulation with the stated purpose of governing "electronic identification and trust services for electronic transactions". It passed in 2014 and its provisions came into effect between 2016 and 2018.

European Data Act

- published 22.12.2023; it aims to facilitate and promote the exchange and use of data within the European Economic Area
- European standards may be drafted by the European SDOs following standardization requests from the EC in order to support the application of the requirement that 'products shall be designed and manufactured, and related services shall be provided, in such a manner that data generated by their use are, by default, easily, securely and, where relevant and appropriate, directly accessible to the user'.

AI Act:

- The Artificial Intelligence Act (AI Act) is a European Union regulation on artificial intelligence in the European Union. Proposed by the European Commission on 21 April 2021 and not yet enforced.
- Its scope encompasses all types of AI in a broad range of sectors. As a piece of product regulation, it would not confer rights on individuals, but would regulate the providers of AI systems, and entities making use of them in a professional capacity. The proposed AI Act aims to classify and regulate AI applications based on their risk to cause harm.

EU Fitness Check on Digital Fairness

- ongoing process; call for evidence until June 2022; public consultation until Feb. 2023; final version planned for second quarter 2024
- This fitness check (evaluation) will look at the following pieces of EU consumer protection legislation to determine whether they ensure a high level of protection in the digital environment:
 - the Unfair Commercial Practices Directive 2005/29/EC
 - the Consumer Rights Directive 2011/83/EU: aligns and harmonises national consumer rules, for example on the information consumers need to be given before they purchase goods, services or digital content, and on their right to cancel online purchases, wherever they shop in the EU.
 - the Unfair Contract Terms Directive 93/13/EEC



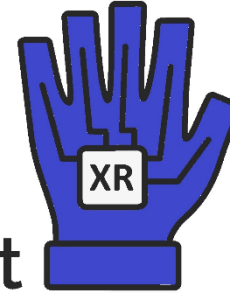
Thank you for your attention.

XR
EXPO
2024



3rd - 4th April 2024 - Stuttgart

Living Lab
XR-Interakt



Die vorgestellten Arbeiten entstanden im Rahmen des Projekt Living Lab XR-Interakt. Dieses Projekt wird vom Bundesministerium für Bildung und Forschung unter dem Förderkennzeichen 16SV8827 gefördert.



Bundesministerium
für Bildung
und Forschung