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# Informationsteknologi til læring, uddannelse og oplæring – Vejledning vedrørende den menneskelige faktor i virtual reality-indhold – Del 2: Overvejelser ved fremstilling af VR-indhold

Information technology for learning, education, and training – Human factor guidelines for virtual reality content – Part 2: Considerations when making VR content

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- **MOD:** Når publikationen er modificeret i forhold til en given publikation.

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# Information technology for learning, education, and training — Human factor guidelines for virtual reality content —

## Part 2: Considerations when making VR content

*Technologies de l'information pour l'apprentissage, l'éducation et la  
formation — Lignes directrices relatives aux facteurs humains pour  
les contenus en réalité virtuelle —*

*Partie 2: Éléments à prendre en compte lors de la création de  
contenus en réalité virtuelle*

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## Foreword

ISO (the International Organization for Standardization) and IEC (the International Electrotechnical Commission) form the specialized system for worldwide standardization. National bodies that are members of ISO or IEC participate in the development of International Standards through technical committees established by the respective organization to deal with particular fields of technical activity. ISO and IEC technical committees collaborate in fields of mutual interest. Other international organizations, governmental and non-governmental, in liaison with ISO and IEC, also take part in the work.

The procedures used to develop this document and those intended for its further maintenance are described in the ISO/IEC Directives, Part 1. In particular, the different approval criteria needed for the different types of document should be noted. This document was drafted in accordance with the editorial rules of the ISO/IEC Directives, Part 2 (see [www.iso.org/directives](http://www.iso.org/directives)).

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This document was prepared by Joint Technical Committee ISO/IEC JTC 1, *Information technology*, Subcommittee SC 36, *Information technology for learning, education and training*.

A list of all parts in the ISO/IEC 23842 series can be found on the ISO website.

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](http://www.iso.org/members.html).

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## Introduction

As industries related to virtual reality (VR) have grown, attempts have been made to bring these technologies into the learning, education and training (LET) domain. VR technology is expected to be introduced into the world of primary and secondary education in the next two to three years.<sup>[1]</sup> However, there are gaps in criteria between educational experts and content makers when it comes to developing VR content. For example, educational experts say that it is necessary for the learner to distinguish between the virtual world and reality. On the other hand, content makers try to enhance immersion by not distinguishing between the virtual world and reality. Requirements of devices, such as hardware specifications, currently cover only minimum levels for content making.

Many of the issues raised in this document are not limited to the LET domain and can be applied in any environment that uses VR contents.

[Annex A](#) provides an example of guidelines for users.

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# Information technology for learning, education, and training — Human factor guidelines for virtual reality content —

## Part 2: Considerations when making VR content

### 1 Scope

This document presents considerations for making VR content for the learning education and training (LET) domain.

This document addresses VR content that uses a head-mounted display (HMD) in the LET domain. It does not address VR content using immersive technology and does not address augmented reality, mixed or merged reality content.

### 2 Normative references

There are no normative references in this document.