

eXtended Reality for All

Contribution to XR Landscape and Research Agenda in the Wiki

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Outline



- Objectives of the wiki
- Structure of the documents
- What can you contribute?
- How can you contribute?













Objectives of the Wiki



- Two major reports created in November 2020
 - Analysis of the Landscape of Immersive Interactive XR Technologies
 - Research Agenda 2020
- Landscape and research challenges change quickly
- What happened since fall 2020 in terms of market, technology, applications, standards and ethics?
- Up-to-date information will help the community and act as an important source of information
- Essential to keep the reports up to date to maintain value
- Involve the community and ask for contribution
 - à both reports are turned into a wiki









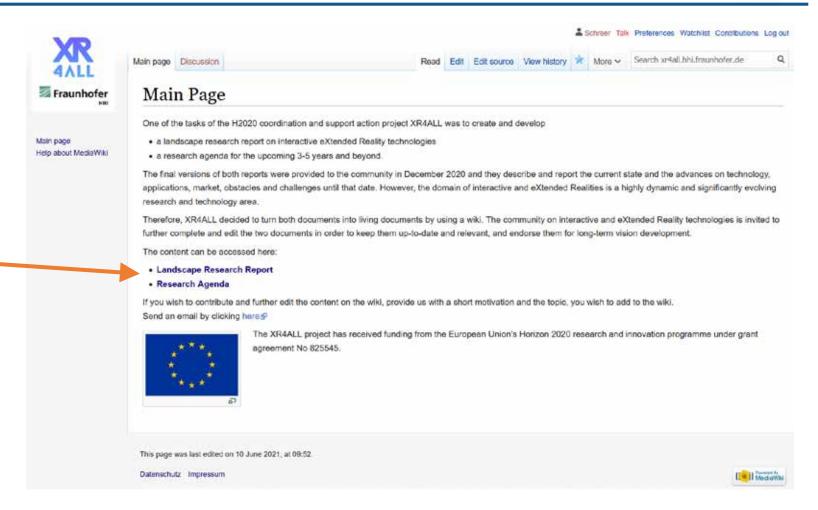




The XR4ALL wiki



- xr4all.hhi.fraunhofer.de
- Based on OpenSource MediaWiki
- Access to both reports
 here















The XR4ALL wiki – structure of Landscape Report



The scope of eXtended Reality

XR market watch

- Market development
- Areas of application
- Investments
- Shipment of devices
- Main players

XR technologies

- Video/sound capture
- Scene analysis, computer vision, sound processing
- Interactive technologies for virtual flavour
- Input/output devices
- Render engines and authoring tools
- Cloud services

XR applications

- Advertising and commerce
- Cultural heritage
- Education and research
- Industry 4.0
- Health and medicine
- Security and sensing
- Journalism and weather
- Social VR
- Travel and tourism

XR standards

- XR specific standards
- XR related standards

Review of current EC research













The XR4ALL wiki – structure of Research Agenda



Current state and challenges of XR technologies

- Major progress
- Major challenges

Short and long-term vision in XR

- General
- XR technology
- Applications

Ethical dimension of XR

- Women in XR
- Security and privacy of personal data
- Social relations, behavior and addictions
- Inclusion and fragile population

Standardisation

- Challenges
- Opportunities
- Recommendations

EC policy and funding

- Opportunities
- Recommendations

Major topics and actions addressed in future calls

- XR sensing and feedback
- World capture and understanding
- Open XR ecosystem and collaboration platform
- Support for start-ups and SMEs













What can you contribute?



- Contribute with missing topics for any of the sections in both reports
 - Market development
 - Technologies
 - Applications
 - Challenges
 - Ethical dimension
 - •
- Add references, figures, example applications
- Make suggestions for additional sections









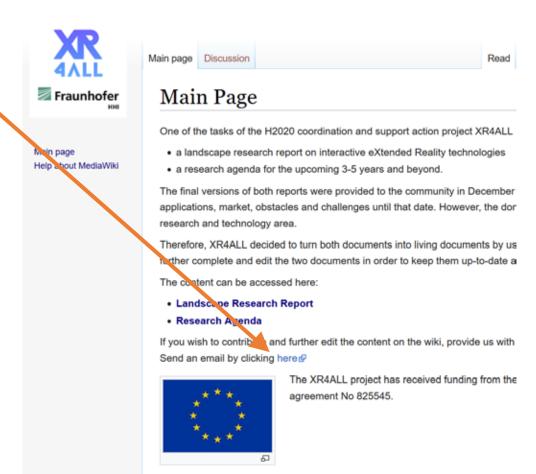




How can you contribute?



- Register for editorial access
 - Provide us your motivation and topic
- You receive your account details by O. Schreer
- Start editing
- XR4ALL acts as main editor
- Contributions will be approved by XR4ALL
- You will be part of the authors list

















- What happens after the end of XR4ALL in September 2021?
 - The wiki will be transferred to



- Board of directors will take over the responsibility
- Keep the documents alive and up-to-date for the sake of the XR community in Europe















SIGN UP ON XR4ALL NOW AND BECOME

PART OF THE COMMUNITY

Thank you for your attention!

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