



NEM Summit 2025



Media tools, services, standards and methodologies for an Inclusive XR Media Europe

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- ENACT project: new access services
- InclusiVRity: VR as an inclusion tool
- Immerse project: VR for educational purposes

Person-centered VW: accessibility

- FGMV-05 Requirements of accessible products and services in the metaverse – Part II User perspective (October 2023)> now in ITU-T SG21-Q1/21
- Accessible communication
 - Accessibility and translation services: subtitling, transcripts, audio description, audio subtitles, sign language interpreting, oral language interpreting, **easy-to-understand language**, revoicing.

What is easy-to-understand language?

1. Simplified language varieties, more comprehensible, from Easy Language (or Easy-to-Read) to Plain Language.
2. Easy Language is addressed to persons who have difficulties reading and/or understanding information: many target audiences.

Project 1: ENACT on easy news

- Survey across Europe.
- Exchanging practices.
- Recommendations.
- Co-creation of a multilingual hub with good practices.



<https://project-enact.eu/>

ENACT: impact on VR

- Easy-to-understand instructions/tutorials.
- Easy-to-understand content for navigation & interaction.
 - Simplification.
 - Easy read and easy audios.
- Accessibility: physical but also sensorial, cognitive and beyond. Equitable access for all.

Project 2. InclusiVRity (1/2)

- VR for secondary education teachers: fostering a more inclusive educational environment for neurodivergent students.
- Coordinated by UAB. With Ludicius interactive, CIP, Istituto dei Sordi di Torino, Dir. of Secondary Education of Pieria Greece, EMAV.



<https://inclusivrity.eu/>

Project 2. InclusiVRity (2/2)

- VR platform to design situations in the daily life of neurodivergent users: communication, teamwork, memory stimulation, problem solving (users 12-18).
- Expected results:
 - trained teachers in VR
 - VR platform with co-created social stories
 - handbook on neurodiversity and VR use in the classroom

Project 3. Immerse (1/2)

- Language learning for foreign students via VR objects (2025-2028)
- Rejkjavik University, Technical University of Crete, INFALIA, FEMXA, UAB.



<https://immerse-erasmus.eu/>

Project 3. Immerse (2/2)

- Integrate culture in VR language classes for higher education visiting students (EN, SP, IC, HE, CA): teacher needs.
- Designing VR scenarios (gastronomy, dance and music, landmarks, festivities, key characters).
 - Challenges: pedagogical aspects, narratives, creativity and technical feasibility.
- Database + authoring tool.
- Piloting.

Some final thoughts

- Accessibility in VR & VR for accessibility and inclusion.
- Born accessible immersive environments, where users can **access, create an avatar identity, perceive content, navigate and interact in virtual worlds** through alternative formats.
- A lot to learn (new narratives to be created, skills, acceptance) to answer the “how” mentioned yesterday by Iris Jennes.
- Let's make it easy.

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Immerse



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