

ISO/IEC 24216-1:2026-05 (E)

Information technology - User interface requirements and guidelines on avatars - Part 1: General

Contents

Page

- Foreword..... iv
- Introduction..... v
- 1 Scope..... 1
- 2 Normative references..... 1
- 3 Terms and definitions..... 1
- 4 Descriptions about the avatar..... 1
 - 4.1 Use of unified attribute categories for avatar identification..... 1
 - 4.2 Description about the use of avatar..... 2
 - 4.3 Accessibility of the description about the use of avatar..... 2
- 5 Categories of avatar..... 2
 - 5.1 Category based on body tracking..... 2
 - 5.2 Category based on finger tracking..... 3
 - 5.3 Category based on facial tracking..... 3
 - 5.4 Category based on visibility of body parts..... 3
 - 5.5 Category based on shape..... 4
 - 5.6 Category based on perspective..... 4
 - 5.7 Category based on appearance..... 4
 - 5.8 Category based on input device information..... 5
 - 5.9 Category based on body ownership..... 5
 - 5.10 Category based on the source of the avatar..... 6
- 6 Appearance design..... 6
 - 6.1 General..... 6
 - 6.2 Customization of appearance design..... 6
- 7 Non-verbal communication design..... 6
 - 7.1 General..... 6
 - 7.2 Facial expression..... 6
 - 7.3 Gestures, body and hand expressions..... 6
- 8 Sensory feedback design..... 7
 - 8.1 General..... 7
 - 8.2 Explanation of feedback information..... 7
- 9 Embodiment design..... 7
 - 9.1 General..... 7
 - 9.2 Customization of embodiment design..... 7
- 10 Ethical confirmation..... 7
 - 10.1 General..... 7
 - 10.2 Appearance..... 8
 - 10.3 Gender and gender identity..... 8
 - 10.4 Culture..... 8
 - 10.5 Sexual expression..... 8
 - 10.6 Expression of violence..... 9
- 11 Management of avatar..... 9
 - 11.1 General..... 9
 - 11.2 Information for avatar’s action..... 9
 - 11.3 Use of imported avatar..... 9

12	Personality of avatar	10
12.1	General.....	10
12.2	Information for use of avatar.....	10
	Bibliography	11