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**