ISO/IEC 9234:2025-11 (E)

Information technology - Information modelling for virtual, augmented and mixed reality based education and training systems

Contents

Page

Foreword ..... **iv**

Introduction ..... **v**

1 Scope **1**

2 Normative references **1**

3 Terms, definitions and abbreviations **1**
3.1 Terms and definitions 1
3.2 Abbreviations 3

4 Concepts **4**
4.1 Overview 4
4.2 Phases of systems integration for VR/AR/MR based education and training 6
4.3 System organization for VR/AR/MR based education and training 7
4.4 VR/AR/MR based education and training content and management 9

5 Functional components for VR/AR/MR based education and training systems **10**
5.1 Overview 10
5.2 VR/AR/MR based virtual environment representation for education and training 11
5.3 VR/AR/MR based information simulation interface in virtual environments 14
5.4 Virtual simulation interface with real world information 16
5.5 Information transmission and exchange 19
5.6 Education and training information definition and manipulation 21

6 Implementation architecture for VR/AR/MR based education and training systems **23**

7 Use cases for VR/AR/MR based education and training systems **24**

8 Conformance **25**
8.1 Conformance criteria 25
8.2 Conformance area 25

Annex A (informative) **Example use cases** **26**

Bibliography **34**