

ISO/IEC TR 23842-2:2020 (E)

Information technology for learning, education, and training — Human factor guidelines for virtual reality content — Part 2: Considerations when making VR content

Contents

	Foreword
	Introduction
1	Scope
2	Normative references
3	Terms and definitions
4	Abbreviated terms
5	Information for users on the home screen (initial screen)
6	Regular display alert messages
7	Design to eliminate recognition discrepancies
7.1	General
7.2	Depth
7.3	User interface
7.4	Distance within content
8	Design to improve user convenience and educational effects
9	Provide a management system for teachers
Annex A	(informative) Example of guidelines for users
A.1	Use cases in Korea

Page count: 5