

ISO/IEC TR 23842-1:2020 (E)

Information technology for learning, education and training — Human factor guidelines for virtual reality content — Part 1: Considerations when using VR content

Contents

	Foreword
	Introduction
1	Scope
2	Normative references
3	Terms and definitions
4	Abbreviated terms
5	Considerations before use
5.1	General
5.2	Device, usage environment and hygiene safety
5.3	Select content considering educational purpose
5.4	Check user's health and mental conditions
6	Considerations in use
7	Considerations after use
Annex A	(informative) Examples of guidelines for users
A.1	Use cases in Korea
A.2	Use case in Japan

Page count: 6