

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**