

# The Equitable, Inclusive, and Human-Centered XR Project

We shall provide guidance and tools in order to ensure Equitable, Inclusive, and Human-Centered development of XR Technologies



## About the Project

XR4Human is a three-year EU-funded project and its mission is to co-create living guidance documents on ethical and related policy, regulatory, governance, and interoperability issues of XR technologies whilst building public trust and acceptance and a strong and competitive European XR ecosystem.



## Basic Objectives

### + ENGAGE

Engage companies and other stakeholders to enhance the uptake of the XR Code of Conduct, the Guidance for Interoperability, and the empowerment of end-users.

### + EXPLORE

Explore ethical and related regulatory and governance issues.

### + EQUIP

- Equip companies and regulators with an online repository of test cases
- Equip users through a rating system and educational materials.

### + GUIDE

- Guide companies and regulators through Interoperability Guidance Document, a European Code of Conduct for Equitable, Inclusive, and Human-Centered XR Guide technologies, recording and demonstrating the practical application of the XR Code of Conduct
- Guide users through a rating system and educational materials.



## Our Contribution

- A **European Code of Conduct** to facilitate responsible use of XR Technologies
- A collection of **Test Cases for Demonstration and Validation** to record and demonstrate practical application of the XR Code of Conduct
- An **Interoperability Guidance Document** to seek the adoption of common set of standards and guidelines for interoperability
- A **Rating System and an Educational Toolbox** to facilitate informed acquisition and usage of XR solutions.

## Main OUTPUTS



European Code of Conduct for responsible XR Technologies



Rating System and Educational Toolbox



Interoperability Guidance Document



Test Cases for Demonstration and Validation

## EXPLOITATION targets

- INDUSTRY
- POLICY MAKERS
- DEVELOPERS OF XR APPLICATIONS
- MEMBERS OF RESEARCH ETHICS COMMITTEES AND LEGAL EXPERTS
- USERS
- GENERAL PUBLIC

## XR4Human Forum

The perfect online place to create a bridge among people of different sectors



## XR4Human Forum Launch

A small introduction

**Membership**  
The forum is based on discourse. The forum is public, but you need to sign in to contribute.  
To sign in, use your XR4Europe account credentials. If you don't have one, become a member of XR4Europe.

**Categories**  
To engage with the community, you can for instance reply to existing topics or ask a question by publishing a new topic.  
Authenticated members can interact on existing topics or create new topics.  
Topics are regrouped by categories and subcategories. Choose your feedback category carefully when you create a new topic.

**Channels**  
To engage with other forum members, you can also interact actively in channels.  
Channels are personal or group chatrooms.  
Group chatrooms are dedicated to thematic discussion.



For more information about the XR4Human Forum go here:



## XR4Human Experience Library

An interactive, curated library that hosts XR experiences. The XR4Human Experience Library aims to empower the community to highlight their commitment to best practices by sharing their own XR experiences.

<p>End-to-end open-source location-based augmented reality in 5G</p> <p><a href="#">View example</a></p>	<p>VRAVET Blue sector</p> <p><a href="#">View example</a></p>	<p>Job Interview VR</p> <p><a href="#">View example</a></p>
<p>NeuroLens</p> <p><a href="#">View example</a></p>	<p>Gedrag (G)een Problem - Extended</p> <p><a href="#">View example</a></p>	<p>Eva Umlauf - her testimony</p> <p><a href="#">View example</a></p>

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