

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.



ENGAGE

GUIDE

Conduct, the Guidance for Interoperability, and the empowerment of end-users.



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 companies and regulators through Interoperability Guidance Document, a European Code of Conduct for Equitable, Inclusive, and Human-Centered XR Guide exercioner 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
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Main OUTPUTS



European Code of Conduct for responsible XR Technologies



Interoperability Guidance



Rating System and Educational



Demonstration and Validation

XR4Human Forum Launch

XR4Human Forum

The perfect online place to create a bridge

among people of different sectors

XR4HUMAN A small introduction

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.













For more information about the XR4Human Experience



EXPLOITATION targets

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































