



Opera co-creation
for a social
transformation



Evaluating subtitle readability in media immersive environments

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Overview

- VR for all
- **“Born accessible”** Accessibility in the core of the creation process
- Accessibility in VR and 360° video



Standards and recommendations

**The Web Accessibility
Initiative (WAI) from the
World Wide Web Consortium
(W3C)**

**ISO/IEC/ITU 20071-
23:2018**

Features required in immersive subtitle presentation

Guiding modalities



Subtitling display modes

Head-locked VS fixed

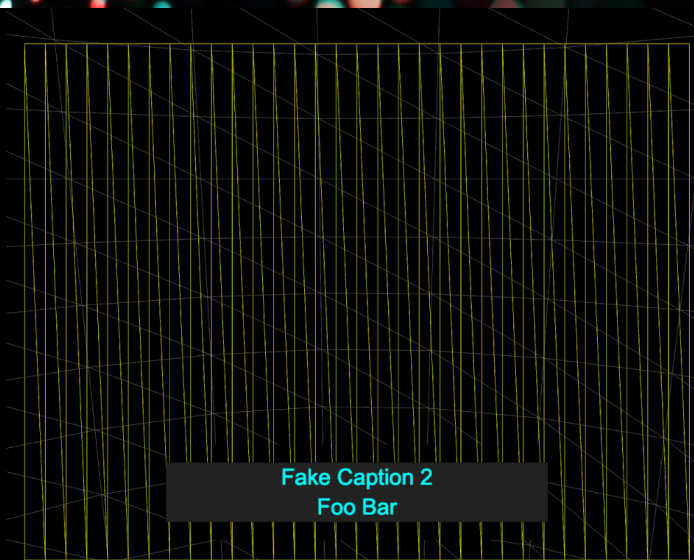
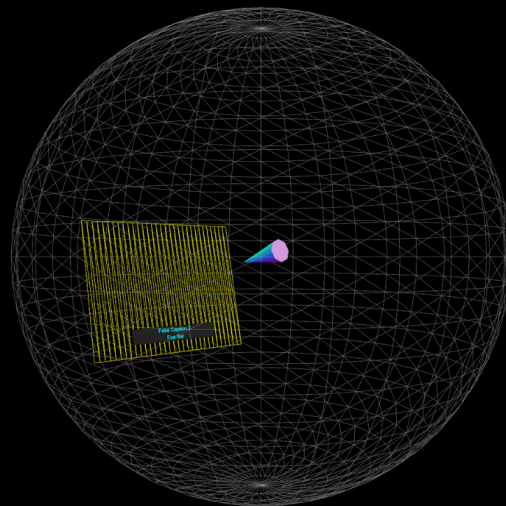
Synchronization

Time + space

There are three main component:

- 1) A video container
- 2) A fakeCamera container
- 3) A fixed subtitle container.

Contrast and
compare
framework





Conclusions

- New media formats = new accessibility solutions
- The importance of readability within immersive subtitles
- Evaluating immersive subtitles is needed by subtitlers and by researchers
- This new framework is a tool that can be used in evaluating subtitles, user testing and standardisation

Thank you for your attention!

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