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XR ACCESSIBILITY: A STEP FORWARD IN 360 VIDEO

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Interdisciplinary study:

- AVT and MA (SDH)
- Immersive environments (360° video)

BACKGROUND

- ImAc Project: How accessible services can be integrated in 360° technology
- Belén Agulló's thesis dissertation: The reception of different types of SDH strategies in immersive environments

MOTIVATION

- Make 360 video accessible for all → 'Born Accessible'
- Propose guidelines for creating subtitles in immersive environments

**Which tools do we need
to produce and consume subtitles
in immersive media?**

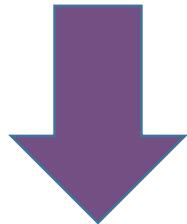
VR player & VR editor

- The most of VR player do not focus on AS
- ImAc player and editor

Challenges

To design a methodology for online testing

- **Number of users?** Are 5 people enough to achieve significant results?
- **Material?** “No interest, no fair test”
- **Level of expertise?** Prioritise the VR skills above the “disability”



Skills-centric research

Thank You!

