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| Project | **Cybersickness Reduction Working Group**< <https://sagroups.ieee.org/3079/> **>** |
| Title | **PAR Modification for the IEEE P3079.2** |
| DCN | **3079-21-0045-00-0000** |
| Date Submitted | **July 12, 2021** |
| Source(s) | **Jeong, Sangkwon Peter** ceo@joyfun.kr **(JoyFun Inc.)****Gookhwan Lee ghlee@joyfun.kr (JoyFun Inc.)****Jimmy Jaeyoung Jang** **jimmyjanggg@joyfun.kr** **(JoyFun Inc.)****Nam, HyeonWoo** hwnam@dongduk.ac.kr **(Dongduk Women’s University)** |
| Re: |  |
| Abstract | This document is about modifying PAR IEEE P3079.2 for changing title and requesting extension of ballot due date |
| Purpose | This contribution document has a goal of changing the title of IEEE 3079.2 PAR and requesting the extension of the set ballot due date  |
| Notice | This document is offered as a basis for discussion and is not binding on the contributing individual(s) or organization(s). The material in this document is subject to change in form and content after further study. The contributor(s) reserve(s) the right to add, amend or withdraw material contained herein. |
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| Patent Policy | The contributor is familiar with IEEE patent policy, as stated in [Section 6 of the IEEE-SA Standards Board bylaws](http://standards.ieee.org/guides/opman/sect6.html#6.3) <[http://standards.ieee.org/guides/bylaws/sect6-7.html#6](http://127.0.0.1:4664/cache?event_id=757737&schema_id=1&s=5X0vID10lu_E6yrIkWkNd4Wz2H8&q=hancock)> and in *Understanding Patent Issues During IEEE Standards Development* <http://standards.ieee.org/board/pat/faq.pdf> |

**Modify PAR for IEEE P3079.2**

# Section 1

* 1. **Assigned Project Number**:

P3079.2

* 1. **Type of Document: *Standard, Recommended Practice, or Guide***

Standard

* 1. **Life Cycle: *Full Use or Trial Use***

Full Use.

# Section 2

**2.1 Project Title:**

**(Before)** Mixed Reality (MR) Standard Framework for Motion Learning

**(After)** Projection Mapping Based Mixed Reality (MR) Standard Framework for Motion Learning

# Section 3

**3.1 Working Group: Cybersickness Reduction Working Group (C/SAB/3079\_WG)**

**3.1.1 Contact Information for Working Group Cahir:**

**Name:** Beom-Ryeol Lee

**Email Address:** lbr@etri.re.kr

**3.1.2 Contact Information for Working Group Vice Cahir:**

**Name:** Wookho Son

**Email Address:** whson@etri.re.kr

**3.2 Society and Committee:** C/SAB

**3.2.1 Contact Information for Standards Committee Cahir:**

**Name:** Robby Robson

**Email Address:** robby@computer.org

**3.2.2 Contact Information for Standards Committee Vice Cahir:**

None

**3.2.3 Contact Information for Standards Representative:**

None

**3.3 Joint Sponsor:** (chosen from drop down menu)

If you are not adding a joint sponsor to this project, you may leave this field blank.

# Section 4

**4.1 Sponsor Balloting Information: *Individual or Entity***

Individual

**4.2 Expected Date of Submission of Draft to the IEEE-SA for Initial Standards Committee Ballot:**

**Month: Oct. Year: 2023**

**4.3 Projected Completion Date for Submittal to RevCom**

**Month: Jun. Year: 2024**

# Section 5

**5.1 Approximate number of people expected to be actively involved in the development of this project:**

30

**5.2 Scope of the proposed standard:**

This standard defines a framework for mixed reality content aimed at effective motion learning, including terms and definitions, requirements and data formats. Mechanisms to synchronize the motion sensor and projector coordinate system are defined. Motion acquisition methods, application programming interfaces and user interfaces are described.

**5.3 Is the completion of this standard contingent upon the completion of another standard?** No

**5.4 Will this document contain a Purpose clause?**

This document will not include a purpose clause.

**5.5 Need for the project:**

Recently, virtual reality and mixed reality have contributed to the development of many technologies. In addition, many content services using these technologies are being developed. In particular, mixed reality technology based on motion recognition is widely used as a tool for motion learning. For this purpose, it is necessary to synchronize the contents with the mixed reality device, and it is a very basic condition to be developed so that the data provided by the sensor can be well reflected in the contents.

Thus, a standard framework for such mixed reality content is necessary. By using this standard framework, interoperability of mixed reality content for learning postures such as rhythms, sports, and games is ensured to promote the realistic mixed reality industry and accelerate the development of technologies and services.

**5.6 Stakeholders for the standard:**

Content Providers, Manufacturers, Local Governments, Constructors

# Section 6

**6.1 Intellectual Property:**

**A. Is the Sponsor aware of any copyright permissions needed for this project? *No***

**B. Is the Sponsor aware of possible registration activity related to this project? *No***

# Section 7

**7.1 Are there other standards or projects with a similar scope?** No

**7.2 Joint Development - Is it the intent to develop this document jointly with another organization?** No

**7.3 International Standards Activities**

**A. Adoptions - Is there potential for this standard to be adopted by another organization?:** No

**B. Harmonization - Are you aware of another organization that may be interested in portions of this document in their standardization development efforts?** No

**7.4 Does the sponsor foresee a longer term need for testing and/or certification services to assure conformity to the standard?** Yes

**Additionally, is it anticipated that testing methodologies will be specified in the standard to assure consistency in evaluating conformance to the criteria specified in the standard?** No

# Section 8

**8.1 Additional Explanatory Notes:**

**8.2 IEEE Code of Ethics**

**I acknowledge that I have read and I understand the** [**IEEE Code of Ethics**](http://www.ieee.org/portal/pages/iportals/aboutus/ethics/code.html)

**I agree to conduct myself in a manner that adheres to the IEEE Code of Ethics when engaged in official IEEE business.**