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| Title | **Adding Definitions, acronyms, and abbreviations** |
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| Re: |  |
| Abstract | Definitions, acronyms, and abbreviations |
| Purpose | Review and comments |
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**Terms and Definitions**

For the purposes of this document, the following terms and definitions apply. The IEEE Standards Dictionary Online should be consulted for terms not defined in this clause. [[1]](#footnote-1)

AI, Neural Rendering, CG, Rendering, Cognitive Science

display: An electronic visual display, informally a screen, is a display device for presentation of images, text, or video transmitted electronically, without producing a permanent record.

framework: An architecture framework establishes a common practice for creating, interpreting, analyzing and using architecture descriptions within a particular domain of application or stakeholder community.

mixed reality: A realization technology that expresses by mutually augmenting real and virtual objects.

motion: In physics, motion is the phenomenon in which an object changes its position over time. Motion is mathematically described in terms of displacement, distance

motion learning: Studies of human and animal motion. A method of rehabilitation, such as physical and occupational therapy; and sport and exercise physiology.

projector: An optical device that projects an image (or moving images) onto a surface, commonly a projection screen.

skeleton: Refers to the frames of support of human bodies

**Abbreviations and acronyms**

The following abbreviations and acronyms are used in this standard:

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| --- | --- |
| FOV | field of view |
| fps | frame per second |
| MEC | Mobile Edge Computing |
| MR | mixed reality |
|  |  |
| UI | user interface |
|  |  |
| QoE | Quality of User Experience |
| QoI | Quality of User Interface |
| XR | eXtended Reality |

1. IEEE Standards Dictionary Online is available at: <http://dictionary.ieee.org>

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