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| Project | **Human Factor for Immersive Content Working Group**  < <https://sagroups.ieee.org/3079/> **>** |
| Title | **Proposal of New PAR for ‘UI/UX Framework of Motion Training’** |
| DCN | **3079-22-0003-00-0002** |
| Date Submitted | **January 07, 2022** |
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| Re: |  |
| Abstract | This document is about description of PAR to propose motion recognition-based unmanned motion learning standard framework standard.  This document is the main body of PAR to establish UI/UX standards for mixed reality (MR) content for the purpose of motion training. |
| Purpose | This contribution document’s goal is to get approval by PAR to propose a standard framework standard for unmanned motion learning based on motion recognition.  The purpose of this input document is to propose a PAR for the UI/UX framework among the motion training frameworks that fall within the scope of the IEEE 3079.2 standard. |
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**PAR for a New IEEE Standard**

# Section 1

* 1. **Assigned Project Number**:

P3079.2.2

* 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:**

# UI/UX Framework for Motion Training

# Section 3

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

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

**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:** Annette Reilly

**Email Address:** annetterieee@gmail.com

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

**Name:** Robby Robson

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

**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: 2024**

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

**Month: Jun. Year: 2025**

# Section 5

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

30

* 1. **Scope of the proposed standard:**

This standard defines basic framework within the overall architectural framework for motion training system. This standard includes definitions for the functions and input/output interfaces of each component module, and the related data components and formats. By utilizing this standard basic framework, various application-specific user interface/user experience (UI/UX) and service frameworks can be suggested.

This standard defines UI/UX standards used when developing and servicing motion recognition-based content for the purpose of motion training such as fitness training, martial arts, rehabilitation training, and dance learning. This standard includes the following;

* UI/UX Term Definition
* Mixed reality content UI guidelines based on projection mapping
* Interface guidelines for using a mobile device as a remote controller
* Definition of motion animations
* Free movement through body key-point extraction
* Link with metaverse service
* STT(Speak to Text) UI/UX
* Display conversion UX according to content service environment

**5.3 Is the completion of this standard contingent upon the completion of another standard?** Yes

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

This document will not include a purpose clause.

**5.5 Need for the project:**

This standard defines the basic framework that can be used in common when developing content for providing various motion training services. The purpose of this project is to avoid redundant development work that is involved in developing application-specific UI/UX-driven motion training systems for various service types.

Accordingly, if a basic framework is defined that can be used in common independent of service types, many application-specific UI/UX standard frameworks must be devised. Therefore, this standard for providing a separate common basic framework for motion training lends itself to efficient development of various services for motion training and to the development of non-redundant standard framework for various application-dependent UI/UX and services as well.

**5.6 Stakeholders for the standard:**

Content Providers, Manufacturers, Service Provider

# 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.**