

Joint AREA/ETSI/XR4ALL

Online Sessions

[Engineering XR for the Future: Frameworks, Requirements and Future Research](#)

Glossary

During the course of the presentations and discussions, we will use some terms which are defined for the purpose of the event as follows:

Augmented Reality (AR) is the ability to mix in real-time spatially registered digital content with the real world surrounding the user.

AR Display: any device which is handheld (tablet or smartphone), or handsfree (wearable or projection) that presents digital data and AR experiences (AR assets) in real time to the user in context with the real world.

AR Authoring: the preparation of code and digital assets, including UX and interactions which, when compiled, produces runtime AR experiences.

Interoperability: In the context of this workshop, interoperability is the ability for different information technology components, systems and software applications to communicate and exchange data and, as a result, for users to be able to visualize in context the information that has been exchanged between systems of different providers without translation, conversion or delays.

Enterprise Systems Technology: the technologies that are deployed for internal resource planning, utilization, efficiency of operation, product and service quality, consistency and continuity, and, of course, employee safety in the workplace, (e.g., Inspection/Quality management, ERP, PLM, training systems)

Target for AR experience: the place, position, sound, marker or thing (2D or 3D) which can be visually detected in the real world and trigger presentation of assets with which the user may or may not have the ability to interact.

Virtual Reality (VR) immerses the user entirely in a virtual yet interactive environment that simulates a completely different reality than the one surrounding the user.

eXtended Reality (XR) is the umbrella term used for Virtual Reality (VR), Augmented Reality (AR), and Mixed Reality (MR), as well as all future immersive technologies yet to be developed. XR covers the full spectrum of real and virtual environments.