

Press release

Launch of the XR4Human Experience Library on 30th of April!

30/4/2024

We are delighted to announce the launch of the [XR4Human Experience Library](#)!

At XR4Human, we've created an interactive curated library that will showcase eXtended Reality experiences.

About XR4Human:

XR4Human is an EU-funded project aimed at co-creating living guidance documents on ethical and related policy, regulatory, governance, and interoperability issues of XR technologies. Its mission is to build public trust and acceptance while fostering a strong and competitive European XR ecosystem.

Get inspired by the community!

The XR4Human Experience Library is an affirmation of this mission, empowering the community to highlight their commitment to best ethical practices by sharing their own XR experiences and applications. It will give the developers, institutions, and enthusiasts the ability to explore, share, and contribute to the amazing world of XR technology.

We invite members of the wider community to join us in contributing their own XR experiences, fostering a collaborative environment dedicated to pushing the boundaries of immersive technology.

XR Experiences' submission is facilitated through a **GDPR-compliant** submission form visible on the front page of the XR4Human Experience Library. To ensure the quality and ethical standards of the content, XR4Human has established clear criteria for submission, requiring adherence to **non-commercial use**, **ethical guidelines**, and **best practices of XR experiences/applications**.

Future Work:

The XR4Human team is committed to ongoing optimization and improvement of Experience Library based on user feedback. Plans include the integration of badges that allow for a XR Experience classification in terms of user experience derived from expert consensus, as well as collaboration within the consortium to implement a rating system for XR applications.

Upcoming event:

As part of this initiative, we invite you to join us in Deep Dive Discussion event where Dr. Oliver Schreer and Dr. Faisal Mushtaq discuss the design and objectives of the Experience Library and how its curation serves the needs of the European XR ecosystem.

Tue, May 7th, at 5:00 PM EEST, [Deep Dive Discussion Event](#)

For more information, please contact:

Dr. habil. Oliver Schreer, WP6 Leader,
Head of Immersive Media & Communication Group
Vision & Imaging Technologies Department
oliver.schreer@hhi.fraunhofer.de