

XR ACCESSIBILITY AND INCLUSIVE DESIGN QUICK REFERENCE GUIDE

XR technologies are still new and will continue to rapidly advance. New thinking and new solutions to meet the needs of all XR users will be required. The XR Association is committed to keeping this chapter and corresponding quick reference guide up-to-date as XR technologies and capabilities evolve.

ACCESSIBILITY TECHNIQUES	Sight Disabilities	Auditory Disabilities	Non-Speaking/ Speech Impairments	Mobility Disabilities	Cognitive Disabilities
Removing or Reducing Background Details and Audio	•	•			•
Undo/Redo Functions	•	•		•	•
Reducing Speed and Setting Up Action Sequences	•			•	•
Bypass Functions	•	•		•	•
Save Progress	•	•		•	•
Altering the Size of Objects, Elements and Text	•			•	•
Audio Augmentation and Text-to-Speech	•		•		•
Color Filters and Symbols	•				•
Scrim or Scrim-Like Overlays	•	•			•
Captioning Audio Features		•			•
Using Icons to Identify Audio Features		•			•
Sign Language		•	•		
Mono Audio		•			
Settings and Menu Options	•	•		•	•
Dynamic Foveated Rendering and Eye Tracking				•	
Controller-Free Hand-Tracking		•	•	•	
Explore World Options	•			•	•

