LOG OF MEETING
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SUBJECT: UL 8400 STP Meeting on the proposed first edition of the Standard for Safety for Virtual Reality, Augmented Reality, and Mixed Reality Technology Equipment
DATE OF MEETING: July 22, 2020 9am – 12pm, ET
LOG ENTRY SOURCE: Treye Thomas (EXHR), Stephen Harsanyi (ESHF)
DATE OF LOG ENTRY: September, 2020
LOCATION: Teleconference
CPSC ATTENDEE(S): Treye Thomas (EXHR) and Stephen Harsanyi (ESHF)
NON-CPSC ATTENDEE(S): Contact UL for the attendee list.
Summary of meeting:

In today's meeting, we discussed several sections of the seed document (draft standard), including general safety and warning instructions, age restrictions, spatial perception, vergence-accommodation conflict (VAC), and innovation (considerations for the evolving nature of the industry). Discussions are ongoing, and task groups will be formed (contact UL for specifics).

CPSC staff shared several recommendations in the meeting, including the following:

- The STP should standardize minimum safety language to be addressed in the standard, and specify how that information should be conveyed for the various products, given differences in optical occlusion. Staff explained that multiple methods of displaying safety information should be employed, which take into consideration initial device setup and repeated exposure to the benefits of primary and secondary users of the products. As an example, staff recommended use of digital forced acknowledgment warnings and reminders (such as on-screen prompts to take breaks).
- Care and maintenance information should address hygiene (*e.g.,* bacterial growth on face covers).
- The STP should consider age limitations for marketing in the standard, and develop methods to address foreseeable use of the products by children, such as establishing minimum requirements for parental controls.
- The standard should incorporate by design or instructions methods of cord management to reduce tripping hazards.
- The STP should consider adding to the standard minimum requirements for collision mitigation based on the amount of optical occlusion, such as virtual boundaries in virtual reality and various limitations in augmented reality (*e.g.*, opacity of virtual objects, and amount of field of view overlay during motion) .