
**Information technology for learning,
education, and training — Human
factor guidelines for virtual reality
content —**

Part 2:
**Considerations when making VR
content**

*Technologies de l'information pour l'apprentissage, l'éducation et la
formation — Lignes directrices relatives aux facteurs humains pour
les contenus en réalité virtuelle —*

*Partie 2: Éléments à prendre en compte lors de la création de
contenus en réalité virtuelle*

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