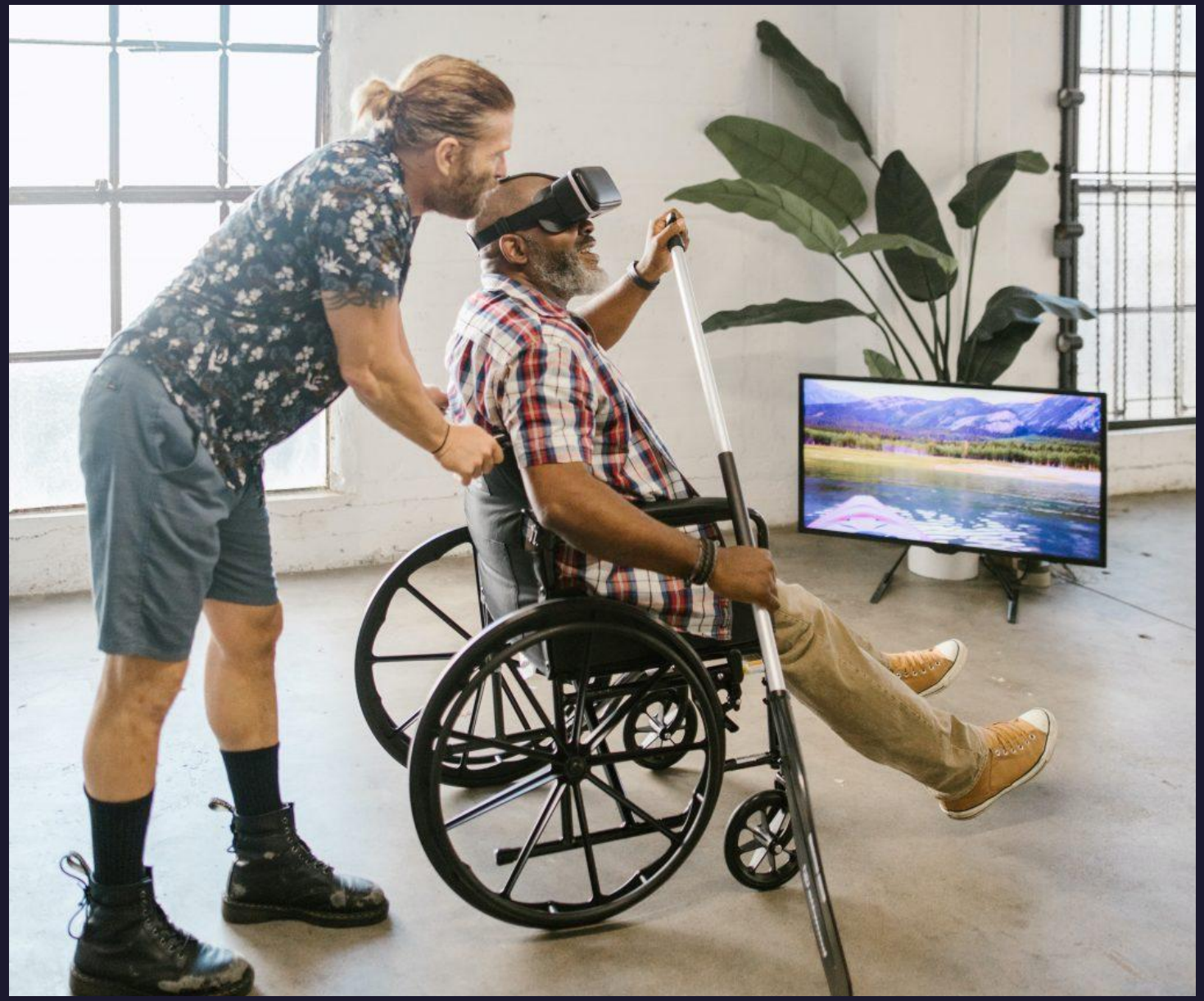
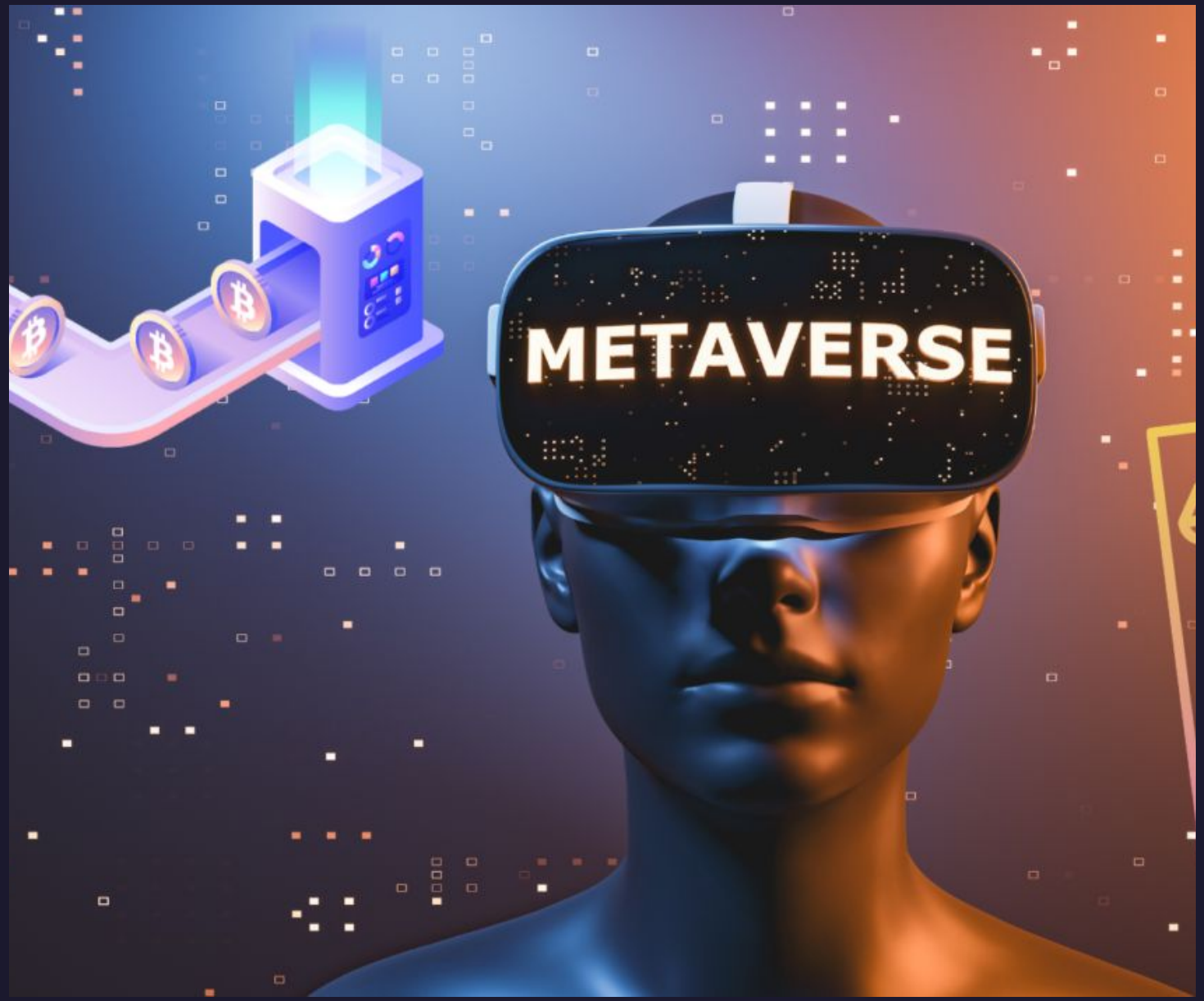
Accessibility in the Metaverse

iAsia Brown




METAVERSE

The way to get started is to quit talking and begin doing.

- Walt Disney

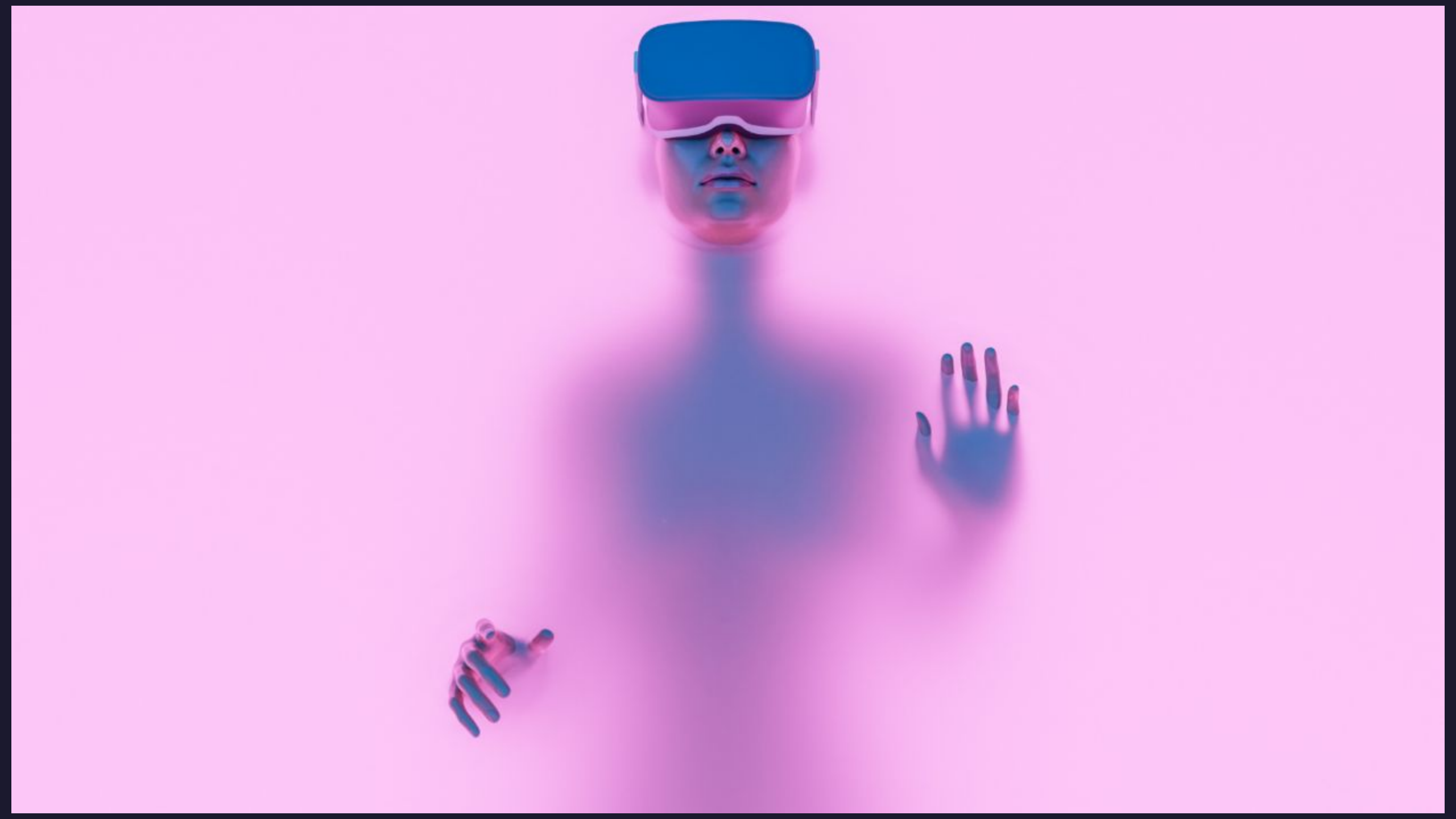
Issues

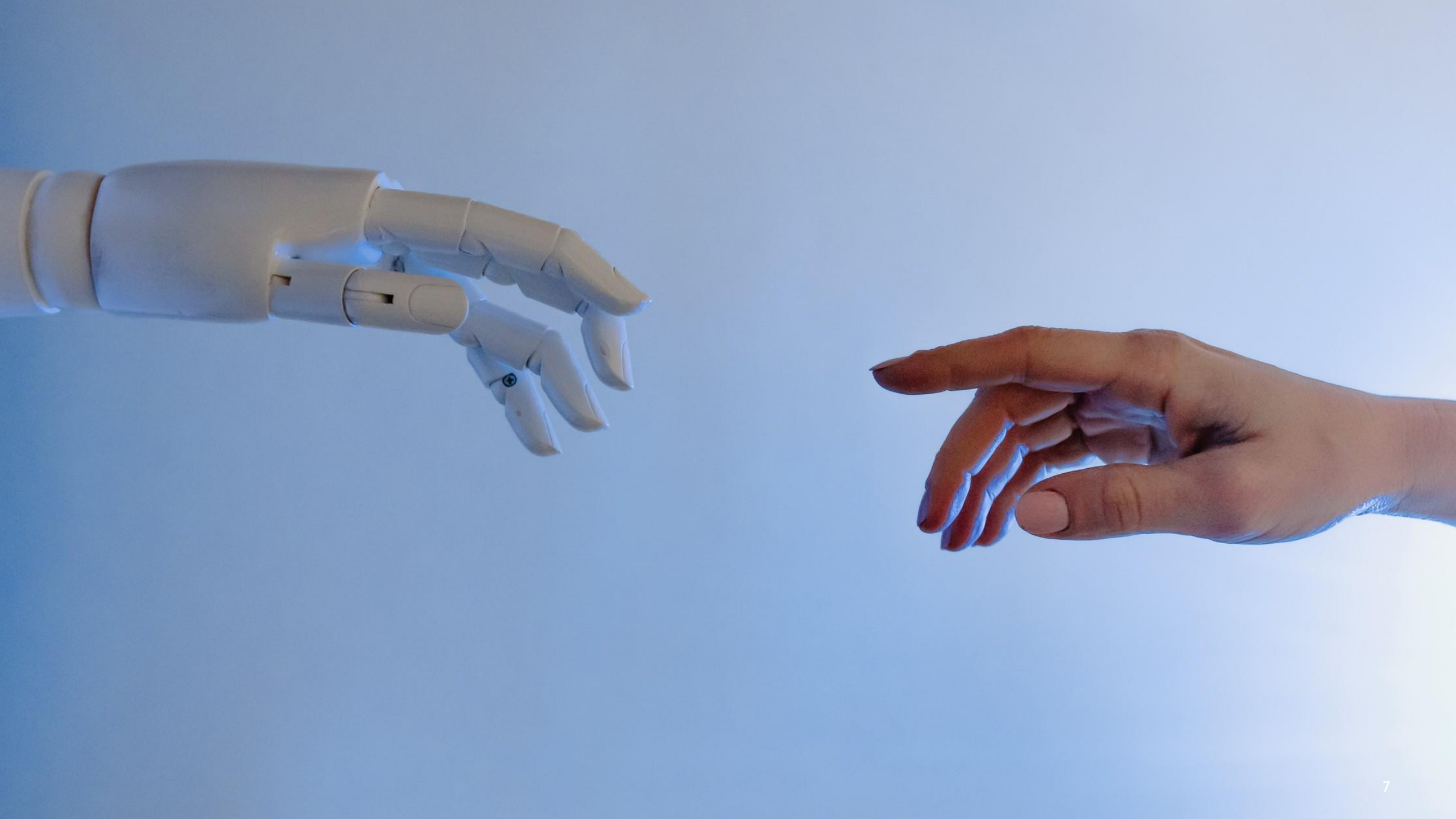
The devices to access the devices are costly

Only 7% are available in visually impaired format while 2% in braille. This leaves the blind community at a disadvantage

Cost | Mobility | Barrier

A seamless immersion requires people to have some type of mobility





Thank You

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