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Interested committees:

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Introduction

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Template for comments and secretariat observations

Date: xx/xx/20xx	Document: ISO/DIS xxxx
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1	2	(3)	4	5	(6)	7
MB	Clause No./ Subclause No./Annex (e.g. 3.1)	Paragraph/ Figure/Table/Note	Type of comment	Comment (justification for change) by the MB	Proposed change by the MB	Secretariat observations on each comment submitted
	3.1	Definition 1	ed	Definition is ambiguous and needs clarifying.	Amend to read '...so that the mains connector to which no connection...'	
	6.4	Paragraph 2	te	The use of the UV photometer as an alternative cannot be supported as serious problems have been encountered in its use in the UK.	Delete reference to UV photometer.	



DRAFT International Standard

ISO/IEC DIS 4933

Information technology — User interfaces — Unifying input actions across devices

ICS: 35.180

ISO/IEC JTC 1/SC 35

Secretariat: **AFNOR**

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2024-11-25

Voting terminates on:
2025-02-17

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Foreword

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This document was prepared by Joint Technical Committee ISO/IEC JTC 1, *Information technology*, Subcommittee SC 35, *User interfaces*.

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Introduction

User interfaces are an essential medium for information transmission between human and machines. It is a basic need to realize natural and efficient input interaction experience on the user interfaces.

With more and more smart devices entering and being distributed in people's daily life, user interfaces are widely used and collaborated between smart phones, tablets, desktop computers, smart watches, televisions, in-vehicle systems, virtual and augmented reality, and other information and communications technology systems.

The main purpose of uniformly converting the input actions across different input devices is to reduce the workload of designers and developers of systems and software applications, and to ensure the consistency of user input experience in cross-device scenarios.

With various smart devices, the industry has been researching and developing user interface technologies that support multiple input methods to improve cross-device input experiences. At present, research and development on the automatic conversion of input actions on the cross-devices has entered the practice and implementation level.

A standardized framework of input action unification module can be used to support the implementation of operations across device user interfaces and promote the development of cross-device software applications technology and industry.