ACADEMY of IMMERSIVE Arts & Sciences

Field of View

The weekly briefing on AI + XR from the Academy of Immersive Arts & Sciences

ISSUE 6
WEEK OF NOV 2–8, 2026

Upcoming Academy Events



NEXT UP

NOV 10 — ACADEMY TALK, 9 PM CET ONLINE
Immersive-X: Global Immersive Public Infrastructure, Ben Erwin

NOV 10 — THE POLYS
Immersive X – Red Carpet 2026

NOV 12 — ACADEMY PANEL, HOLLYWOOD
Infinity Festival: Who Will Stand With Public Media?

NOV 13 — READY PLAYER GOLF
Ready Player Golf 7

NOV 22 — MISSION RESPONSIBLE
Mission Responsible 4

DEC 9 — ACADEMY PANEL, BRUSSELS, 10 AM
UnitedXR Europe: How the Public Gets a Seat at the Immersive Table

DEC 30 — METATR@VERSAL
MetaTr@versal: Portal Crawl VIII

APR 18 — THE POLYS
The Polys 7th Annual Immersive Awards

Details and registration at academyimmersive.org/events

ON THE INDUSTRY CALENDAR

Nov 10–15, 2026	**ART*VR Festival of Virtual Reality and Immersive Art** Prague, Czechia Fourth edition, theme Circles of Intimacy, with a 14-project competition.
Nov 12–22, 2026	**IDFA 2026 and DocLab** Amsterdam, Netherlands DocLab's 20th edition, with an Archive Arcade of restored classics.
Nov 18–19, 2026	**nextReality.festival 2026** Hamburg, Germany XR conference, free exhibition and the nextReality.Contest awards, with speakers from Snap, Meta and WDR.
Dec 1–4, 2026	**SIGGRAPH Asia 2026** Kuala Lumpur, Malaysia 19th edition and the first in Malaysia: conference Dec 1-4, exhibition Dec 2-4.
Dec 7–9, 2026	**UnitedXR Europe** Brussels, Belgium European XR gathering with OpenXR and glTF sessions.

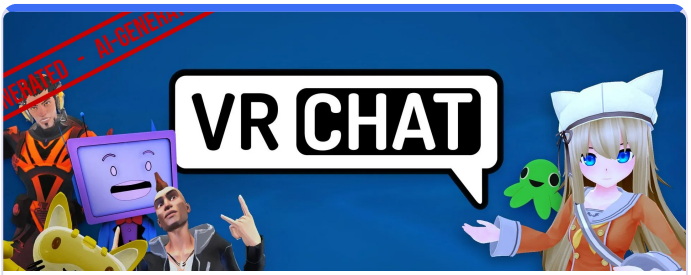
This Week in Focus

TOP LINE

Social VR met its AI-labeling moment: VRChat refused an AI-generated label after about 95% of surveyed users asked for one, and Steam reviews turned sour. Smart-glasses rules kept tightening, with the UK government weighing sales limits, a hospital ban in Australia's Northern Territory and a reported import curb in Pakistan. Android XR glasses got a November 12 preorder date, Meta set the end of feature updates for Quest 2, and Google open-sourced a sandbox for AI-written 3D. Culture ran from LFF Expanded to public-broadcaster immersive shows.

Lead Stories

The two to know



CULTURE & CREATORS

VRChat says no to an AI label, and users push back

After a survey of more than 21,000 users, about 95% of whom reportedly wanted an AI-generated label, VRChat said it will not add one or an AI filter. It cites dishonest labeling and harassment of creators. It will ban misleading AI-generated world thumbnails, add world likes and dislikes, and may offer an optional "Human-authored" mark. Steam reviews went Mostly Negative.

INSIGHT

A live test of how social XR handles AI-assisted creation. Labeling, moderation and discovery choices shape creator trust, and any world marketplace will face the same provenance question.

Road to VR · Nov 2, 2026



AI & XR HARDWARE

Android XR glasses get a November 12 preorder date

Warby Parker said in its third-quarter release that preorders for its first Intelligent Eyewear collection open November 12, with deliveries in the holiday season. Gentle Monster then said its collection launches in December. The display-free glasses run Gemini on Android XR. No price has been announced.

INSIGHT

Camera glasses from fashion brands arrive before an AR display does. Museums and schools should decide now how audio and camera glasses fit visitor and classroom rules.

9to5Google · Nov 6, 2026

> "The benefits of smart glasses must be weighed against the harms they can cause.
>
> Satvir Kaur, UK safeguarding minister, in the House of Commons on Nov 4

AI & XR by Category

POLICY, PRIVACY & SAFETY

UK government weighs limits on smart glasses sales

In a Westminster Hall debate on November 4, safeguarding minister Satvir Kaur said the government is "already looking into options to restrict smart glasses in certain settings and restricting the sale to certain users." She said NHS England and the Department for Education are examining wearables in healthcare and education.

Insight: Rules may come by setting and by buyer. Schools and venues that use glasses for accessibility should document those uses now so exemptions are easy to defend.

The Guardian · Nov 4

NT Health bans smart glasses at all clinical sites

ABC reported on November 5 that Australia's Northern Territory health department banned staff from using smart glasses at its clinical sites. The decision follows a review prompted by a breach at Royal Darwin Hospital, where a visiting medical observer posted images and videos containing confidential information of 12 pregnant patients.

Insight: Sensitive venues are writing their own bans after incidents. Any program that films in clinics, schools or care settings needs consent rules that predate the glasses.

ABC News (Australia) · Nov 5

Pakistan's cabinet committee approves camera-glasses import limits

The Economic Coordination Committee approved restrictions on importing camera-enabled smart glasses, the Finance Division said on November 4. The statement did not name a brand, a start date or whether the curbs amount to a ban. The committee also urged provinces to set workplace rules.

Insight: Import-level limits would reach the supply of devices, not just where they are worn. Watch for details before assuming any effect on museum or classroom pilots.

The Thursday Times · Nov 4

CULTURE & CREATORS

LFF Expanded wraps its sixth year with nine XR and AI works

The BFI's wrap-up says LFF Expanded presented nine projects across immersive art, VR, AI and games. The special presentation was Marshmallow Laser Feast's Water Body at St Martin-in-the-Fields. The VR Lounge showed Solwata and The World Came Flooding In, and an Industry Day offered funder surgeries.

Insight: A major film festival now stages XR in a church, an IMAX and a VR lounge, with funder access on the side. A template for institutions that want immersive work in public.

BFI · Nov 4

South Florida PBS runs two immersive museum shows at once

South Florida PBS opened Becoming Jane: The Evolution of Dr. Jane Goodall on October 23, its sixth ticketed immersive title since November 2024. It runs beside The Moonwalkers: A Journey with Tom Hanks. The station pairs shows with classroom material and free field trips for Title I schools.

Insight: A public broadcaster is building a repeatable immersive-venue business with an education layer, a model for stations looking for new audiences and revenue.

The VR Collective · Nov 6

IDFA DocLab restores interactive classics in an Archive Arcade

For its 20th edition, DocLab will show an Archive Arcade restoring landmark immersive works, including Thanatorama, the first project DocLab ever selected. The festival runs November 12 to 22 in Amsterdam, with the free exhibition open from November 13. Reservations are free.

Insight: Immersive work dies with its plugins and headsets. Preservation as a public program is a gap that archives, museums and public media can fill together.

Kill Screen · Nov 2

Texas A&M stages its first InterMedia Experience in 360 degrees

The Institute for Applied Creativity presents the inaugural Texas InterMedia Experience November 5 to 7. Immersive 360-degree experiences run in the Igloo Studio in College Station, while screenings of experimental film, immersive media and student work play at the Queen Theatre in Downtown Bryan.

Insight: A university pairing dome-style immersion with a downtown cinema shows how education can anchor a regional immersive scene for students and the public.

Texas A&M PVFA · Nov 3

AI & XR HARDWARE

Snap opens a Specs pop-up in Los Angeles, still no release date

On its earnings call, Snap's Evan Spiegel said a Specs First Look pop-up is open at Westfield Century City in Los Angeles, where visitors can try the glasses. Android Headlines notes they are priced at $2,195 and that Snap has not set a consumer release date.

Insight: Hands-on demos before a launch give educators and artists a chance to test AR glasses early, though the price keeps them in pilot territory.

Android Headlines · Nov 5

PLATFORMS & DEVELOPER TOOLS

Meta sets the end of feature updates for Quest 2 and Quest Pro

Meta told developers on November 2 that Horizon OS v2.13 is the final feature release for Quest 2 and Quest Pro, reaching all devices by March 2027. Security patches run through the end of 2027, new app submissions close December 2027, and the store stays open with cross-play intact.

Insight: Millions of older headsets stay usable, but new platform features will skip them. Creators and classrooms with Quest 2 fleets should plan a split build or a refresh.

Meta · Nov 2

Commons Watch

Open standards & interoperability

buildingSMART and Khronos link IFC and glTF

buildingSMART International and the Khronos Group announced a liaison agreement on November 2 to improve interoperability between IFC and glTF. Both standards are royalty-free. The first step is exploring how structured building and infrastructure data can reach interactive 3D applications, and reviewing existing IFC-to-glTF conversion.

Insight: Open formats meeting across disciplines helps heritage and cultural sites turn building data into public, interactive 3D without a vendor lock.

Khronos Group · Nov 2

Google open-sources Three-Live for AI-written 3D and WebXR

Google released Three-Live under Apache 2.0 on November 3 as a Developer Preview. It compiles AI-generated Three.js inside a sandbox into glTF (GLB) and USDZ files, with web, Android and iOS support and AR or WebXR viewing. Google says it is not an officially supported product.

Insight: Open formats plus a sandbox make AI-assisted 3D safer to publish on the open web, useful for creators and teachers who want models in a browser.

Google Open Source Blog · Nov 3

Alliance for OpenUSD previews v26.11

On November 4 the Alliance for OpenUSD said OpenUSD v26.11 is taking shape around clearer asset authorship, more compact mesh delivery and faster work with complex scenes. The upcoming release adds Polygonal Mesh Coding. The post is a preview of the release.

Insight: A shared scene format keeps assets portable between tools and platforms, which protects creators' work from any single vendor's pipeline.

Alliance for OpenUSD · Nov 4

Keep Your Eye On

1. Warby Parker's Android XR preorders open November 12, with price and full collection due then. Gentle Monster says its collection launches in December.
2. Meta's answer to the Wyden and Markey camera-glasses letter, due November 25.
3. Gentle Monster's Joaquin Phoenix short film for its glasses is due mid-November, per the brand.
4. Khronos holds a glTF 2.1 Town Hall online on November 17.
5. VRChat has not decided whether to offer an optional Human-authored mark for worlds.

Board of Directors

The Academy is guided by a distinguished group of industry professionals spanning a spectrum of expertise.


Ben Erwin


Karen Alexander


Terry xR. Schussler


Alison Morano


Brittan Heller


Robin White Owen


Sarah Atkinson


Mark Billinghurst


Daisy Leak


Renard T. Jenkins


Erin Reilly

About the Academy. The Academy of Immersive Arts & Sciences works to educate, inspire, and recognize, building a global Immersive Public Commons. Programs include The Polys Immersive Awards, the WebXR Summit Series, MetaTr@versal, Mission Responsible, and Ready Player Golf.

Stay connected. academyimmersive.org
linkedin.com/company/academy-of-immersive-arts-and-sciences

Tax-exempt 501(c)(3) nonprofit · EIN 99-3401892