



Multisensory Museums: Richer Experiences, Inclusivity and Accessibility to Cultural Heritage

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Message from the Guest Editors

Dear Colleagues,

Despite the great contributions that multimedia, virtual reality, and mixed reality can offer to the museum sector, the collections on display are often still limited by a lack of legibility, contextualization, and sensory immersion.

Embodiment, emotional involvement, and multisensoriality are essential elements in the creation of an “experience” and in learning processes. Digital and multisensory methods can also facilitate accessibility to cultural heritage by creating multiple levels of interaction and experiential channels. Factors determining the museum experience include the following: the comprehensibility and credibility of stories; communicative rhythm; coherence between word, image, and sound in the narration; quality of the content; the usability of technologies and interfaces; balance between free interaction and guided tours; the duration of narrative units and their dissemination along the visitor’s path; sound; and the quality of content solutions that encourage both intimate reflection and dynamics of social exchange. Thus, physical and virtual fruition become part of the same knowledge-acquiring process.

