



## Immersive Virtual Reality for Heritage and Museums

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Deadline for manuscript submissions:

**closed (31 March 2023)**

### Message from the Guest Editors

Existing literature has highlighted ongoing VR challenges related to technical aspects and communication aspects. Perceptive and sensorial aspects are currently being studied.

Recently, in the heritage domain, VR applications have been experimented with both in research and dissemination activities. For instance, immersive VR has been used in scientific tools. It is employed to simulate on-field activities and to teach concepts regarding archaeological or restoration fieldwork. Museums and cultural sites are enriching exhibitions with multimedia itineraries and immersive experiences. Stakeholders aim at improving the educational offering, promoting VR applications and games in the museum or at home to engage visitors and communicate.

As the COVID-19 continues to affect our lives, social VR is also another research branch in the heritage domain.

The goal of this Special Issue is to attract scholars dealing with immersive VR technologies for the heritage domain, fueling innovative developments and discussing methods, techniques, and approaches to design, develop, and evaluate immersive VR applications, in order to draft future standards and toolkits for immersive VR experiences.

