



Virtual Reality and Its Application in Cultural Heritage

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Message from the Guest Editors

Dear Colleagues,

Recent advancements of Virtual Reality (VR) technologies provide new opportunities for cultural heritage organizations to attract, engage, and support end-users more efficiently and effectively by creating unprecedented interactive experiences that can scaffold users' creativity, learning, collaboration, and entertainment. However, several user studies have underpinned the necessity to further investigate and improve current approaches and practices related to the design, implementation, and evaluation of VR applications to meet and fulfill the needs and requirements of all involved stakeholders. One possible way to achieve this objective is through the provision of personalized VR user experiences that cater to the diverse characteristics and requirements of stakeholders.

The aim of this Special Issue is to attract leading researchers at the intersection of VR and cultural heritage in an effort to highlight the latest exciting developments in this field discuss the underlying methods and approaches for designing, implementing and evaluating VR experiences in the cultural heritage domain.

Dr. Christos Fidas & Dr. Stella Sylaiou

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