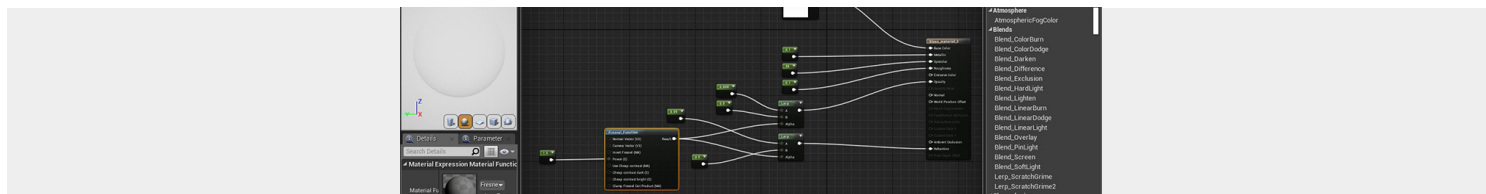


EVALUATING AN IMMERSIVE INTERACTIVE VR EXPERIENCE: MUVI-VIRTUAL MUSEUM OF DAILY LIFE VR CASE STUDY

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Abstract

Immersive VR for Cultural Heritage is still not so widespread. However, studies and reflections are starting to emerge on how to best exploit it and what benefits it can bring to the sector. The present contribution aims to add a further piece to this common reflection on the topic through a case study dedicated to a VR application about a historical environment, part of a domestic 1930's interior, and to an initial analysis of the results of the evaluation questionnaire distributed during some public events, where the application was presented.

di Maria Chiara Liguori, Antonella Guidazzoli, Fabrizio Di Cesare, Beatrice Chiavarini, Daniele De Luca, Francesca Delli Ponti

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