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Sommario/riassunto "This book provides new research and examines future prospects on

360-degree video, virtual reality (VR) and augmented reality (AR) in journalism, analyzing and discussing virtual world experiments from a range of perspectives. While virtual world experiences, accessed via headsets and mobile devices are flowing, news organisations are increasingly experimenting with immersive tools in their storytelling. Immersive journalism has the potential to reach new audiences, change the way stories are told and provide more interactivity within the news industry. It can generate deeper emotional reactions and global perspectives, but also diversify and upskill the news industry. At the same time, immersive storytelling calls for re-discussing issues of journalism ethics and truthfulness, transparency, privacy, manipulation and surveillance. What does it mean to cover reality when a story is told in virtual reality? The book draws on research from scholars around the world highlighting the opportunities of immersive journalism whilst

acknowledging the challenges and concerns it brings. The chapters are

grounded in empirical data including content analyses, expert interviews, and case studies. The book is written for journalism teachers, educators and students as well as scholars, politicians, lawmakers, and citizens with an interest in emerging technologies for media practice"--