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Church -- Conclusions -- References -- FIVE Creating 360° imagery -- Introduction -- Travelling through 360° -- 360° therapeutic landscapes -- Sensory VR -- Case study: mismatched sensory stimuli -- Creating the VR environments -- The study -- Conclusion -- References -- SIX Creating original VR content -- Introduction -- Scenario testing -- Reproducing environments -- Case study: building urban landscapes -- Conclusion -- References -- SEVEN Conclusion: next steps in VR research -- References -- Notes -- Index -- Back Cover.

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Sommario/riassunto

Since the mid-2010s, virtual reality (VR) technology has advanced rapidly. This book explores the many opportunities that VR can offer for humanities and social sciences researchers. It provides a user-friendly, non-technical methods guide to using ready-made VR content and 360° video as well as creating custom materials.

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