

1. Record Nr.	UNINA9911015681703321
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Titolo	Interactive Media for Cultural Heritage / / edited by Fotis Liarokapis, Maria Shehade, Andreas Aristidou, Yiorgos Chrysanthou
Pubbl/distr/stampa	Cham : , : Springer Nature Switzerland : , : Imprint : Springer, , 2025
ISBN	3-031-61018-0
Edizione	[1st ed. 2025.]
Descrizione fisica	1 online resource (655 pages)
Collana	Springer Series on Cultural Computing, , 2195-9064
Altri autori (Persone)	ShehadeMaria AristidouAndreas ChrysanthouYiorgos
Disciplina	005.437 004.019
Soggetti	User interfaces (Computer systems) Human-computer interaction Computer graphics Virtual reality Augmented reality Culture - Study and teaching Application software User Interfaces and Human Computer Interaction Computer Graphics Virtual and Augmented Reality Cultural Studies Computer and Information Systems Applications
Lingua di pubblicazione	Inglese
Formato	Materiale a stampa
Livello bibliografico	Monografia
Nota di contenuto	Conveying Intangible Cultural Heritage via Mixed-Reality installations in Museums: Reflections from three Case Studies -- Creating innovative technologies for archaeological sites: Augmented - Mixed Reality Educational Platform at the Spartan sanctuary of Apollon Amyklaios -- Mindsets not Headsets: A Review on Human-Centred Extended Reality Experimentations for Cultural Heritage -- Immersive Acoustics in Cultural Heritage Applications -- Mapping Ifactory emories: maps as an interactive medium for olfactory cultural heritage -- User

Acceptance of 720-Degree Virtual Tour Systems for Online Museum Experiences -- Immersed in Architecture's Digital Surrogates: Reconstructing difficult heritage of Modern architecture -- From physical to digital and back: novel modalities for interaction with cultural heritage through 3D digital fabrication, current trends and future perspectives -- Photogrammetric Computer Vision – Good practices and pitfalls -- Digital Cultural Heritage Twins: New Tools for a Complete Fruition of the Cultural Heritage Entities -- Motion labelling and recognition: A case study on the Zeibekiko dance -- Virtual restoration of archaeological artifacts -- Low-Barrier-to-Entry Multispectral Imaging: Enhancing Understanding and Furthering Access of Cultural Heritage Artifacts -- Gameplay Elements in Digital Cultural Heritage Applications -- A Systematic Review of Interactive Narrative in Cultural Heritage. The road travelled and the road not taken -- Delving into Fairy Tales Designing for digital interactions in a children's museum -- ReInHeriting cultural heritage spaces -- Human Animatronics in Museum Experience: Casa Parlante - The Living Museum, Corfu, Greece -- Multimodal presentations of the tangible and intangible dimensions of traditional crafts -- Similarity, Serendipity or Mediation: How Different Associative Principles Shape Interactive Media Design in Virtual Collections -- Designing and developing interactive kiosks for Cultural Heritage: best practices and common issues -- Interactive tangible and intangible heritage applications built on real-time graphics systems: heritage experiences in desktop CG, virtual and augmented reality.

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#### Sommario/riassunto

The aim of this edited book is to provide a point of reference for the latest advancements in the different fields of interactive media applied in Digital Cultural Heritage research, ranging from visual data acquisition, classification, analysis and synthesis, 3D modelling and reconstruction, to new forms of interactive media presentation, visualization and immersive experience provision via extended reality, collaborative spaces, serious games and digital storytelling. This volume, is structured around 4 sections, focusing on different types of technologies and applications in Cultural Heritage, namely: Cutting-Edge Applications of Extended Reality in Cultural Heritage Preservation, Cultural Heritage Preservation and Exploration through Emerging Digital Technologies, Interactive and Immersive Experiences for Storytelling in Cultural Heritage and Innovative Approaches to Interactive Cultural Heritage Visualization. Interactive Media for Cultural Heritage consists of theoretical discussions and presents a range of case studies from diverse geographical locations allowing for an international focus of the book. It is addressed to academics, scholars, researchers, and students working on interactive media in cultural heritage and provides an interdisciplinary approach to enable cross-fertilization and collaboration among those research communities.

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