

Virtual and Augmented Reality in Education, Art, and Museums

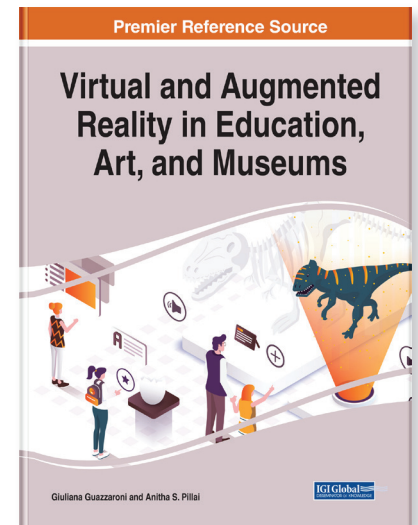
Part of the Advances in Computational Intelligence and Robotics Book Series

Giuliana Guazzaroni (Università Politecnica delle Marche, Italy) and Anitha S. Pillai (Hindustan Institute of Technology and Science, India)

Description:

Due to the growing prevalence of artificial intelligence technologies, schools, museums, and art galleries will need to change traditional ways of working and conventional thought processes to fully embrace their potential. Integrating virtual and augmented reality technologies and wearable devices into these fields can promote higher engagement in an increasingly digital world.

Virtual and Augmented Reality in Education, Art, and Museums is an essential research book that explores the strategic role and use of virtual and augmented reality in shaping visitor experiences at art galleries and museums and their ability to enhance education. Highlighting a range of topics such as online learning, digital heritage, and gaming, this book is ideal for museum directors, tour developers, educational software designers, 3D artists, designers, curators, preservationists, conservationists, education coordinators, academicians, researchers, and students.



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Topics Covered:

- Artificial Intelligence
- Deep Learning
- Digital Heritage
- E-Learning
- Gaming
- Machine Learning
- Museums
- Online Learning
- Social Media
- Special Education
- Virtual Reality

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