

Question three

- a) An example of an existing Virtual reality in a museum is- that in 2018, the Natural History Museum partnered with Sky that developed an educational VR experience that lets the user go face to face with Sir David Attenborough. The interactive experience takes to London's Natural History Museum. Attenborough teaches about the important facts about how the animals lived, ate, breathed. The user will put on the head set and will be able to see David as he discusses the different animals that are in the British heritage.

There is an existing augmented reality to the Museum learning, there is an app where users have to find certain statues from outlines and line them up. Then it would be rewarded with another piece of the story puzzle. The app is like a game where users have to find certain statues from outlines and line them up. Then it would be rewarded with another piece of the story puzzle. This app is like a game where users would play the game to learn more about history.

This app uses augmented, and it is more designed for kids as it would make learning more fun and ~~enhance~~ enhance the history on the display.