

Q3. VR - Simply put, VR places the user inside an experience. It can be interactive or take the form of a 360-degree video. VR is being used to create museum tours, make exhibits interactive and bring scenes to life. It can help curators to put objects in context and show their true scale. For instance, I would propose this technology to be used for a purpose of restoring famous British/Welsh heritage sites like the old tower of London. Or to transport visitors back in time, for example, back to medieval England. It will enable people to feel like part of the exhibition, rather than being a passive viewer.

AR - The most straightforward way to use AR is to add explanations to pieces. This means that visitors will get more information when they view exhibitions using AR. It could also be used to display digital versions of artists' works next to their work. These 3D personas are then able to provide a narration. AR gives an opportunity to add a third dimension to displays, bringing objects or scenes to life. With the use of AR apps and a smart headset you can blend all the information from all the sensors your phone has. By tracking your position using GPS, the direction you look at using a gyroscope, your movement speed changes using an accelerometer it is possible to create a 3D audio environment so that the museum visitor can understand where these sounds are coming from.