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A virtual informal learning system for cultural heritage.

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Summary: Computer graphics and digital technologies have opened up a myriad of ways for both preservation and transfer of cultural heritage information. The digital storage systems, digital lab notebooks and virtual museums are all examples. VR technology development has made it possible to construct large, immersive and interactive virtual environment for the cultural heritage content. The users could achieve learning outcome by the interactions and immersions in the digital cultural heritage which is reconstructed from the scene no longer in existence. This paper presents a virtual informal learning system for the famous ancient painting of “Qing-ming Festival by the Riverside”. Innovative multi-screen projection and interaction techniques are also presented.

Classification: R30

Keywords: cultural heritage; informal learning; user immersion

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