0. Digital and immersive technologies for museums and heritage, Hannah Platts, RHUL (Royal Hollway University of London)

This paper will consider 2 case studies where digital immersive experiences in either Augmented Reality (AR) or Virtual Reality (VR) have been built and piloted in heritage and museum settings. After outlining the technologies employed and the choice of sites used for reconstruction and recreation and exploring the main sensory experiences recreated in these experiences, it will consider the user feedback for the experiences as well as the insights obtained by the team around the impact and role of multisensory experience in digital experiences for improving audience accessibility and diversity.

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Culture<https://www.royalholloway.ac.uk/research-and-teaching/research/research-environment/research-institutes-and-centres/centre-for-the-study-of-the-body-and-material-culture/>
° Multisensory Living in Ancient Rome: Power and Space in Roman Houses - out now
° Podcasts: https://shows.acast.com/historyextra/episodes/inside-a-roman-home
   https://historyhack.podbean.com/e/history-hack-feeling-roman/   ,
https://www.youtube.com/watch?v=V_rdpp0BBHY
https://www.royalholloway.ac.uk/about-us/news/being-the-best-host-roman-style-how-the-romans-lived-in-their-homes/