

ARCHAEOLOGICAL PRACTICE, DISSEMINATION AND EDUCATION THROUGH THE TECHNOLOGIES OF VR AND AR

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SUMMARY

After more than a century of archaeological practice, archaeologists are still struggling to find the right balance between public dissemination and conservation of the cultural heritage, mainly “in situ”. Also museums are struggling to find the right tools for education, preservation, as well as dissemination of the history of the artefacts.

In many countries, virtual realities have long entered our day-to-day life in research and education, but sometimes have struggled to represent natural models with easy understandable applications and at the same time with descriptions of uncertainties. This is mostly due to the fact of the technological limitations at the expense of the content.

This presentation discusses the advantages and the disadvantages of using virtual and augmented realities for the dissemination of cultural heritage and education, by presenting a personal experience of a virtual reality museum display projects undertaken under “The Virtual Landscape Centre” at the University of Stirling in Scotland. This subject will be further presented at the University of Southampton throughout a museum design project, which includes the exploration of augmented reality for tour guides of the medieval town.

Some of the themes that will be addressed during this presentation will include:

- The need of preserving and presenting artefacts;
- Archaeological interpretation and reconstruction in situ;
- Storytelling and oral education through visual technologies;
- The real cost and the accessibility to this type of technologies.

It is hoped that after this presentation the audience will be more sensitised to the need of different visualisation technology as a way of learning process, its positive and negative consequences.

Keywords: virtual reality, augmented reality, cultural heritage, archaeological reconstruction, museums displays, visual learning.