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Multimedia Producer

Major Research Paper

Virtual Reality (VR) and Cultural Heritage: Learning Kowloon Walled City from a VR experience

This research project explores the use of Virtual Reality (VR) to reconstruct lost historical sites to preserve tangible and intangible heritages with the goal of fostering cultural knowledge to the public. This paper describes the design and development of a VR application for cultural learning in exhibitions and museums and aims to identify the advantages and challenges of using VR as a learning tool. Maintaining authenticity, high level of realism and ease of use were the three main focuses in the development of this application.

Watch player's experience video ➦