[32] Mafkereseb Kassahun Bekele, Roberto Pierdicca, Emanuele Frontoni, Eva Savina Malinverni, and James Gain. 2018. A survey of

augmented, virtual, and mixed reality for cultural heritage. Journal on Computing and Cultural Heritage (JOCCH) 11, 2 (Mar. 2018),

1–36. DOI: 10.1145/3145534

[22] Lorenzo Stacchio, Claudia Scorolli, and Gustavo Marfia. 2022. Evaluating human aesthetic and emotional aspects of 3D generated content

through eXtended Reality. In Proceedings of the 2nd Workshop on Artificial Intelligence and Creativity Co-located with 22nd International

Conference of the Italian Association for Artificial Intelligence (AIxIA 2023), CEUR Workshop Proceedings 3528, CEUR-WS.org 2023. 38-49.

Retrieved from https://ceur-ws.org/Vol-3519/paper4.pdf

[23] Elena Morotti, Lorenzo Stacchio, Lorenzo Donatiello, Marco Roccetti, Jari Tarabelli, and Gustavo Marfia. 2022. Exploiting fashion

x-commerce through the empowerment of voice in the fashion virtual reality arena: Integrating voice assistant and virtual reality

technologies for fashion communication. Virtual Reality 26, 871–884. DOI: 10.1007/s10055-021-00602-6

[24] Suzanne Sarraf. 1999. A survey of museums on the web: Who uses museum websites? Curator: The Museum Journal 42, 3 (Jul. 1999),

231–243. DOI: 10.1111/J.2151-6952.1999.TB01143.X. Retrieved from https://onlinelibrary.wiley.com/doi/full/10.1111/j.2151-6952.1999.

tb01143.x

[25] Darren Peacock. 2022. Statistics, Structures & Satisfied Customers: Using Web Log Data to Improve Site Performance. Retrieved from

https://eric.ed.gov/?id=ED482104

[26] Loris Barbieri, Fabio Bruno, and Maurizio Muzzupappa. Virtual museum system evaluation through user studies. Journal of Cultural

Heritage 26 (Jul. 2017), 101–108. DOI: 10.1016/J.CULHER.2017.02.005. Retrieved from URL https://www.sciencedirect.com/science/

article/abs/pii/S1296207416303016

[27] Bruno Fanini and Luigi Cinque. 2020. Encoding, exchange and manipulation of captured immersive VR sessions for learning

environments: The PRISMIN framework. Applied Sciences 10, 6 (Mar. 2020), 2026. DOI: 10.3390/APP10062026. Retrieved from

https://www.mdpi.com/2076-3417/10/6/2026/html

[28] Ramona Quattrini, Roberto Pierdicca, Marina Paolanti, Paolo Clini, Romina Nespeca, and Emanuele Frontoni. 2020. Digital interaction

with 3D archaeological artefacts: Evaluating user’s behaviours at different representation scales. Digital Applications in Archaeology and

Cultural Heritage 18 (2020), e00148. DOI: 10.1016/j.daach.2020.e00148. Retrieved from https://www.sciencedirect.com/science/article/

abs/pii/S2212054819301018

[29] Roberto Pierdicca, Michele Sasso, Flavio Tonetto, Francesca Bonelli, Andrea Felicetti, and Marina Paolanti. 2021. Immersive insights:

Virtual tour analytics system for understanding visitor behavior. In Augmented Reality, Virtual Reality, and Computer Graphics. L. T.

De Paolis, P. Arpaia, and P. Bourdot. (Eds.), Lecture Notes in Computer Science, Vol. 12980, Springer Science and Business Media

Deutschland GmbH, 135–155. DOI: 10.1007/978-3-030-87595-4\_11/COVER. Retrieved from https://link.springer.com/chapter/10.1007/978-

3-030-87595-4\_11

[30] Jeremy Tzi-Dong Ng, Weichen Liu, Xiao Hu, and Tzyy-Ping Jung. 2020 Evaluation of low-end virtual reality content of cultural heritage:

A preliminary study with eye movement. In Proceedings of the ACM/IEEE Joint Conference on Digital Libraries in 2020 (JCDL ’20).

Association for Computing Machinery, New York, NY, 365–368. DOI: 10.1145/3383583.3398603

[31] David Nicholas and David Clark. 2014. Information seeking behaviour and usage on a multi-media platform: Case study Europeana. In

Library and Information Sciences. C. Chen and R. Larsen (Eds.), Springer, Berlin, 57–78. DOI: 10.1007/978-3-642-54812-3\_6

[32] Mafkereseb Kassahun Bekele, Roberto Pierdicca, Emanuele Frontoni, Eva Savina Malinverni, and James Gain. 2018. A survey of

augmented, virtual, and mixed reality for cultural heritage. Journal on Computing and Cultural Heritage (JOCCH) 11, 2 (Mar. 2018),

1–36. DOI: 10.1145/3145534