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Cultural Tourism XR

Erik Champion

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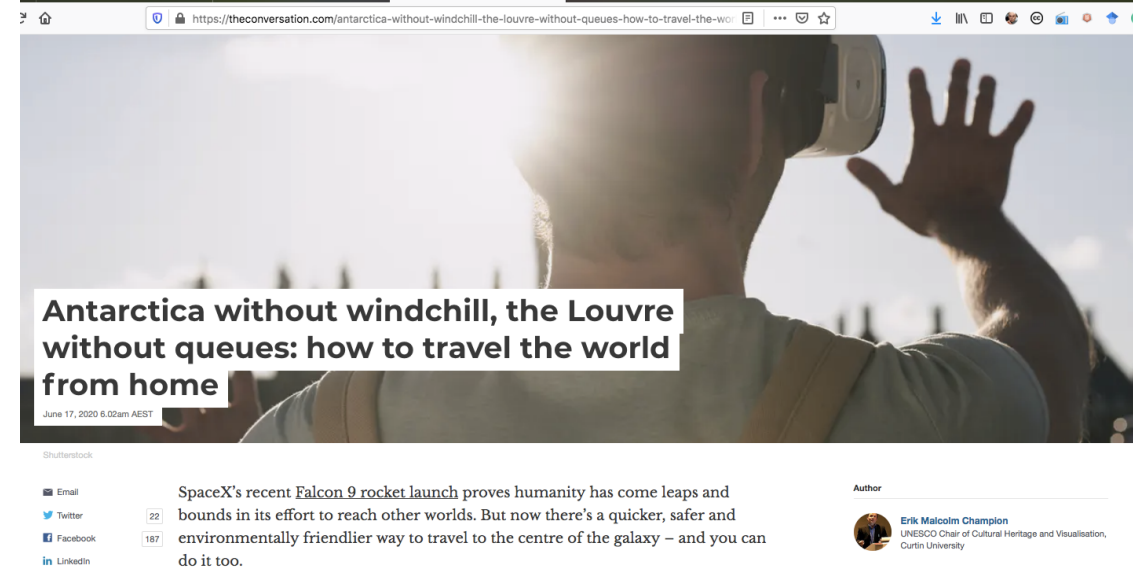
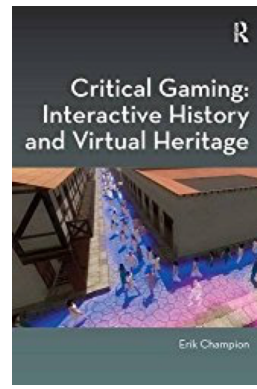
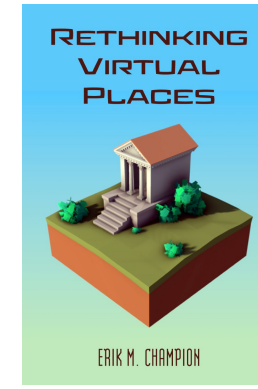
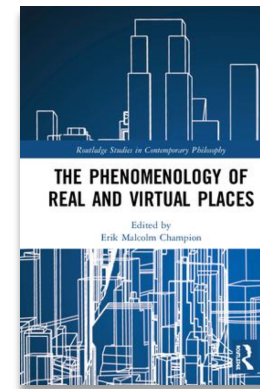


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Augmenting* Heritage

- [Rethinking Virtual Places](#) (IUP, 2021).
- Co-editing *Assassin's Creed in the Classroom, Museum and Gallery* (De Gruyter, 2022).
- Co-editing *Screen Tourism & Affective Landscapes*.
- Edited *Virtual Heritage: A Concise Guide* (Ubiquity, 2021).
- Edited [The Phenomenology of Real and Virtual Places](#) (Routledge, 2018).
- [Critical Gaming: Interactive History and Virtual Heritage](#) (Routledge, 2016).
- [Playing with the Past](#) (Springer, 2011).

*<https://erikchampion.wordpress.com/2020/05/23/vr-travel-and-tour-apps/>



What is AR MR AV VR



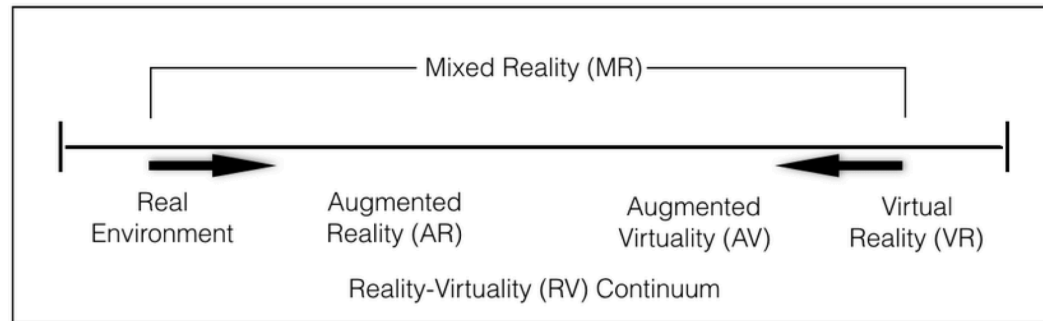
[What is Mixed Reality? Mark Billinghurst, 2017](#)

L: Augmented Virtuality-user can see video of their real hands in VR

Mixed reality: classic explanation Wikipedia

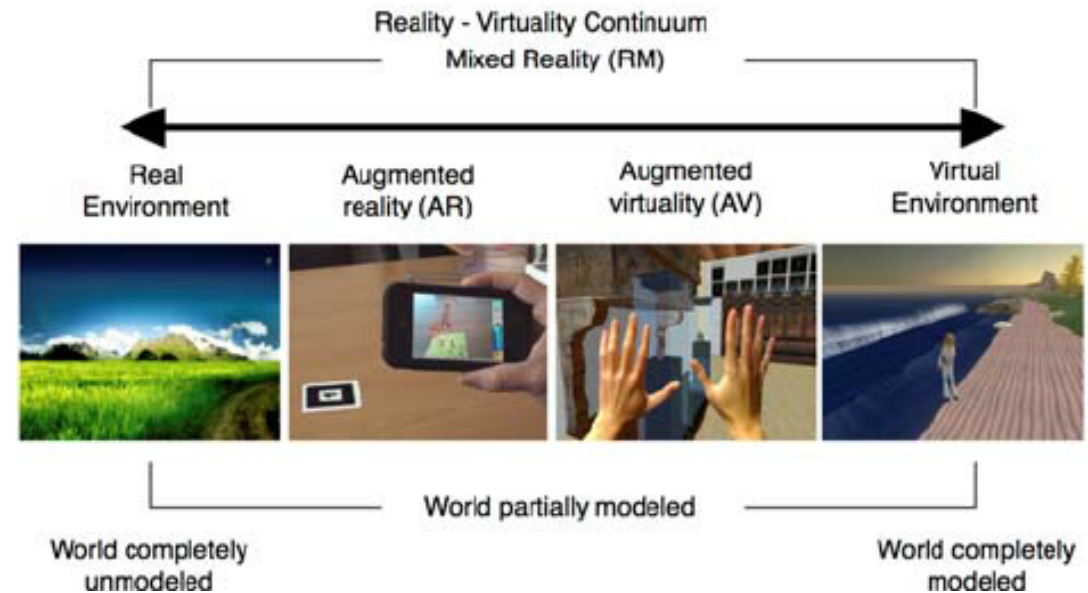
XR="all the immersive technologies" ([Forbes 2019](#))

[AR apps](#), [addons](#), [frameworks](#), [game engines](#)



[Milgram Takemura Utsumi & Kishino \(1994\)](#)

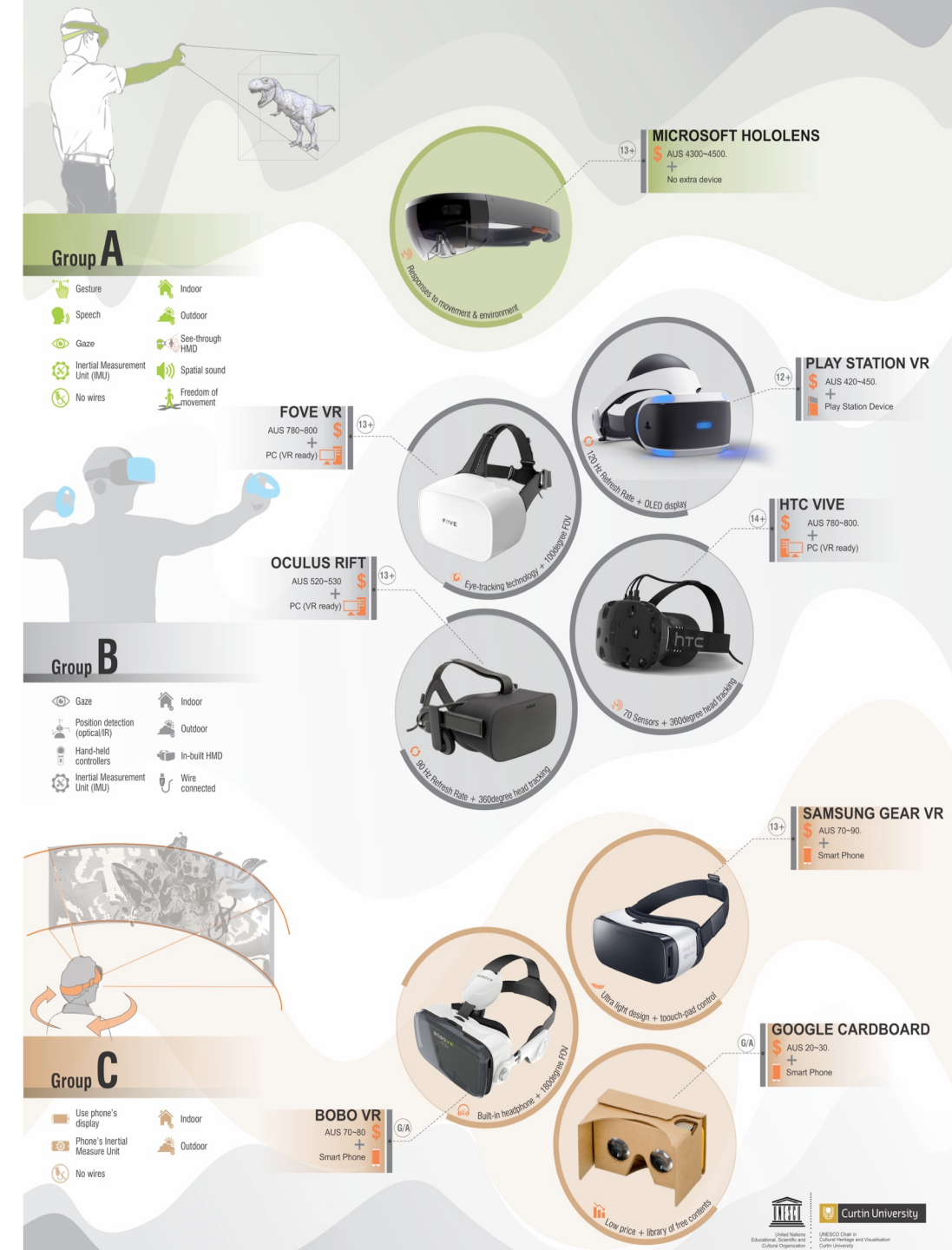
[What is a Virtuality?](#)



<https://alisonjamesart.com/2017/03/12/what-is-a-virtuality/>

Extended Reality- audiences

- XR/XR for Cultural Tourism
- Aural response phone-based AR
- Shared Embodiment
- Screen tourism
- Game-based transmedia
- XR [215 billion dollar market](#) in 2021?
- Obsolescence <https://edu.google.com/products/vr-ar/expeditions/>
- Examples <https://www.digitaltrends.com/mobile/best-augmented-reality-apps/>
- Unreal game engine AR <https://developers.google.com/ar/develop/unreal/quickstart>
- Google ARCore <https://developers.google.com/ar/> (examples)
- Apple ARKit <https://developer.apple.com/augmented-reality/arkit/>



Mixable Reality

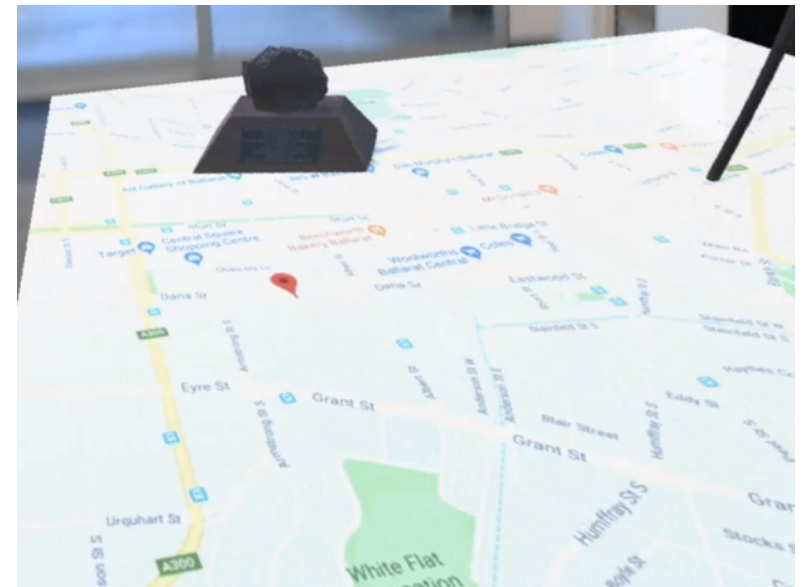
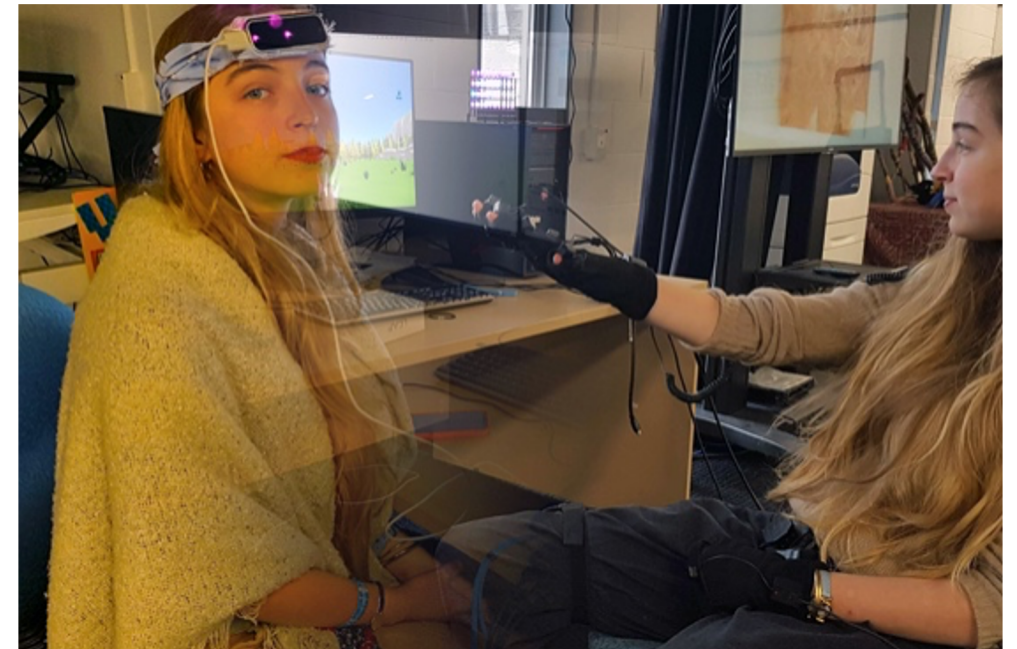


Diagram: care of PhD student Mafkereseb Bekele

Shared Embodiment-Collab XR

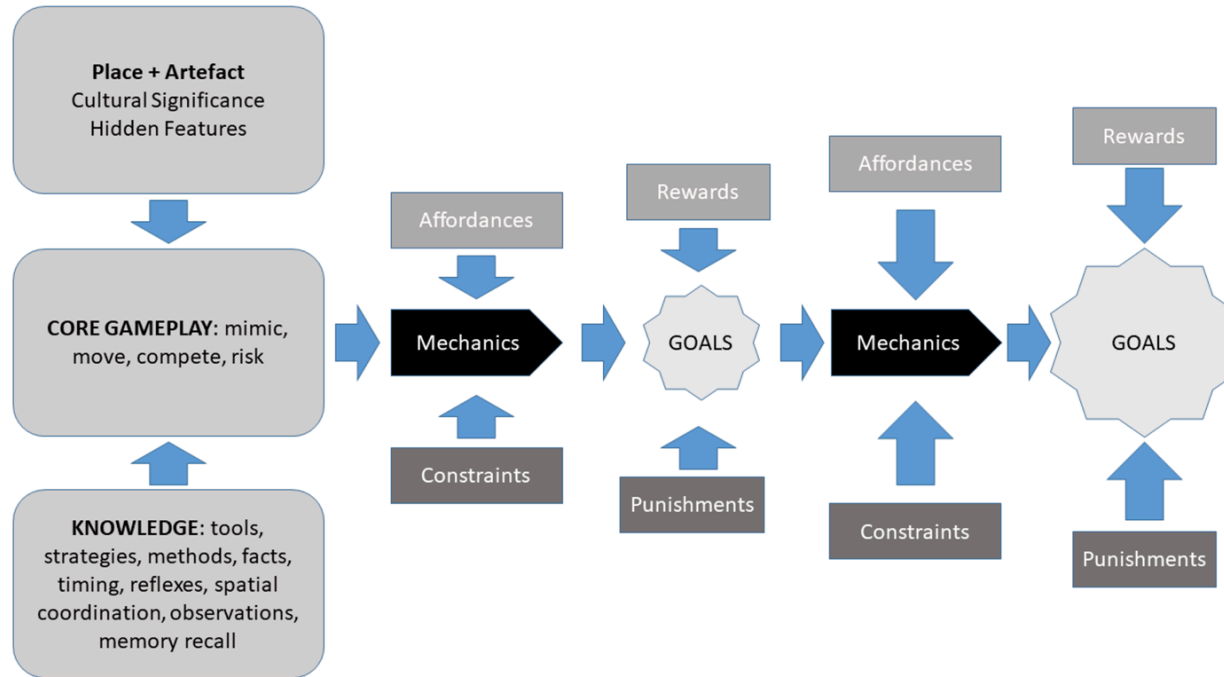


Summer Intern Program: sharing different parts of embodiment between participants, Agathe Limouzy 2018.

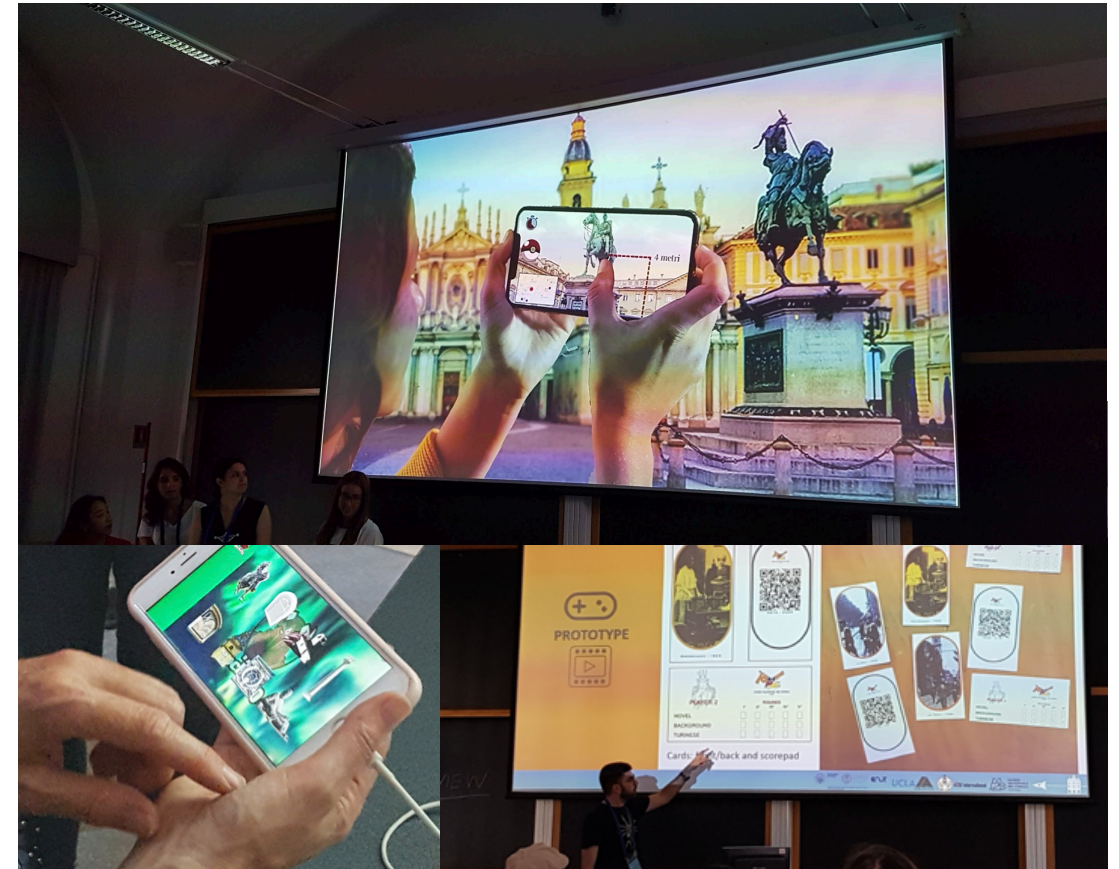


XR in Student Workshops

Heritage Game Workshops



Student AR work Museum of Cinema, Turin Italy



Thank you!

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Conference/event name	VSMM		CAA		CIPA		EUROMED		Digital Heritage		
Accessible articles & Year of publication	Year	No.	Year	No.	Year	No.	Year	No.	Year	No.	
	2017	55	2015	117	2017	111	2016	105	2015	270	
	2016	65	2014	73	2015	82	2014	84	2013	211	
	2014	53	2013	50	2013	112	2012	95	-	-	
	Total	173	240		305		284		481		
Articles contain reference of 3D heritage assets	31		38		79		61		55		
References include											
(a)	Accessible 3D contents	0		1		3		1		4	
(b)	Video	1		2		1		2		6	
(c)	Other visual materials (VR models, photographs, images of 3D etc.)	1		4		6		5		17	
(d)	Links not accessible/dead	3		0		5		3		8	



<https://www.hidden.no/> IAN BRODIE