

mimetic representation to interactive virtual reality

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Abstract

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Abstract

This paper places the digital humanities generally and virtual archaeology in particular into the larger context of the evolution of the arts and sciences from antiquity through the Middle Ages and Renaissance to the present, postmodern period. The argument is made that the basis of virtual reality representations of cultural objects is not primarily mimetic but interactive and that in this sense virtual archaeology reflects larger trends in contemporary science and the arts.

Keywords

Virtual archaeology; C.P. snows two cultures; Arts and sciences

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Art and Science in the Age of Digital Reproduction: From Mimetic Representation to Interactive Virtual Reality. Virtual Archaeology Review, Vol. 2, Issue. 4, p. 19. CrossRef. 'Western Europe did remake itself during that thousand years in a way that no other culture in the world did - or even attempted to do. And that is the transformation addressed in a very accessible and readable way by Crosby's stimulating, wide-ranging study of the intellectual development of the medieval West.'

Richard Holt Source: The New York Times Book Review. Aa. Real-World Examples of AR in Education. Augmented Education is a Disruptive Reality. By overlapping the real world with an interactive digital layer, augmented reality has the power to free education from conventional, constrained models, in which a teacher, lecturer, or trainer delivers knowledge while students act as recipients only. Unlike virtual reality, AR rarely requires anything more than a smartphone or tablet, either of which can be inexpensive for educational organizations and institutions to purchase. Not to mention that many students have their own devices. As the child nurtures the plant using knowledge learned in science lessons, they will see it growing day by day on the desktop through their smartphone or tablet display. Integrating virtual and augmented reality technologies and wearable devices into these fields can promote higher engagement in an increasingly digital world.

Virtual and Augmented Reality in Education, Art, and Museums is an essential research book that explores the strategic role and use of virtual and augmented reality in shaping visitor experiences at art galleries and museums and their ability to enhance education. Highlighting a range of topics such as online learning, digital heritage, and gaming, this book is ideal for museum directors, tour developers, educational software designers, 3

“The Work of Art in the Age of Mechanical Reproduction” (1935), by Walter Benjamin, is an essay of cultural criticism which proposes and explains that mechanical reproduction devalues the aura (uniqueness) of an objet d’art. That in the age of mechanical reproduction and the absence of traditional and ritualistic value, the production of art would be inherently based upon the praxis of politics. Written during the Nazi régime (1933–1945) in Germany, Benjamin’s essay presents a theory of art that is “ Virtual Reality, or VR for short, isn't just a modern fad. Its been years, perhaps hundreds of years, in the making and its story in as fascinating as the potential for the technology in the future. Afterall, we are taught at an early age that we have five main senses that we use to interact with and understand the world around us. So surely by VR, we are referring to the use of technology to trick our brains into thinking the experience is real? Whilst technically this is true, as you will see, it's not quite that simple. Let's kick things off with some simple definitions. The very term "Virtual Reality" is an open compound word/noun that comes, naturally, from its component words 'virtual' and 'reality'. The word 'virtual' is