

VIRTUAL TOURS

PACKET ONE

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WHAT IS IT?

- A collection of digitally recorded images, sound files, text documents, and other data of historical, scientific, or cultural interest
- Accessed through electronic media
- They are often virtual versions of a real museum
- Virtual tours depict existing collections or historical sites
- People can experience museums and building from all over the world without physically traveling there
- Virtual tours can include animations, video, pictures, and sounds



WHAT IS IT? CONT.

- It is one way to catalog and sort materials, objects, and paintings that are housed in museums
- Advantages include easy access, loose structure, hyperlinking capacity, interactivity, and multimedia capabilities of the World Wide Web
- It is a good learning tool because most of the virtual tours are free
- Video games can be versions of virtual tours if they are based off real life buildings



TYPES OF VIRTUAL TOURS

- Virtual Museums
- Interactive Archaeological Sites
- Interactive Environments

VIRTUAL MUSEUMS

- Contains recorded images, sound files, text documents, and other data of historical, scientific, or cultural interest that can be accessed electronically
- Most museums have their own websites where you can access their own virtual tours
- Virtual museums can be a powerful tool for comparative study and for research into a particular subject, material, or locality
- Several institutions collect representations of objects that may or may not be found in museums

<https://www.britannica.com/topic/virtual-museum>



INTERACTIVE ARCHAEOLOGICAL SITES

- Interactive Digs: opportunities to see an excavation unfold in real time
- Archaeologists post regular updates from the field, answer questions, and describe life on a dig
- Can experience and learn from archaeological digs
- Some include:
 - Pompeii, Italy
 - Cahal Pech, Belize
 - Achill Island, Ireland
 - Blackfriary, Ireland

<https://www.archaeological.org/programs/public/interactive-digs/>



Blackfriary, Ireland

INTERACTIVE ENVIRONMENTS

- Can include video games, virtual reality, or real-life interactions
- Educational games can be a way to show the architecture or significance of a building by learning about the history while “in the building”
- Interactive screens can be placed at museums or archaeological sites in order to show more information while also saving space



http://heritage.visualdimension.be/exhibitions/pages/pam_ename.html

TOP 10 THINGS YOU LEARNED?

1.

6.

2.

7.

3.

8.

4.

9.

5.

10.