Recommendations for implementing VR and AR in Education, Art, and Museums

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Abstract

Artificial intelligence technologies are becoming more common, and schools, museums, and art exhibitions will need to alter their old methods of working and thinking processes to fully realize their potential. In an increasingly digital environment, incorporating VR and AR technology as well as wearable gadgets into various areas may help to increase participation. The strategic role and usage of VR and AR in influencing tourist experience at art galleries and museums, as well as its potential to improve education, needs to be explored in VR and AR in Education, Art, and Museums. This research provides some recommendations for museum supervisors, tour designers, academic software developers because it covers a wide range of topics such as digital training, digital heritage, and gaming.

Keywords: *AR, Art, Education, Museum, VR*

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