



## Mixed Reality in Culture and Heritage

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### Message from the Guest Editors

Dear Colleagues,

Mixed reality (MR) bridges the real and the virtual worlds by encompassing both augmented reality and augmented virtuality. It provides hybrid environments, where the real world and virtual objects in the case of augmented reality (or, vice-versa, real objects in a virtual setting in augmented virtuality) coexist, interact, and can be manipulated by users, as if they were all real objects in actual environments. MR unlocks unprecedented capabilities for organisations to provide their target audiences with exhilarating, meaningful, and inclusive cultural experiences fostered by emerging technologies.

This Special Issue intends to provide a multidisciplinary forum for emerging scientific and technological topics related to the applications of mixed reality to culture and heritage. As such, this Special Issue welcomes high-quality research in digital heritage, digital culture, digital museology, and other related fields. Contributions promoting innovative studies and practices are welcome, as well as those exploring cutting-edge approaches applied to Mixed Reality in Culture and Heritage.

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