

3D Virtual Reconstruction and Digital Gaming of Cultural Heritage for Empowering the Broader Audience of Local Communities

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Abstract

ICT and virtual environments are tools and gateways to immersive experiences that transform how people, the cultural heritage (CH) community, engage with CH. Virtual reconstruction and the digital gaming industry have become commonplace; through virtual reconstruction and digital gaming, numerous practical, educational, and entertaining aspects can be introduced to the public and visitors. The recreation of realistic 3D models of cultures and events allows end users to explore, experience, and understand daily life in CH societies that differ from theirs. By transcending geographical and temporal constraints, these environments are opening up new possibilities and redefining our understanding of CH. Thanks to ICTs and AI, the digital gaming industry is poised for transformation. This presents new opportunities to enhance the exploration of CH by revolutionising how it is portrayed. Users can now experience reality in novel ways. All these methods directly engage and captivate the user, resulting in a more rapid and high-quality retrieval of CH information. Their exceptional and immersive experiences play a significant role in interpreting and promoting our CH, making it one of the critical sources of historical events in CH. This presentation aims to briefly explore how these digital tools empower the broader audience of local communities, as well as shed light on the positive and negative effects of these digital tools on CH and their influence on players' socio-cultural and political perceptions.