

Immersive Heritage Conference



The 1st Immersive Heritage Conference will bring together leading experts, researchers, creatives and institutions in exploring the future of digital cultural heritage through immersive technologies ? XR, AR, VR and gamification, and how new technologies are transforming the way heritage can be preserved, interpreted, and experienced.

The conference includes keynotes, XR workshops, demonstrations, panels on digital heritage and digital museums, interactive sessions and roundtables.

Immersive Heritage 2026 is supported by the [LIP3D project](#), advancing 3D digitization and immersive experiences for cultural heritage, and hosted by Politehnica University Timisoara (UPT), a university of advanced research and education that has gained national and international recognition.

The event will be divided into three different days, that aim to tackle three different specific areas:

DAY 1 ? Wednesday, 18 March 2026

Theme: **Immersive Technologies for Cultural Heritage Preservation**

DAY 2 ? Thursday, 19 March 2026

Theme: **Serious games, Engagement & Cultural Storytelling**

DAY 3 ? Friday, 20 March 2026

Theme: **Scientific Dissemination, Policy, and Collaboration for Digital Cultural Heritage**

By participating, you will be able to join leaders in the cultural heritage and technology sector for a pioneering event in the field of heritage preservation and valorization.

More details and information at [this link](#).

Registration is available via [this form](#).

Detailed programme can be downloaded [from here](#).