

Introduction to XR for cultural heritage



After months of careful development in collaboration with Europeana.eu, Eureka3D-XR project has just released a new self paced course on Europeana Academy, titled Introduction to XR for cultural heritage.

Extended Reality (XR) is creating new opportunities for museums, archives, libraries, archaeological sites and other cultural heritage organisations to present, interpret, and share heritage in engaging ways. By combining high-quality digital assets with immersive technologies, XR can help audiences explore lost monuments, visualise hidden archaeological remains, interact with virtual guides, and experience cultural heritage beyond the limitations of traditional interpretation.

This introductory course provides a foundation for understanding XR and its applications in cultural heritage. You will explore the core concepts of Extended Reality, discover why XR matters for heritage, and become familiar with the Eureka3D-XR ecosystem and the tools that support the creation of XR experiences.

Start exploring XR potential by taking your first steps with Introduction to XR for cultural heritage (BETA version): [find the link here<<<<](#)



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