

BIBLIOGRAPHY OF VIRTUAL MUSEUMS

1. Anderson, G. (1997). *The museum of the future: The ethical implications of the virtual museum.* *Museum Management and Curatorship*, 16(4), 379-387.
2. Bearman, D., & Trant, J. (Eds.). (1997). *Museums & the Web 1997: Selected Papers. Archives & Museum Informatics.*
3. Bearman, D., & Trant, J. (Eds.). (2005). *Museums and the Web 2005: Proceedings. Archives & Museum Informatics.*
4. Bowen, J. P., & Filippini-Fantoni, S. (2004). *Art Museum Websites and Visitors' Learning. Archives & Museum Informatics.*
5. Cameron, F., & Kenderdine, S. (Eds.). (2007). *Theorizing digital cultural heritage: A critical discourse.* MIT Press.
6. Cherry, R. D., & Farrow, M. (Eds.). (1996). *Visitor Experience Evaluation.* Royal Ontario Museum.
7. Cifuentes, L., Reichenbach, C., & Cerón, A. M. (2015). *The Usability of Virtual Reality in Education: A Study of Museums.* In *Proceedings of the 2015 IEEE International Conference on Industrial Engineering and Engineering Management* (pp. 1601-1605). IEEE.
8. Craddock, J. (2000). *Virtual reality: A tool for enhancing museum exhibitions.* *Museum International*, 52(4), 39-44.
9. Delgado, R. J. (2009). *Museum and the Web: Is It the Next Frontier? The International Journal of the Inclusive Museum*, 1(4), 103-112.
10. Dicks, B., & Mason, B. (1998). *Hypermedia and the art museum.* *Multimedia Tools and Applications*, 6(2), 159-182.
11. Dorfman, E., & Wallace, D. (Eds.). (2016). *The Museum Experience Revisited.* Routledge.
12. Eiteljorg, H. (2002). *Archaeology and the new millennium: the impact of technology on archaeological research.* *The Annual of the British School at Athens*, 97, 27-42.
13. Falk, J. H., & Dierking, L. D. (2000). *Learning from museums: Visitor experiences and the making of meaning.* Rowman Altamira.
14. Fink, E. L. (Ed.). (2003). *Virtual art: From illusion to immersion.* MIT Press.
15. Goodrick, G., Gillings, M., & Duke-Williams, O. (2008). *Places, people, and pixels: Crafting a virtual museum space.* In *Handbook of research on computational arts and creative informatics* (pp. 183-199). IGI Global.
16. Hemsley, J., & Mason, R. (2003). *Knowledge and learning in virtual environments: An exploratory study.* *Education and Information Technologies*, 8(4), 313-326.
17. Hooper-Greenhill, E. (Ed.). (1999). *Virtuality and virtualization.* Routledge.
18. Hooper-Greenhill, E. (2007). *Changing values in the art museum: Rethinking communication and learning.* Ashgate Publishing, Ltd..

19. Jones-Garmil, K. (1998). *Virtual Museum Studies: Stories of culture, science, and politics in the digital age*. AltaMira Press.
20. Kavanagh, G., & Childs, M. (Eds.). (2016). *Museum websites and social media: Issues of participation, sustainability, trust and diversity*. MuseumsEtc.
21. Kenderdine, S. (2016). *Museums and the art of immersion*. *Museum International*, 68(1-4), 5-16.
22. Kenderdine, S. (2000). *Virtual museum pedagogy*. In *Proceedings of the 4th International Conference on New Educational Environments* (pp. 337-340).
23. MacDonald, S. (Ed.). (1998). *The politics of display: Museums, science, culture*. Routledge.
24. MacDonald, S. (Ed.). (2006). *A companion to museum studies*. John Wiley & Sons.
25. Mania, K., & Pettersson, R. (2004). *Developing educational virtual environments: the case of the virtual ancient Rome project*. *British Journal of Educational Technology*, 35(2), 207-222.
26. Marty, P. F. (1996). *Museum hypertext and the multi-museum online archives testbed (MOAT)*. In *Museums and Digital Culture: New Perspectives and Research* (pp. 125-136). Archives & Museum Informatics.
27. Marty, P. F. (2007). *Virtual Reality: Concepts and Technologies*. A K Peters/CRC Press.
28. Marty, P. F. (2008). *Investigating the impact of virtual museums on visitor learning*. *Journal of Research in Science Teaching*, 45(3), 339-356.
29. Marty, P. F. (2001). *Virtual reality: Past, present, and future*. *Presence: Teleoperators & Virtual Environments*, 10(4), 363-378.
30. Merriman, N. (1991). *Beyond the glass case: The past, the heritage, and the public in Britain*. Leicester University Press.
31. Parry, R. (2007). *Recoding the museum: Digital heritage and the technologies of change*. Routledge.
32. Parry, R. (2010). *Museums in a Digital Age*. Routledge.
33. Park, J. (2006). *Virtual Reality in Museums: A Conceptual Framework*. *The International Journal of the Inclusive Museum*, 1(2), 67-78.
34. Poce, A., Rizvic, S., & Joksimovic, S. (2017). *The role of virtual museums in informal education*. In *International Conference on E-Learning and Games* (pp. 194-204). Springer, Singapore.
35. Rizvic, S., & Joksimovic, S. (2015). *Virtual Museums: State of the Art, Current Trends and Perspectives*. In *South East European Conference on Sustainable Development of Energy, Water and Environment Systems* (pp. 1109-1115). Springer, Cham.
36. Rizvic, S., & Joksimovic, S. (2016). *From traditional to virtual museum—a review of research methods*. *International Journal of Heritage in the Digital Era*, 5(4), 349-367.
37. Rizvic, S., & Joksimovic, S. (2017). *Virtual museums as educational tools in formal education*. In *International Conference on E-Learning and Games* (pp. 194-204). Springer, Singapore.

38. Rizvic, S., & Joksimovic, S. (2018). *Enhancing formal education with virtual museums: A review*. *Digital Applications in Archaeology and Cultural Heritage*, 9, e00079.
39. Rizvic, S., Joksimovic, S., & Poce, A. (2016). *The potential of virtual museums in the popularization of science*. *Journal of Science Communication*, 15(2), C04.
40. Schaller, D. (2001). *Virtual exhibitions: A concept and its potentials*. In *Cultural Heritage Informatics 2001* (pp. 7-19). K.G. Saur.
41. Schroeder, R. (2010). *Being there together: Social interaction in virtual environments*. Oxford University Press.
42. Simon, N. (2005). *Beyond the book: New forms of scholarly communication*. *The Journal of Electronic Publishing*, 8(1).
43. Simon, N. (2010). *The Participatory Museum. Museum 2.0*.
44. Stevens, M. (2013). *The dawn of virtual reality in museums*. *Museum Management and Curatorship*, 28(1), 5-7.
45. Trant, J. (2009). *Studying social tagging and folksonomy: A review and framework*. *Journal of Digital Information*, 10(1).
46. Witcomb, A. (2003). *Re-imagining the museum: Beyond the mausoleum*. Psychology Press.
47. Witcomb, A. (2006). *Histories, Museums and Indigenous Australian Cultures: Object, Artefact, Performance*. *Museum and Society*, 4(2), 111-129.
48. Wood, M. (2017). *Virtual reality in education: How VR can be Beneficial to Education*. Online