Editorial Forward by Guest Editors

This special issue of Mediterranean Archaeology and Archaeometry includes selected papers from the 2nd International Symposium on Virtual Archaeology, Museums & Cultural Tourism (VAMCT 2015). The symposium took place at the European Cultural Center of Delphi between the 23rd and 25th of September 2015, and has been co-organized by the University of the Aegean (Laboratory of Archaeometry and Department of Product & Systems Design Engineering), Coastal Carolina University and Athena – Research and Innovation Center, under the auspices of the Greek Ministry of Culture & Sports. It attracted numerous researchers from 8 different countries and included presentations with a wide range of subjects related to archaeology, archaeometry and digital heritage, such as digitization, documentation, education, dissemination, and interactive applications. The participation of distinguished keynote speakers, experienced researchers, PhD students and professionals from various disciplines led to fruitful interdisciplinary discussions and opened up new prospects for scientific collaborations.

All papers included in this special issue have undergone blind peer review process and revisions, following a call to all symposium participants to submit an extended version of the work they presented. We received 15 submissions from the total of 35 presentations that took place in the symposium, from which 11 have been accepted after the review and revision process.

The papers in this special issue create an interesting amalgam of current trends in virtual archaeology and digital heritage. Two papers are about the process of 3D digitization, based on the popular approach of photogrammetry. Another work is focusing on documenting cultural heritage objects and creating the appropriate metadata for learning applications. Applications for the dissemination of cultural heritage using various media are discussed in five papers. The applications cover a range of modern approaches: serious games, projected virtual reality, tangible augmented reality and multi-user virtual worlds. One work is about personalizing the presentation of cultural content using a profile-sensitive system. Finally, two papers focus on the impact of these interactive technologies on the users: one is about the emotional engagement of visitors in museums, and the other about the user experience in well-known 3D and 2D virtual museum platforms.

George Pavlidis, Spyros Vosinakis, Ioannis Liritzis