

War against the Dutch Republic: Second Anglo-Dutch War (1665-1667) (Optional)

Charles II's financial struggles were made even more difficult to resolve by his decision to prosecute a war against the Dutch Republic.

Then in August 1666, Sir Robert Holmes, Rear-Admiral of the Red, captured the Dutch town of West-Terschelling, looted it, and burned it down before withdrawing. However, neither of these engagements was decisive. At the beginning of September 1666, the main Dutch fleet remained undefeated and the war continued, putting an ever-increasing strain on the royal treasury.

Research Question – The Great Fire of London

- How can a cross-platform XR experience, 360- degree film and VR, improve historical learning and retention?

mini-user studies:

1. What the cross-platform XR experience is about
2. What you wanted to improve with each iteration
3. How you planned and conducted the user **research studies**
4. How the content was improved across the platforms, what challenges you identified and what were the solutions to address them

What specific interactive elements (e.g., picking up objects, triggering storylines) resonate most with users, and how can they be refined to deepen the immersive experience?

- **Quantitative Research:** You could collect data on how frequently users interact with specific elements, correlating these with user satisfaction or learning outcomes. This could involve surveys or usage statistics, giving you measurable data on which interactive elements are most engaging.

How does the structure of transitioning from 360 video to VR immersion impact the flow of storytelling and user comprehension?

- **Quantitative Research:** A controlled experiment can compare user comprehension and engagement between VR immersion and 360 video segments. You could measure comprehension through quizzes or surveys, then statistically analyze the differences between the two formats.

Interactivity & Storytelling

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Collaborations & Partnerships

How could museums and cultural institutions use this project to enhance their existing exhibits or digital experiences, especially in terms of accessibility and engagement?

- **Qualitative Research:** Interviews or focus groups with museum curators and staff could provide detailed insights into how VR could complement current exhibits. Case studies of museums implementing VR could also provide valuable qualitative data.

Summary of Methods:

- **Quantitative Research:** Ideal for measuring the effectiveness and impact of VR, tracking user behavior, and analyzing patterns in demographic preferences.
- **Qualitative Research:** Best suited for understanding personal experiences, perceptions, and in-depth feedback, which is crucial when exploring how users interact with VR content and the deeper implications for educational value.

