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Abstract

This book maps the multiple relationships between cultural spaces—focusing on museums—and digitalization, emphasizing new media, applications, and tools utilized in the cultural sector. At the same time, it examines the concept of culture as an essential social good, highlighting its role in society. Within this framework, related fields are explored, such as digital museology, which involves using digital technologies in museums. Case studies and best practices are also presented, showcasing efforts in the promotion, preservation, documentation, and—most importantly—accessibility of cultural heritage treasures in an inclusive, meaningful, and engaging manner. Interdisciplinarity is a common characteristic of all the research fields, methodologies, and practices examined. Developing cutting-edge applications in the cultural sector requires collaboration between experts from various disciplines, including museologists, educators (focusing on museum education and art education), computer scientists, and specialists from related fields. The book's structure follows and expands upon the core aspects of the interdisciplinary

framework for the promotion and advancement of culture in an era of rapid technological changes. It explores the impact of new media and digital networks on the reception and dissemination of cultural information, with particular emphasis on the evolving ways in which audiences seek and process knowledge. A significant part of cultural interaction now occurs through technologies such as smartphones in everyday life and emerging technologies like virtual and mixed reality—topics thoroughly analyzed in the corresponding sections. This book aims to provide a comprehensive overview of the complex yet fascinating field where culture -and particularly spaces dedicated to its promotion and preservation, such as museums- intersects with technological advancements. The main objective of this book is to highlight ways to make the public's engagement with art and cultural heritage meaningful, enjoyable, and inclusive. Special emphasis is placed on tailoring the experience to the needs, interests, and cognitive backgrounds of both users of digital cultural applications and visitors to museums and galleries.

