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Learning about the Past through Situatedness, Embodied Exploration and Digital Augmentation of Cultural Heritage sites

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Highlights:

- Exploration and employment of a novel projective AR approach, namely the World-as-Support interaction paradigm, in the context of a cultural heritage site.
- Presentation of a design process of a virtual heritage experience for a bomb shelter built during the Spanish Civil War that includes different needs and viewpoints of primary students and adult experts.
- Evaluation of the potential and limitations the educational experience of a first prototype in situ.

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