

References

- Georgiou, Y., Souropetsis, M., Kyza, E. A., & Nisiotis, L. (2023). Investigating students' immersion in relation to cultural heritage learning in a virtual reality environment. In J. D. Slotta & E. S. Charles (Eds.), *Proceedings of the 17th International Conference of the Learning Sciences-ICLS 2023 "Building Knowledge and Sustaining our Community"* (pp. 1947-1948). International Society of the Learning Sciences.
- Nisiotis, L., Souropetsis, M., & Kyza, E. A. (2023, September). Embracing cultural heritage through virtual reality: Development, usability and enjoyment evaluation of a VR environment for the church of Panagia Aggeloktisti. In L. Tommaso De Paolis, P. Arpaia, & M. Sacco (Eds.), *XR Salento: International Conference on Extended Reality* (pp. 227-246). Cham: Springer Nature Switzerland.
- Souropetsis, M., Kyza, E. A., Georgiou, Y., & Nisiotis, L. (2024). Investigating students' immersion, motivation and cultural heritage learning in gamified and non-gamified virtual reality environments. In R. Lindgren, T. Asino, E. A. Kyza, C.-K. Looi, D. T. Keifert & E. Suárez (Eds.), *Proceedings of the 18th International Conference of the Learning Sciences-ICLS 2024 "Learning as a Cornerstone of Healing, Resilience, and Community"* (pp. 1602-1605). International Society of the Learning Sciences.
- Souropetsis, M., Kyza, E. A., Nisiotis, L., Georgiou, Y., & Giorgalla, V. (2023). Investigating students' motivation and cultural heritage learning in a gamified versus non-gamified VR environment. In N. Pelechano, F. Liarokapis, D. Rohmer, and A. Asadipour (Eds.), *Proceedings of the 3rd International Conference on Interactive Media, Smart Systems and Emerging Technologies* (pp. 41-44). Eurographics-The European Association for Computer Graphics.