CONTENTS

List of Illustrations	vii
Introduction. Emerging Technologies, Museums and Difficult Heritage <i>Theopisti Stylianou-Lambert, Alexandra Bounia</i> <i>and Antigone Heraclidou</i>	1
Part I. Revealing Missing or Underrepresented Narratives	
Chapter 1. The Rosewood Heritage & VR Project: Engaging Difficult Histories with Digital Technologies <i>Edward González-Tennant</i>	23
Chapter 2. Preserving Queer Voices Sharon Webb	42
Chapter 3. Women's Metadata, Semantic Web, Ontologies and AI: Potentials in Critically Enriching Carl Sahlin's Industrial History Collection <i>Anna Foka, Jenny Attemark and Fredrik Wahlberg</i>	65
Part II. Eliciting Affective and Empathetic Responses	
Chapter 4. New Realities for New Museum Experiences: Virtual and Augmented Realities for Difficult Heritage in Iraq <i>Rozhen Kamal Mohammed-Amin</i>	89
Chapter 5. Dimensions in Testimony: Affect, Holograms and New Curatorial Challenges <i>Elena Stylianou</i>	109

Chapter 6. 'We Can't Fix the Future If They Don't Recognise Our Past': The Uses of Immersive Technologies for a Child Sexual Abuse Museum in Australia <i>Lily Hibberd</i>	130
Chapter 7. Experiencing the Anthropocene: The Contested Heritage of Climate Breakdown <i>Colin Sterling</i>	151
Part III. Creating a Sense of Presence, Immersion and Embodiment	
Chapter 8. Designing Interactions: On the Use of Digital Technologies in the Musealisation of Difficult Built Heritage <i>Francesca Lanz and Elena Montanari</i>	175
Chapter 9. Dark Manoeuvres: Digitally Reincorporating the Marginalised Body in the Museum <i>Lily Hibberd and Sarah Kenderdine</i>	197
Chapter 10. A Museum of Deepfakes? Potentials and Pitfalls for Deep Learning Technologies <i>Jenny Kidd and Arran J. Rees</i>	218
Afterword Alexandra Bounia, Theopisti Stylianou-Lambert and Antigone Heraclidou	233
Index	239