This volume explores the complex relationship between real and virtual spaces, analysing how digital media are increasingly reshaping architectural and urban environments. Contributors examine the impact of new technologies on spatial experiences in the contemporary mediascape, from everyday life to urban spaces and immersive architectural design. Through a combination of theoretical essays and concrete case studies, the volume focuses in particular on Virtual Reality (VR) as an innovative tool capable of reimagining spatial design, transforming the interaction between built environments and digital spaces, and offering new perspectives on the future of architecture, urbanism and cultural heritage.

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