



## STRATUS

In the Stratus project we will use VR to enhance visitor experiences, help direct the flows of visitors to tourist sites and inform policy. We will push the limits of VR today with the goal of enabling its potential to be realised in the future. We will develop VR solutions that enhance and integrate exploration of cultural and natural heritage. This will bring together real-world media (aerial, 360, 3D and stereoscopic) with virtual world media enabling new perspectives on natural and cultural heritage to enrich onsite experiences and inform digital narratives.

We will design collaborative heritage VR where multiple users can communicate within the same Virtual Environment, mixing collaborative onsite and offsite participants and using VR to connect together cultural and natural heritage sites both enhancing experience and managing flows of visitors along the Wild Atlantic Way.

Total budget received from Interreg Northern Periphery and Arctic Programme: €99,201.68 of ERDF



@project\_stratus



@ProjectStratusEU

360° Virtual Tour:



Partnership:

[Mayo County Council](#)  
[Ireland](#)

[University of St Andrews](#)  
[Scotland](#)

[Ulster University](#)  
[Northern Ireland](#)

[Gunnar Gunnarsson Institute](#)  
[Iceland](#)

Duration:

01/07/2020 to 30/06/2022

