

# Virtual Spaces in contemporary exhibitions

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## ABSTRACT

In the information age, based on the extensive application of virtual reality technology and network information technology, virtual exhibition and network exhibition based on virtual exhibition have come into being. With the macro development idea of the country's 13th Five-Year Plan, "virtual reality", "big data" and other cutting-edge technologies are pushed to the cusp of silent development. Especially from the year 2020, novel Coronavirus epidemic has strengthened the dependence of real life on information media. Technology is forever reshaping our lives, but "virtual reality" isn't just a technical concept. European philosophers have worried about "virtual" environments since the last century. Nowadays, more and more philosophers, curators and designers begin to pay attention to digital and "virtualized" exhibitions in order to help the transformation of museum exhibitions and obtain a wider communication space. However, few people pay attention to the difference between on-site and online, and lack of research on the integration of physical space and virtual space.

The virtual space in the exhibition studied in this paper is not to completely virtualize the physical space, but to study how to take the virtual space as the supplement and extension of the physical space. This paper aims to establish a clear principle of virtual space creation under the digital virtual framework. In fact, it is an exhibition design with virtual digitization as the design means, space as the design object and display as the design purpose. This paper is mainly divided into five parts, which respectively expound the social role of the physical space of museums and exhibitions, the definition of virtual space and its impact on physical space, and analyze the integration and interaction between physical space and virtual space based on specific cases. means, try to summarize a series of design methods, and finally carry out design practice.

Keywords: Virtual reality; Virtual space; Museology; exhibition design; Digital media