

# Preserving the Past, Innovating the Future: Integrating Metaverse, Blockchain, and Generative AI for Tourism and Cultural Heritage Preservation

Mousa Al-kfairy, Amna Ahmed Aaber Ahmed Alqubaisi and Omar Alfandi

College of Technological Innovation, Zayed University, Abu Dhabi P.O. Box 144534, United Arab Emirates

[Mousa.Al-kfairy@zu.ac.ae](mailto:Mousa.Al-kfairy@zu.ac.ae)

**Abstract:** The preservation and accessibility of cultural heritage are seriously threatened by urbanization, mass tourism, neglect, and natural disasters. This study utilizes cutting-edge technologies to address these issues by presenting a novel framework that combines generative AI, blockchain, and the metaverse. The Metaverse provides immersive virtual experiences that lessen the physical strain on delicate locations by enabling the creation of lifelike digital replicas of cultural heritage sites. By creating immutable records, blockchain technology ensures the legitimacy, ownership, and traceability of digital assets, enabling open access and NFT monetization. Rebuilding lost or damaged artifacts, creating lifelike 3D models, and customizing user interactions are all ways that generative AI supports these initiatives. Collectively, these technologies provide a creative approach to preserving cultural assets while revolutionizing how people perceive and value them. However, the adoption of these technologies presents several challenges, including high development costs, scalability limitations, and concerns related to authenticity, ethical representation, and data reliability. Moreover, cultural institutions face structural and technical constraints that may hinder the effective deployment of such systems. By explicitly addressing these challenges, this study highlights the practical boundaries within which Metaverse, Blockchain, and Generative AI can support cultural-heritage preservation. This study creates a conceptual architecture that integrates these technologies in four layers: blockchain-based asset management, AI-driven content creation, data organization and storage, and virtual environment-based user interaction. The framework provides audiences worldwide with safe, scalable, and engaging access to cultural heritage, democratizing cultural experiences and supporting preservation initiatives through tokenized donations. This study provides valuable insights for governments, technology developers, and cultural institutions, while also advancing the theoretical understanding of digital preservation. The original contribution of this work lies in the development of an integrated, multi-layer conceptual architecture that connects technological capabilities directly with preservation challenges such as authenticity assurance, deterioration risk, limited accessibility, and funding shortages. This framework offers a structured model that has not been previously synthesized in current literature.

**Keywords:** Cultural Heritage Preservation, Metaverse Tourism, Blockchain-Based Digital Assets, Generative AI Reconstruction, Virtual Cultural Experiences

---

## 1. Introduction

The essence of human history is embodied in cultural heritage, which provides insight into the customs, values, and accomplishments of earlier civilizations. However, neglect, urbanization, war, natural disasters, and the constant pressures of mass tourism pose serious threats to innumerable cultural and historical sites. These challenges not only endanger the physical existence of cultural heritage but also limit its accessibility to global audiences who may never have the opportunity to experience these sites in person (Di Giovine, 2008). The convergence of new technologies presents a once-in-a-lifetime opportunity to address these issues and devise innovative solutions to conserve and reinvent cultural heritage for the digital era, as the digital revolution continues to transform industries.

This study examines the use of Metaverse, Blockchain, and Generative AI technologies to build an integrated model for cultural heritage preservation and tourism enhancement. The Metaverse, as an immersive and interactive virtual world, enables the creation of lifelike digital replicas of cultural and historical sites, allowing for virtual tourism that reduces the physical strain on fragile locations (Hutson, 2024a; Mystakidis, 2022). Blockchain technology provides the foundation for secure, immutable, and transparent management of digital assets, ensuring the authenticity and ownership of digitized artifacts and cultural content (Trček, 2022; Vacchio and Bifulco, 2022). Generative AI complements these efforts by reconstructing lost or damaged heritage, generating realistic 3D models, and enhancing personalization in virtual experiences (Tiribelli et al., 2024). These technologies, when combined, provide a potent trifecta for preserving cultural assets and revolutionizing how people view and value them. Yet, despite their promise, existing studies often examine these technologies in isolation and do not provide a unified framework that connects them to concrete preservation challenges such as physical degradation, loss of authenticity, limited accessibility, and resource constraints. This study addresses

this gap by proposing an integrated conceptual model that links technological capabilities directly to specific cultural-heritage preservation problems.

The aim of this research is to develop a conceptual framework that illustrates how these three technologies work together in the context of cultural heritage and tourism. In particular, the study aims to:

- To ensure the longevity of historical sites and cultural artifacts, digitally preserved.
- Develop trustworthy and transparent systems for managing digital heritage ownership using blockchain technology.
- Enhance accessibility and user interaction by providing immersive, personalized virtual experiences driven by Generative AI.

This research offers important contributions to both theory and practice. From a theoretical standpoint, it presents a groundbreaking interdisciplinary framework that connects cultural preservation with advanced technologies, filling a significant gap in current literature. On a practical level, the research provides actionable recommendations for stakeholders, including governments, cultural organizations, and technology developers, on effectively leveraging these technologies for real-world applications. Furthermore, it suggests sustainable and innovative strategies for monetizing digital heritage through avenues like virtual tourism, NFTs, and donations, thereby providing financial resources for preservation initiatives.

The study emphasizes the importance of ensuring that heritage is accessible to everyone while also preserving its integrity and authenticity.

Users worldwide can immerse themselves in cultural treasures without being constrained by financial or geographic limitations by leveraging the Metaverse's capabilities. The Blockchain technology promotes transparency and trust, while generative AI produces these experiences with unmatched precision and personalization.

In an era when technology is reshaping boundaries, this research envisions a future where cultural heritage thrives in the digital realm, both preserved for future generations and accessible to a global audience. By combining the Metaverse, Blockchain, and Generative AI, this study seeks to develop a novel approach to enhancing tourism and cultural preservation. It seeks to strike a balance between innovation and the protection of our shared history.

**Table 1: Benefits of Metaverse, Blockchain, and Generative AI for Cultural Heritage Preservation**

Technology	Benefits for Cultural Heritage Preservation and Exploration
Metaverse	<ul style="list-style-type: none"> <li>• Enables immersive virtual exploration of cultural and historical sites through 3D environments.</li> <li>• Reduces physical strain on fragile heritage sites by offering virtual tourism experiences.</li> <li>• Expands global accessibility to cultural heritage, overcoming geographical and financial barriers.</li> <li>• Supports educational applications, such as gamified learning and historical simulations, for younger generations.</li> <li>• Facilitates the integration of interactive elements like digital guides and contextual storytelling.</li> </ul>
Blockchain	<ul style="list-style-type: none"> <li>• Ensures authenticity, ownership, and provenance of digital artifacts through immutable records.</li> <li>• Facilitates secure and transparent access to virtual heritage sites and assets.</li> <li>• Enables monetization through Non-Fungible Tokens (NFTs) of digital artifacts and virtual experiences.</li> <li>• Provides a sustainable funding model for preservation via tokenized donations.</li> <li>• Protects intellectual property rights for digitized cultural content and prevents unauthorized use.</li> </ul>

Technology	Benefits for Cultural Heritage Preservation and Exploration
Generative AI	<ul style="list-style-type: none"> <li>• Reconstructs damaged or lost cultural artifacts and heritage sites using historical records.</li> <li>• Generates high-quality 3D models and textures for virtual preservation and restoration.</li> <li>• Personalizes virtual experiences by adapting content to users' preferences, languages, and cultural interests.</li> <li>• Creates dynamic storytelling experiences, allowing users to interact with historical events and narratives.</li> <li>• Bridges gaps in incomplete data by analyzing patterns and historical context for accurate reconstructions.</li> </ul>

## 2. Related Work

### 2.1 Metaverse in Tourism and Cultural Heritage

The Metaverse, an immersive and interactive digital environment, has emerged as a transformative platform for tourism and cultural preservation, offering innovative solutions to overcome physical, geographical, and environmental constraints (Buragohain et al., 2024). It provides a virtual space where users can engage with realistic and dynamic representations of cultural and historical heritage sites (Zhang et al., 2022). The metaverse has the potential to create incredibly realistic and detailed virtual representations of famous landmarks and archaeological sites, enabling users to explore these areas in ways previously unimaginable.

These virtual replicas not only replicate the physical appearance of heritage sites but also integrate interactive elements, such as digital guides and contextual information, to enhance user experiences (Moneta, 2020).

Studies like Adnan et al. (2024) emphasize the critical role of virtual tourism facilitated by the Metaverse in addressing the environmental challenges associated with traditional tourism. By offering immersive virtual experiences, the Metaverse reduces the ecological footprint caused by mass tourism, including carbon emissions from travel and the wear and tear on delicate cultural and natural heritage sites (Adnan et al., 2024). Furthermore, virtual tourism significantly expands access to cultural heritage for individuals who may be unable to visit these locations physically due to financial, health, or logistical barriers (Chen, 2024).

Beyond creating new possibilities for tourism, Metaverse-based virtual spaces function as dynamic tools for education. These environments enable the creation of detailed simulations of historical events and architectural reconstructions, providing users with opportunities for contextual and experiential learning (Li et al., 2025). As demonstrated by Flavian et al. (2024), gamified cultural experiences within the Metaverse can significantly increase engagement, particularly among younger generations.

Despite these promising applications, the widespread adoption of Metaverse-based cultural preservation projects faces several challenges. Scalability remains a significant hurdle, as creating high-quality, large-scale virtual replicas of heritage sites requires considerable resources and expertise (Huang et al., 2024). Development costs for building and maintaining these environments are also high, making it difficult for smaller institutions or underfunded organizations to adopt these technologies (Gupta et al., 2024). User adoption poses another key barrier. Potential users may not have the necessary technology, such as VR headsets, or the digital skills to fully participate in Metaverse experiences. Addressing these challenges will be vital to unlocking the full potential of the Metaverse as a transformative tool for tourism and cultural heritage preservation (Gupta et al., 2024).

Despite these benefits, current metaverse-based preservation projects remain limited in scope and maturity. Many proposed solutions lack empirical validation, rely heavily on high-end VR infrastructure, and raise concerns regarding long-term maintenance of digital replicas. Additionally, the risk of cultural distortion and lack of institutional capacity in traditional heritage organizations remain under-addressed in existing literature.

### 2.2 Blockchain for Digital Heritage Preservation

Blockchain technology has garnered significant attention for its ability to provide secure, transparent, and tamper-proof solutions for preserving cultural heritage (Lvping, 2021). At its core, Blockchain's decentralized and distributed ledger system ensures that digital records of cultural artifacts remain authentic and immutable over time (Mehta and Kukreja, 2024). According to Findlay (2017), this decentralized nature removes the risk of data manipulation or loss, making it an ideal solution for safeguarding invaluable cultural and historical records. By utilizing blockchain, institutions can maintain digital copies of artifacts, detailed descriptions, and metadata.

This approach ensures that these records remain safe for future generations, even in the event of disasters or technology failures.

The uses of Blockchain in cultural heritage are varied and significant. As highlighted by Vacchio and Bifulco (2022), provenance tracking is one of the most critical applications of Blockchain in this domain, enabling institutions to document the origin, ownership, and history of cultural artifacts with unparalleled transparency. This ability is especially crucial in combating the illicit trade of artifacts. It makes sure that ownership claims can be verified and are clear. Additionally, Blockchain facilitates effective copyright management by providing a secure and transparent platform for establishing and protecting intellectual property rights associated with cultural content (Alqarni, 2024). Another notable application is the creation of Non-Fungible Tokens (NFTs) for digital assets, which can serve as a means of monetization for cultural institutions (Wamugo, 2024). By minting NFTs, institutions can generate revenue while providing collectors and enthusiasts with verified digital ownership of cultural artifacts or virtual experiences.

Blockchain has the potential to extend beyond mere preservation and impact the broader tourism sector. For instance, it enables secure ticketing systems, ensuring that transactions for accessing cultural sites or virtual experiences are transparent (Abou Amer et al., 2025). Additionally, Blockchain can facilitate virtual access management, where users are granted authenticated and time-limited access to specific digital content or experiences, enhancing user trust and operational efficiency (Goel and Rahu- lamathavan, 2024).

Despite its potential, Blockchain technology faces several challenges that must be addressed to realize its full application in cultural heritage preservation. As noted by Platt et al. (2021), the high energy consumption associated with Blockchain operations, particularly in proof-of-work systems, poses significant sustainability concerns (Platt et al., 2021). Additionally, regulatory uncertainties surrounding Blockchain technology hinder its adoption, as institutions must navigate complex legal landscapes to ensure compliance (Mohammed Abdul, 2024). These difficulties indicate that to support the broader application of Blockchain in cultural heritage preservation, further study and innovation are necessary, including the adoption of consensus mechanisms that consume less energy and the development of standardized regulatory frameworks.

However, the literature rarely examines how blockchain systems can be practically integrated with broader digital-heritage workflows or how institutions with limited digital maturity can adopt such systems. Questions related to interoperability, archival longevity, and user trust also remain insufficiently explored.

### **2.3 Generative AI for Content Creation and Enhancement**

Generative AI has emerged as a transformative tool for content creation, particularly in preserving and reconstructing damaged or lost cultural artifacts. Its ability to analyse historical patterns, records, and images enables the generation of highly accurate and detailed 3D models and textures, which can be used to restore artifacts and heritage sites virtually (Spennemann, 2024). Studies such as Hutson (2024b) highlight the effectiveness of Generative AI in creating realistic digital reconstructions of monuments, sculptures, and other cultural artifacts that have been partially or entirely destroyed due to natural disasters, wars, or neglect.

Beyond reconstruction, Generative AI plays a pivotal role in enhancing the personalization of virtual cultural experiences (Chamola et al., 2024). AI-powered virtual guides can dynamically adapt content to match users' preferences, languages, and cultural backgrounds (Xia et al., 2024).

Although generative AI has enormous potential for tourism and cultural heritage preservation, it raises some ethical concerns. Authenticity and cultural representation are critical considerations when AI is used to reconstruct or interpret heritage (Al-kfairy, 2025; Al-kfairy et al., 2024). Generative AI may inadvertently introduce biases or inaccuracies into reconstructions, particularly if the training data lacks diversity or historical context (Al-kfairy et al., 2024). This could lead to the misrepresentation of cultural sites or artifacts, thereby diminishing their historical and cultural significance. Furthermore, AI-generated experiences run the risk of over-commercializing heritage content, giving entertainment precedence over cultural or educational significance.

To address these issues and ensure that the technology respects cultural authenticity and ethical standards, historians, archaeologists, and AI developers must collaborate. Furthermore, to foster trust among audiences and stakeholders, clear guidelines and open procedures are required for AI-generated content in cultural heritage. With proper oversight, Generative AI has the potential to revolutionize cultural heritage preservation, making it more resilient, accessible, and engaging for future generations (Al-kfairy et al., 2024).

Nevertheless, most AI-driven reconstruction studies lack human-in-the-loop validation, raising concerns about the historical accuracy of AI-generated artifacts. Furthermore, ethical frameworks for AI-interpreted heritage remain underdeveloped, making it difficult for institutions to adopt these tools responsibly.

### 3. Proposed Solution Architecture

The Data Layer, the AI-Driven Processing Layer, the Blockchain Management Layer, and the User Interaction Layer are the four interconnected layers that this study suggests for seamlessly integrating the Metaverse, Blockchain, and Generative AI for tourism and cultural heritage preservation. Each layer serves a specific purpose, and when combined, they ensure effective, safe, and engaging cultural heritage experiences (Figure 1 illustrates the architectural representation).

The framework is conceptual in nature and was developed by synthesizing insights from existing literature on digital heritage technologies, architectural modelling principles, and real-world projects documented in prior studies. Although no empirical testing is conducted, the architecture provides a structured basis for future system development and evaluation.

#### 3.1 Data Layer

This is the foundation of the architecture; this layer stores, manages, and organizes raw data connected to cultural heritage. This includes 3D models, historical records, multimedia assets (such as audio and video), and metadata.

##### 3.1.1 Functions

- Collects data from cultural institutions, museums, and historical archives.
- Houses 3D scans, photographs, and other digital assets used for Generative AI-driven reconstruction.
- Ensures data quality, consistency, and accessibility for the upper layers.

##### 3.1.2 Interaction

- This layer provides raw data to the AI-driven processing layer. There, Generative AI models analyze and improve the data.
- Metadata from the Blockchain Management Layer, such as ownership and authenticity records, is included in the stored content to keep historical integrity and security.

#### 3.2 AI Layer

The raw data from the Data Layer is processed, examined, and enhanced by this layer using Generative AI. It produces individualized and captivating virtual worlds.

##### 3.2.1 Functions

- Reconstruction: Restores lost or damaged artifacts and historical sites using historical records and patterns.
- Content Generation: Produces narratives, textures, and dynamic 3D models for incorporation into the Metaverse.
- Personalization: Adjusts virtual worlds to suit the tastes, languages, and cultural backgrounds of each user.

##### 3.2.2 Interaction

- Produces improved, usable content after receiving raw data from the Data Layer.
- Provides a smooth virtual experience by delivering enriched content to the User Interaction Layer.
- Works in tandem with the Blockchain Management Layer to ensure that content adheres to historical accuracy standards and verifies the legitimacy of AI-generated reconstructions.

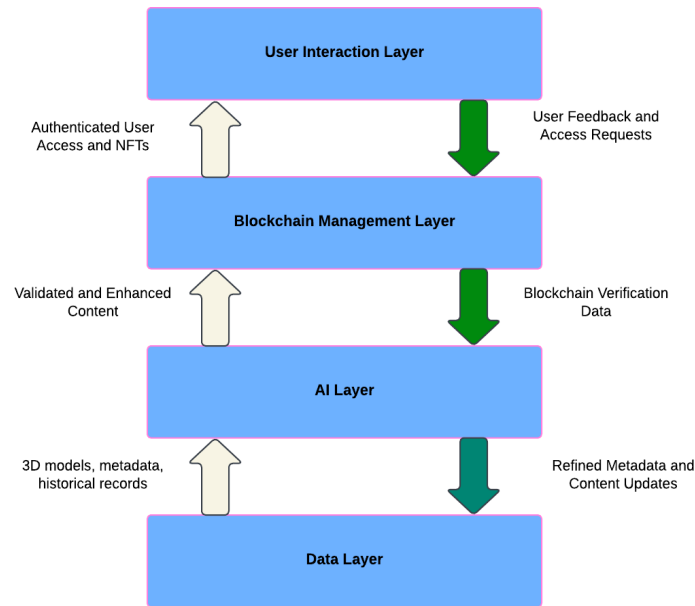


Figure 1: Proposed Solution Architecture

### 3.3 Blockchain Management Layer

Provides secure and transparent management of digital assets, ensuring authenticity, ownership, and traceability within the system.

#### 3.3.1 Functions

- Provenance tracking: Maintains long-term records of the owners and origins of items related to digital heritage.
- By creating Non-Fungible Tokens (NFTs) for digital artifacts, virtual tours, and customized experiences, NFT integration enables revenue generation.
- Access Control: Manages and confirms who has access to virtual heritage experiences and content.
- Donation Management: By turning contributions into tokens, it supports preservation initiatives.

#### 3.3.2 Interaction

- Links with the Data Layer to attach blockchain-verified metadata to stored assets, ensuring authenticity and traceability.
- Interacts with the User Interaction Layer to authenticate user access and facilitate secure transactions, such as NFT purchases or ticketing for virtual tours.
- Provides validation data to the AI-Driven Processing Layer to ensure AI-generated content aligns with historical records and provenance.

### 3.4 User Interaction Layer

This is the front-facing layer where users interact with the system, accessing immersive virtual experiences through the Metaverse.

#### 3.4.1 Functions

- Virtual Exploration: Using VR headsets, augmented reality devices, or standard digital interfaces, users can explore virtual versions of cultural heritage sites.
- Educational Experiences: Offers gamified learning modules, interactive simulations, and narrative content.
- Transaction Facilitation: Facilitates safe transactions to access premium virtual content, make donations, or purchase NFTs.
- Integration of Feedback: Collects user input to enhance AI personalization and content precision.

### 3.4.2 Interaction

- Extracts content and experiences generated by the AI-driven processing layer and presents them to users in an engaging format.
- Depends on the Blockchain Management Layer for secure management of access and transaction processing.
- Returns user engagement data, including preferences and behaviors, to the AI-Driven Processing Layer to enhance personalization and relevance of content.

## 3.5 Interaction Between Layers

### 3.5.1 The Architecture's Layers are Made to Cooperate to Produce a Secure and Effective System

- Data Flow: The AI-Driven Processing Layer receives raw data from the Data Layer, which serves as the foundation. The User Interaction Layer then gets the improved content for user interaction.
- Blockchain Validation: The Blockchain Management Layer connects data storage and user interaction by ensuring that all transactions and content across the system are secure, authenticated, and verified.
- Feedback Loop: To improve content, the AI-driven processing layer leverages data and user input from the User Interaction Layer.
- Smooth User Experience: These layers work together to guarantee that users are presented with historically and culturally relevant content in an interesting, secure, and personalized environment.

## 4. Proposed Use Cases: Virtual Restoration and Exploration of a Threatened Cultural Heritage Site

This use case focuses on preserving a culturally important but endangered heritage site by creating a digital replica in the Metaverse. It manages its assets through Blockchain and improves the experience using Generative AI. This approach enables a global audience to explore, learn, and contribute to the preservation of the site, thereby preserving the past while innovating for the future (See Figure 2). A comparable real-world example is the digital reconstruction of Palmyra in Syria, where AI and 3D modelling were used to virtually restore destroyed monuments. Similar initiatives by UNESCO and CyArk demonstrate the feasibility and value of digital replicas for protecting at-risk heritage sites (Staatliche Museen zu Berlin, 2019).

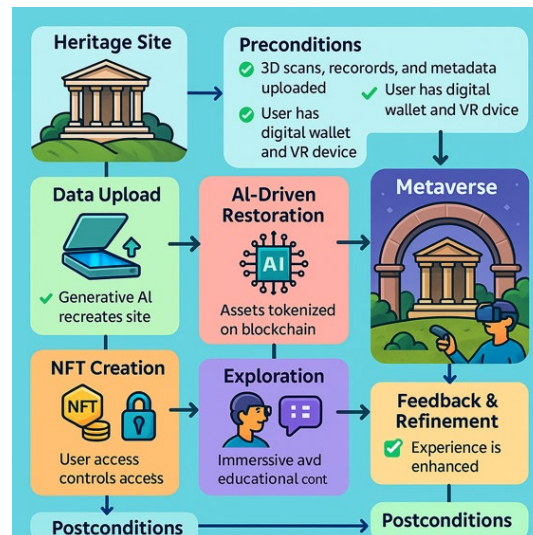


Figure 2: Sample Reservation Scenario

- Preconditions
  - The cultural institution has uploaded 3D scans, historical records, and metadata of the heritage site to the Data Layer.
  - The user has a digital wallet (for NFTs) and a device (VR headset or AR-compatible smartphone).
  - Blockchain infrastructure is in place to manage ownership of digital replicas and NFTs.

- Postconditions:
  - Users investigate the site using an interactive, AI-enhanced virtual tour.
  - A digital copy of the site is maintained in the Metaverse.
- Main Flow
  - Data Upload and AI-Driven Restoration:
    - The Cultural Institution sends photos, metadata, and 3D scans of the endangered heritage site to the Data Layer.
    - To ensure digital preservation, the AI-Driven Processing Layer employs Generative AI to recreate missing or damaged areas of the site using historical data.
  - NFT Creation for Site Assets:
    - The Blockchain Management Layer tokenizes key site elements (e.g., restored digital artifacts) as NFTs, ensuring authenticity and ownership traceability.
    - NFTs are made available for purchase to support preservation efforts.
  - User Access and Authentication:
    - The User Interaction Layer provides access to the digital replica of the site within the Metaverse.
    - Blockchain validates user access, ensuring that only NFT owners or contributors can interact with premium features.
  - Immersive Exploration:
    - Using a VR/AR-enabled interface, users explore the site and witness its restoration as it was at its most historic.
    - With support for multiple languages, virtual guides, and interactive stories, the AI-driven processing layer adapts the tour to the user's preferences.
  - Interactive Features:
    - Visitors can interact with digital artifacts, "walk" through restored spaces, and get detailed historical information.
    - AI-powered enhanced storytelling encourages greater engagement by enabling users to watch historical events or cultural rituals unfold.
  - Feedback and Refinement:
    - Users share their thoughts on the quality of the virtual experience, which is logged in the AI-Driven Processing Layer.
    - This input refines the content, guaranteeing a continuously evolving and captivating user experience.

## **5. Conclusion**

This study offers a conceptual framework for preserving and transforming cultural heritage that combines blockchain, generative artificial intelligence, and the metaverse. To guarantee the authenticity and ownership of digital assets, produce immersive virtual experiences, and restore lost or damaged cultural artifacts, the proposed architecture demonstrates how these technologies can work in concert. The use of tokenized contributions and NFTs enables this framework to support preservation efforts while providing innovative, scalable, and secure solutions that allow audiences worldwide to explore and interact with cultural heritage in new ways. This method bridges the divide between tradition and technology by democratizing access to cultural heritage while simultaneously addressing the difficulties of physical preservation.

The proposed framework presents several challenges, despite demonstrating how contemporary technologies can aid in preserving cultural heritage. Due to the high costs and the requirement for technical expertise, smaller or underfunded institutions may struggle to utilize advanced systems or create digital replicas. Particularly in areas with inadequate infrastructure, the application of blockchain may also lead to issues with energy usage and unclear legislation. The quality and accessibility of historical data—which is frequently lacking—determine the capacity to restore damaged artifacts. These difficulties demonstrate the need for further study, increased funding, and enhanced cooperation to address technical, financial, and moral challenges. The use of Blockchain technology creates issues with energy use and regulations, especially in areas with poor infrastructure or ambiguous laws. The quality and accessibility of historical data—which isn't always complete—determine how well generative AI can restore damaged artifacts. The constraints underscore the necessity of further investigation and cooperation to address technical, financial, and moral challenges.

Further studies should focus on developing economical and energy-efficient solutions to enhance the accessibility and sustainability of this framework. Investigating alternative blockchain consensus techniques, such as proof-of-stake or other low-energy models, could preserve security and transparency while significantly reducing the environmental impact. Precision and reliability of digital reconstructions would be enhanced by improving Generative AI algorithms to better handle fragmented or incomplete data. The influence of the framework might be increased by adding more use cases, like virtual event hosting and interactive cultural education. Create uniform rules and regulations for the moral and expandable use of these technologies in safeguarding the common cultural heritage of all people. Cooperation between governments, cultural institutions, and technology companies is crucial.

In summary, although the integration of Metaverse, Blockchain, and Generative AI offers significant opportunities, their successful deployment depends on addressing issues of cost, technical capacity, ethical representation, and long-term sustainability. Future work should also involve empirical assessments, partnerships with cultural institutions, and the development of governance frameworks to ensure historically responsible and socially inclusive implementation.

## Acknowledgments

This research was supported by the Zayed University RIF grant activity code 23285.

## Ethics Declaration

Ethical clearance was not required for the research.

## AI Declaration

AI tools were used solely for paraphrasing, refining language, and assisting in generating Figure 2.

## References

- Abou Amer, A., Maqsood, M., Ali, A., Rusho, M.A., Imran, A. & Ahmad, M. (2025) 'The role of blockchain in virtual tourism transactions', *Managing Customer-Centric Strategies in the Digital Landscape*, pp. 459–482. IGI Global.
- Adnan, N., Rashed, M.F. & Ali, W. (2024) 'Embracing the metaverse: cultivating sustainable tourism growth on a global scale', *Current Issues in Tourism*, pp. 1–20.
- Ajuzieogu, U.C. (n.d.) Cultural heritage reconstruction and preservation through generative AI.
- Al-Kfairy, M. (2025) 'Strategic integration of generative AI in organizational settings: applications, challenges and adoption requirements', *IEEE Engineering Management Review*.
- Al-Kfairy, M., Mustafa, D., Kshetri, N., Insiew, M. & Alfandi, O. (2024) 'Ethical challenges and solutions of generative AI: an interdisciplinary perspective', *Informatics*, 11(3). doi:10.3390/informatics11030058.
- Alqarni, A. (2024) 'A blockchain-based solution for transparent intellectual property rights management: smart contracts as enablers', *Kybernetes*.
- Buragohain, D., Meng, Y., Deng, C., Li, Q. & Chaudhary, S. (2024) 'Digitalizing cultural heritage through metaverse applications: challenges, opportunities, and strategies', *Heritage Science*, 12(1), p. 295.
- Chamola, V., Sai, S., Bhargava, A., Sahu, A., Jiang, W., Xiong, Z., Niyato, D. & Hussain, A. (2024) 'A comprehensive survey on generative AI for metaverse: enabling immersive experience', *Cognitive Computation*, 16(6), pp. 3286–3315.
- Chen, Z. (2024) 'Beyond boundaries: exploring the metaverse in tourism', *International Journal of Contemporary Hospitality Management*.
- Di Giovine, M.A. (2008) *The heritage-scape: UNESCO, world heritage, and tourism*. Lexington Books.
- Findlay, C. (2017) 'Participatory cultures, trust technologies and decentralisation: innovation opportunities for recordkeeping', *Archives and Manuscripts*, 45(3), pp. 176–190.
- Flavián, C., Ibáñez-Sánchez, S., Orús, C. & Barta, S. (2024) 'The dark side of the metaverse: the role of gamification in event virtualization', *International Journal of Information Management*, 75, p. 102726.
- Goel, A. & Rahulamathavan, Y. (2024) 'A comparative survey of centralised and decentralised identity management systems: analysing scalability, security, and feasibility', *Future Internet*, 17(1), p. 1.
- Gupta, R., Rathore, B., Biswas, B., Jaiswal, M. & Singh, R.K. (2024) 'Are we ready for metaverse adoption in the service industry? Theoretically exploring the barriers to successful adoption', *Journal of Retailing and Consumer Services*, 79, p. 103882.
- Hassan, G.S. & Al Zaabi, A.R.A. (n.d.) *Cultural security: threats and policy options*.
- Huang, H., Yin, Z., Yang, Q., Li, T., Luo, X., Zhou, L. & Zheng, Z. (2024) 'Scalability and security of blockchain-empowered metaverse: a survey', *IEEE Open Journal of the Computer Society*.
- Hutson, J. (2024a) 'Combining large language models and immersive technologies to represent cultural heritage in the metaverse context', in *Augmented and Virtual Reality in the Metaverse*. Springer, pp. 265–281.

- Hutson, J. (2024b) 'Digital cultural heritage preservation', in *Art and Culture in the Multiverse of Metaverses: Immersion, Presence, and Interactivity in the Digital Age*. Springer, pp. 99–141.
- Li, T., Hu, H., Ma, H., Ma, J. & Li, Q. (2025) 'Using virtual reality to enhance learning performance and address educational resource disparities in architectural history courses', *Sustainability*, 17(3), p. 866.
- Lvping, S. (2021) 'Blockchain technology for management of intangible cultural heritage', *Scientific Programming*, 2021(1), p. 2613656.
- Mehta, S. & Kukreja, V. (2024) 'Securing cultural heritage: blockchain technology for artifact documentation and authentication', in *2024 2nd International Conference on Sustaining Heritage: Embracing Technological Advancements (ICSH)*. IEEE, pp. 61–65.
- Mohammed Abdul, S.S. (2024) 'Navigating blockchain's twin challenges: scalability and regulatory compliance', *Blockchains*, 2(3), pp. 265–298.
- Moneta, A. (2020) 'Architecture, heritage, and the metaverse', *Traditional Dwellings and Settlements Review*, 32(1), pp. 37–49.
- Mystakidis, S. (2022) 'Metaverse', *Encyclopedia*, 2(1), pp. 486–497.
- Platt, M., Sedlmeir, J., Platt, D., Xu, J., Tasca, P., Vadgama, N. & Ibañez, J.I. (2021) 'The energy footprint of blockchain consensus mechanisms beyond proof-of-work', in *2021 IEEE 21st International Conference on Software Quality, Reliability and Security Companion (QRS-C)*. IEEE, pp. 1135–1144.
- Spennemann, D.H. (2024) 'Will artificial intelligence affect how cultural heritage will be managed in the future? Responses generated by four GenAI models', *Heritage*, 7(3), pp. 1453–1471.
- Staatliche Museen zu Berlin, 2019. Experience Ancient Palmyra in 360° and in 3D. [online] 26 February. Available at: <https://www.smb.museum/en/whats-new/detail/experience-ancient-palmyra-in-360-and-in-3d/> [Accessed 5<sup>th</sup> December 2025].
- Tiribelli, S., Pansoni, S., Frontoni, E. & Giovanola, B. (2024) 'Ethics of artificial intelligence for cultural heritage: opportunities and challenges', *IEEE Transactions on Technology and Society*.
- Trček, D. (2022) 'Cultural heritage preservation by using blockchain technologies', *Heritage Science*, 10(1), p. 6.
- Vacchio, E.D. & Bifulco, F. (2022) 'Blockchain in cultural heritage: insights from literature review', *Sustainability*, 14(4), p. 2324.
- Wamugo, G.M. (2024) Content monetization: non-fungible tokens as a new revenue stream for the media sector in Kenya.
- Xia, Y., Shin, S-Y. & Kim, J-C. (2024) 'Cross-cultural intelligent language learning system (CILS): leveraging AI to facilitate language learning strategies in cross-cultural communication', *Applied Sciences*, 14(13), p. 5651.
- Zhang, X., Yang, D., Yow, C.H., Huang, L., Wu, X., Huang, X., Guo, J., Zhou, S. & Cai, Y. (2022) 'Metaverse for cultural heritages', *Electronics*, 11(22), p. 3730.