



Enter the Hindenburg: Experiencing Cultural Heritage by Social Interaction in Hybrid Space

Daniel Hepperle^{1,2}, Christian Felix Purps¹, Marius Butz¹, Simon Janzer¹, Wladimir Hettmann¹, and Matthias Wölfel^{1,2}

¹ Institute for Intelligent Interaction and Immersive Experiences, University of Applied Sciences Karlsruhe, Germany

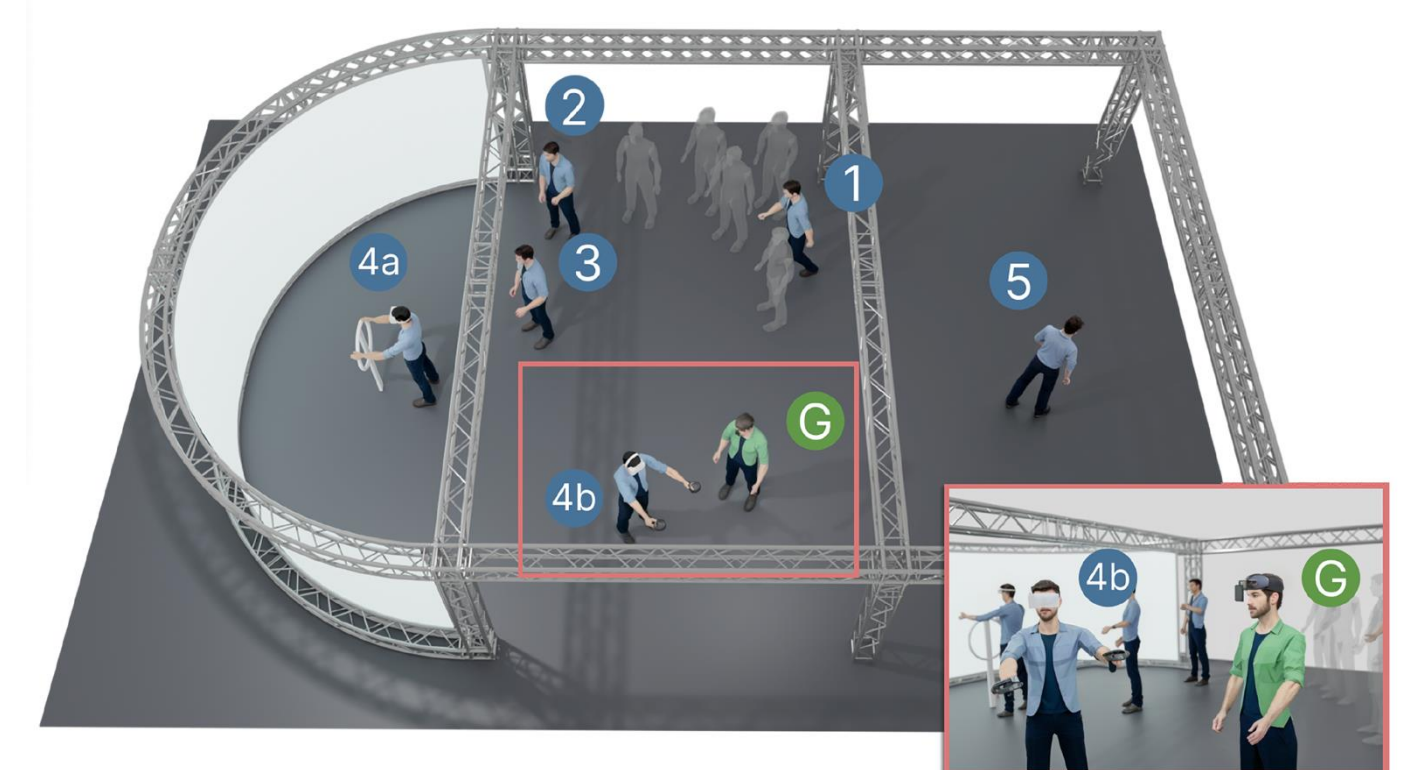
² Faculty of Business, Economics and Social Sciences, University of Hohenheim, Stuttgart, Germany

Watch the Video!



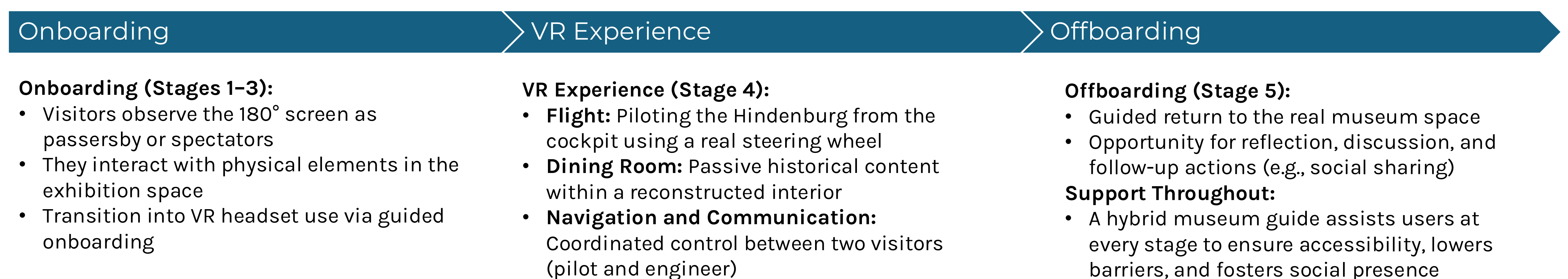
Short Description

“Enter the Hindenburg” is an immersive VR installation that engages museum visitors with cultural heritage through interactive, social experiences. By reconstructing the iconic airship, the experience combines guided exploration, cooperative tasks, and a hybrid museum guide—present both physically and virtually—to foster presence, trust, and learning. This project demonstrates how VR can create accessible, participatory encounters with history.



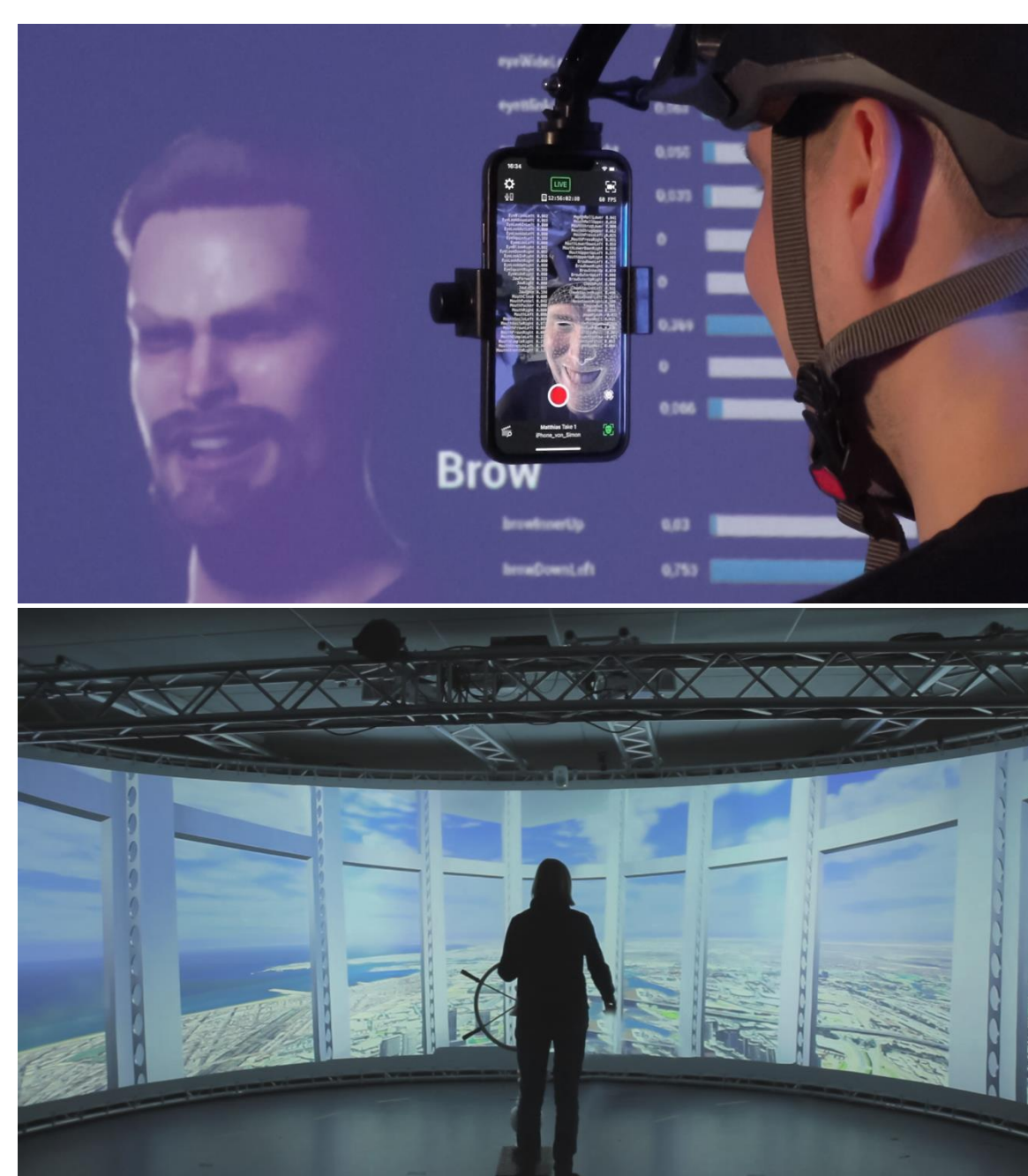
The Hindenburg VR Audience Funnel. 1: Passer-By, 2: Spectator, 3: Explicitly Interacting User, 4a: HMD User - Flight, 4b: HMD User - Tour, 5: Offboarding and Follow-Up Action, G: Guide

Audience Funnel



Social & Hybrid Interaction

- Collaborative Roles:** Visitors take on active roles such as pilot and engineer, working together to operate the airship.
- Hybrid Museum Guide:** A real-world guide remains physically present while controlling a lifelike avatar in VR.
- Real-Time Communication:** Facial expressions and gestures are streamed live using face tracking, enabling intuitive non-verbal interaction.
- Enhanced Social Presence:** Bridging physical and virtual spaces fosters trust, engagement, and immersion



Impact & Discussion

The experience demonstrates how immersive VR, paired with social interaction and a hybrid guide, increases engagement and presence in cultural heritage contexts.

- Gradual onboarding and physical elements reduce motion sickness and lower the barrier to entry.
- Social roles and collaboration make the experience memorable and foster deeper learning.
- Challenges include guide fatigue and managing dual (VR and real-world) interactions, which future versions may address through partial AI support.



daniel.hepperle@h-ka.de