

A Platforms and frameworks available in literature, following a chronological order.**A.1 Papers 2005-2009**

Ref.	Name/Designation	Description	Study state as described in paper	Spatial Audio
[61]	Ec(h)o	Ontology-based AR tracking system and audio search engine	Prototype	No
[227]	Platform for people with reading disabilities and visual impairments	A portable, auditory, location-aware information system	Mockup	No
[48]	Datascape	Platform for dataset visualization and sonification in virtual space.	Early-stage prototype	N/S
[50]	AVIE	360° VR theater for up to 20 users with surround sound	Built/ Implemented	Yes
[228, 229]	Maps and Legends	Quake III based interfaces for multi-user composition, improvisation, and immersive performance	Built/ Implemented	No
[51]	ICAST	Interactive audio theater	Not specified	Yes
[46]	Fluid interaction in audio-guided museum visit: Authoring tool and visitor device	Platform for a location-aware audio guide with spatialized audio	Prototype	Yes

A.2 Papers 2010-2014

Ref.	Name/Designation	Description	Study state as described in paper	Spatial Audio
[62]	A2R	Acoustic and Visual AR system for museum guides	Design	Yes
[230]	Augmented gallery guide	Museum guide app with audio and AR	Design	No
[231]	SAION	Selective Audio Image Reproduction System Using Multiple Hyper Directional Loudspeakers	Prototype	Yes
[232]	Border Crosser	A robot for mixed reality tours	Prototype	N/S
[182, 47]	Caruso	Sensor based AR Cloud touristic guide	Design/ Prototype	Yes
[233]	Phonorama	Mobile app for POI localisation based on directional audio	Prototype	Yes
[58, 59]	MOGRE	Digital tool for creating storytelling for children	Built/ Implemented	No

A.3 Papers 2015-2019

Ref.	Name/Designation	Description	Study state as described in paper	Spatial Audio
[234]	ARLE	Learning environment based on AR	Built/ Implemented	No
[235]	Usability principles for the design of virtual tours	Guidelines for virtual tour design	Theoretical	N.A.
[236]	Smart Devices for Intangible Cultural Heritage Fruition	Framework for audio material fruition in tourism	Design	No
[65]	Right, left, high, low narrative strategies for non-linear storytelling	Review of non-linear storytelling	Theoretical	N.A.
[49]	ADAM	Audio content management platform for audio storytelling applications	Prototype	No
[123]	Casa Batlló museum	AR audio guide and authoring tool	Built/ Implemented	No
[121, 104, 184]	SARIM	Audio AR system for Museums	Prototype	No
[22]	Soundscape-Based Media Art Exhibition	Music Recommendation System based on Deep Learning	Prototype	No
[44, 57]	M5SAR project	Device for five senses experience in museum e virtual tours	Prototype	No
[237]	ViReSt project	Test on creation platform for museum curators with 3D audio and video capabilities	Theoretical	Yes
[238]	Methodologies for Assessment of Speech and Audio for Optimised Quality of Experience	Evaluation of different Voice compression algorithms	Theoretical	No
[239]	Geollery	3D VR platform for video tours	Built/ Implemented	No
[240]	Towards an Audio Locative Mobile Application for Immersive Storytelling	Location based tourist guide	Prototype	Yes

A.4 Papers 2020-2023(Until sept. 30)

Ref.	Name/Designation	Description	Study state as described in paper	Spatial Audio
[63]	Past Has Ears	Framework protocol for digital documentation through precise measurements of acoustic states of a site	Prototype	N/A
[45]	PLUGGY	Platform for interactive audio storytelling with spatialized audio	Built/ Implemented	Yes
[148]	SensiMAR	AR touristic guide	Prototype	Yes

[241]	Supporting Online and On-Site Digital Diverse Travels	Cloud platform for location based storytelling	Built/ Implemented	No
[64]	Polaris~	Audiovisual Augmented Reality Experience Built on Open-Source Hardware and Software	Prototype	Yes
[242]	EnterCY	Mixed Reality Tourism Platform for personalisation and recommendation	Built/ Implemented	N/S

B Search Keywords

Database	Search Modality	Keywords Clusters
<i>Elsevier Scopus</i>	TITLE-ABS-KEY	(Storytelling OR narrative OR guide OR guidance) AND (sound OR audio OR acoustic OR acoustics OR auditory OR sonic OR hearing OR soundscape OR soundscapes OR voiceover OR voice-over OR narrator)
<i>ACM Digital Library</i>	Abstract, All Metadata	AND (Virtual Reality OR Augmented Reality OR VR OR AR OR Spatialized OR spatialised OR Spatialization OR Spatialisation OR virtual environment OR XR OR extended reality OR immersive media OR immersive space OR immersion OR virtual agent) AND (cultural heritage OR museum OR history OR tourism OR culture OR archaeology OR archaeological OR historic OR conservation OR preservation OR music OR cinema OR theatre OR theater OR musicology OR literature OR literacy OR book OR audiobook OR intangible heritage OR tangible heritage OR living heritage)
<i>IEEE Xplore</i>	Title, Publication Title, Abstract, Author Keywords	
<i>Google Scholar</i>	Allintitle	allintitle:(Storytelling OR narrative OR guide OR guidance OR guided) (sound OR audio OR acoustic OR acoustics OR auditory OR sonic OR hearing) ("Virtual Reality" OR "Augmented Reality" OR VR OR AR OR Spatialized OR Spatialised) allintitle:(Storytelling OR narrative OR guide OR guidance OR guided) (sound OR audio OR acoustic OR acoustics OR auditory OR sonic OR hearing) (Spatialization OR Spatialisation OR "Virtual Environment" OR "Extended Reality" OR XR OR "Immersive Media") allintitle:(Storytelling OR narrative OR guide OR guidance OR guided OR voiceover OR narrator) (sound OR audio OR acoustic OR acoustics OR auditory OR sonic OR hearing) ("immersive space" OR "virtual agent" OR "immersion")

C List of review eligible papers**C.1 Papers 2005-2009**

Ref.	Description	Designation	Immer- sion Type	Audio setup	Storytelling	Interac- tion	Research Moti- vation	User Eng ing	Test-
[77]	Dramatic audio based mixed reality experience	Oakland Cemetery Atlanta, USA	Outdoor AR	Headphones (spatialisation n.s.)	Non-linear	Position orientation	Design & Development	Engagement Usability	
[61]	Position aware personalized audio guide based on tangible interaction	Canadian Museum of Nature Ottawa, Canada	Indoor AR	Headphones (spatialisation n.s.)	Non-linear. Based on user preference, by tangible "cube"	Tangible	Evaluation	Usability Engagement	
[170]	VR drama	VR drama	Non-immersive VR	N/S	Linear	Evaluation	Engagement		
[88]	AR book	Audiobook	Non-immersive VR	N/S	Non-linear	AR GUI collab.	Evaluation	No test	
[158]	3 interactive installations	Various	Semi-immersive VR	N/S	Non-linear. User can interact and modify content	Tangible, voice collab.	Design & Development	No test	
[112]	Museum audio installation	Interactive installation	Indoor AR	Directional Speaker Mono	Non-linear	User tracking N.S. tangible collab.	Design & Development	No test	
[163]	Prototype of a virtual cultural heritage installation that employs dramatic storytelling to give visitors a sense of personal presence in a reconstructed historical situation.	Georgenthal Monastery Thuringia, Germany	Semi-immersive VR	Multich. Speaker with spatial audio	Linear		Case Study	Engagement	
[142]	Social interactive audio installation	Coronation Hall Aachen, Germany	Indoor AR	Headphones with spatial audio	Non-linear	Position orientation collab.	Design & Development	No test	

C.2 Papers 2010-2014

Ref.	Description	Designation	Immer- sion Type	Audio setup	Storytelling	Interac- tion	Research Moti- vation	User ing	Test-
[46]	Location aware museum audio guide with spatial sound	Musée des Arts et Métiers' Paris, France	Indoor AR	Headphones with spatial audio	Non-linear	Position orientation	Design & Development	Technical usability	
[160]	5 interactive installations with collaborative interaction	Interactive installation	Fully Immersive VR	Multich. Speaker Multichannel	Non-linear. Dynamically generated with interaction	Tangible collab.	Design & Development	No test	
[90]	Tool for 360° VR analysis	Interactive installation	Non-immersive VR	N/S	Non-linear	N.S	Design & Development	No test	
[162]	Sonification of an audio film	Not specified	Non-immersive VR	Multichannel speaker	Linear		Evaluation	Effect of voice in films	
[124]	Various touristic initiatives	Matera, Italy	Outdoor AR	N/S	Non-linear	Position GUI	Case Study	No test	
[125]	Interactive guide based on digital storytelling for Sarajevo museum	Sarajevo Historical museum Bosnia and Herzegovina	Non-immersive VR	N/S	Non-linear	GUI	Design & Development	Usability engagement	
[139]	GPS audio guide with tactile and audio feedback	Archaeological site in Uppåkra Lun, Sweden	Outdoor AR	Headphones Mono	Non-linear. Directions are dynamically generated as well as vibrotactile feedback	Position orientation GUI vibrotactile	Evaluation	Cognitive load usability	
[79]	Location aware audio guide for city exploration	Lund, Sweden	Outdoor AR	Headphones (spatialisation n.s.)	Non-linear. Some random generated content	Position orientation GUI	Evaluation	Usability engagement	
[126]	Audiovisual project design	Etruscan Site Italy	Semi-immersive VR	N/S	Linear		Case Study	No test	
[75]	AR story book for preschool children	Audiobook	Non-immersive VR	N/S	Non-linear	AR GUI	Design & Development	Usability	
[86]	Virtual Museum on chaos theory	Virtual museum	Non-immersive VR	N/S	Non-linear. Dynamically generated with interaction	Tangible	Design & Development	No test	
[91]	Memorability test of a AR book	Taipei fine art museum Taiwan	Indoor AR	N/S	Non-linear	AR GUI	Evaluation	Learning	

[135]	Audio guide with directions and vibrotactile feedback	Lund, Sweden	Outdoor AR	Headphones (spatialisation n.s.)	Non-linear. Directions dynamically created by position and orientation	Position GUI vibrotactile	Evaluation	Usability engagement
[99]	AR system with virtual storytelling	Italian National Museums Italy	Indoor AR	N/S	Non-linear	N/S	Case Study	No test

C.3 Papers 2015-2019

Ref.	Description	Designation	Immersion Type	Audio setup	Storytelling	Interaction	Research Motivation	User ing	Test-
[127]	AR audioguide for children	Cagliari, Italy	Outdoor AR	N/S	Non-linear	Position AR GUI	Design & Development	No test	
[76]	Cinematic storytelling with a didactic purpose	La Alcúdia, Spain	Non-immersive VR	N/S	Linear		Case Study	Usability cognitive load	
[130]	Haptic reading	Literature	Non-immersive VR	N/S	Linear	Eye tracking	Evaluation	No test	
[92]	Test on memorability of audioguides	Art Triennale Japan	Non-immersive VR	N/S	Linear		Evaluation	Usability cognitive load	
[123]	Mobile position aware audio AR guide	Casa Battlò Barcelona, Spain	Indoor AR	Headphones (spatialisation n.s.)	Non-linear	Position orientation AR GUI	Design & Development	User experience	
[85]	Sonification of a podcast	Podcast	Non-immersive VR	N/S	Linear		Case Study	No test	
[122]	An Opera for Mobile Media	Bath	Outdoor AR	Headphones (spatialisation n.s.)	Non-linear	Position GUI	Design & Development	No test	
[54]	Audioguide with directions	Oslo, Norway	Outdoor AR	Headphones (spatialisation n.s.)	Non-linear. Personalisation on city direction	Position GUI tangible	Design & Development	Usability	
[132]	Location aware audio guide for city exploration	Oslo	Outdoor AR	Headphones (spatialisation n.s.)	Non-linear	Position GUI	Design & Development	Usability	
[80]	Design of a multimedia exhibition	Fort Jean Saint Marseille, France	Non-immersive VR	N/S	Linear		Case Study	No test	

[168]	A platform for create digital tour and games	Virtual city based on Taipei Taiwan	Non-Immersive VR	N/S	Non-linear. Personalisation not specified	GUI tangible	Design & Development	Memorability
[105]	immersive audio storytelling experience for collaboration	St Fagans National Museum of History Wales, UK	Outdoor AR	Headphones (spatialisation n.s.)	Two linear storylines		Design & Development	Emotional content storytelling learnability
[167]	Virtual audio guide for virtual museum prototype test	Virtual site Finland	Fully Immersive VR	Headphones (spatialisation n.s.)	Non-linear	Orientation GUI eye-tracker	Design & Development	Usability engagement
[101]	AR interactive installation	Golborne Road. Moroccan Community in london UK	Indoor AR	N/S	Non-linear	User tracking n.s. AR GUI	Case Study	No test
[81]	Ar app for cultural site visit	Re:publica 2018 festival Berlin, Germany	Indoor AR	N/S	Non-linear	AR GUI	Case Study	Technical evaluation
[96]	A-book is an augmented travel guide	Cornwall, UK	Indoor AR	N/S	Non-linear. Users can add content	AR GUI collab.	Design & Development	Usability acceptance
[118]	5-minute film analysis	Cinema	Non-immersive VR	N/S	Linear		Case Study	No test
[153]	Evaluation of a spatial audio story	Audiobook	Fully Immersive VR	Headphones with spatial audio	Linear. User can interact with reproduction elements	Tangible	Evaluation	Emotional content arousal
[154]	Co-located VR cinematic productions	New York's Future of Storytelling Festival USA	Fully Immersive VR	Multich. Speaker Multichannel	N/S		Case Study	No test
[139]	Audio, text and image comparison test in AR	University campus London, UK	Outdoor AR	N/S	Non-linear	Position AR GUI	Evaluation	Concentration intrinsic interest curiosity control
[106]	Soundscape induced mood state measurement comparison	Crkvina Split, Croatia	Outdoor AR	Headphones (spatialisation n.s.)	Non-linear	Position GUI	Evaluation	Arousal and valence with EDA and questionnaires
[55]	Location aware spatial audio VR	Colombia and Italy	Outdoor AR	Multich. Speaker Multichannel	Non-linear	Position orientation	Design & Development	immersion
[113]	Gaze guided audio guide	Zurich,	Fully Immersive VR	Headphones (spatialisation n.s.)	Non-linear	Orientation eye-tracker	Evaluation	Technical evaluation helpfulness NASA-TLX

[157]	VR drama	interactive installation	in-	Fully Immersive VR	Extra-ear headphones (w. spat. Audio) Room speakers	Linear. A part of audio is personalised on position	Orientation	Design & Development	No test
[98]	AR app based on digital storytelling	Not specified		Indoor AR	N/S	Non-linear	AR GUI	Design & Development	No test
[169]	Test on movement modalities in VR	Virtual museum		Fully Immersive VR	N/S	Non-linear	Position GUI	Evaluation	No test
[151]	Location aware AR tour of important maori places	Ngāti Kahungunu Wairarapa, New Zealand		Outdoor AR	N/S	Non-linear	N/S	Case Study	Anthropological aspects
[171]	Collaborative musical concert installation	Australia		Indoor AR	N/S	Non-linear. Users in collaboration can control music composition	AR GUI collab.	Design & Development	No test
[173]	VR avatar acceptance comparison test	Virtual museum		Fully Immersive VR	Headphones (spatialisation n.s.)	Linear		Evaluation	acceptability memorability user preferences
[93]	(AR)-based online wearable guides comparison test	Hsinchu City Military Dependents' Village Museum Taiwan		Outdoor AR	Headphones (spatialisation n.s.)	Non-linear	GUI	Evaluation	attention interest
[95]	Comparison between traditional and digital augmented books	University course		Indoor AR	N/S	Non-linear	User tracking n.s. AR GUI	Evaluation	Learning

C.4 Papers 2020-2021

Ref.	Description	Designation	Immer- sion Type	Audio setup	Storytelling	Interac- tion	Research Moti- vation	User ing	Test-
[152]	3 interactive installations	VR	Fully Immersive VR	N/S	Non-linear. Personalisation interaction-based	Orientation tangible	Case Study	No test	
[84]	how the vocalized text expressive impact comparison	Audiobook	Non-immersive VR	Mono generic speaker	Linear		Evaluation	Emotional content	
[174]	Experience Design for virtual Museum using Research through design	Yangtze River, China	Non-immersive VR	N/S	Linear	N/S	Design & Development	No test	

[121]	Position aware indoor audio guide system with personalisation	Musée des arts et Métiers Paris, France	Indoor AR	Headphones with spatial audio	Non-linear. Based on user model	Position orientation	Evaluation	Usage time
[104]	Scavenger hunt based AR	Jnan Sbil historical garden Fez, Morocco	Outdoor AR	Headphones with spatial audio	Linear	Position GUI	Design & Development	No test
[89]	Design and development of an interactive multisensory AR application on environmental pollution	Not specified	Indoor AR	N/S	Non-linear. Dynamically generated with interaction	User tracking n.s. GUI	Design & Development	No test
[131]	How audio description influences emotions?	Cinema	Non-immersive VR	N/S	Linear		Evaluation	Sensory impairments
[78]	AR diorama with data visualization of a springtime woodland	Carnegie Museum of Natural History Pittsburgh, USA	Indoor AR	N/S	Non-linear	AR GUI	Design & Development	Usability
[161]	3 interactive installations	Interactive installation	Non-immersive VR	Headphones (spatialisation n.s.)	Non-linear. User can add content	Position GUI collab.	Design & Development	No test
[97]	AR book memorization test	AR Book	Indoor AR	N/S	Non-linear	AR GUI	Design & Development	Usability memorability
[149]	interactive VR experience	Zurich, Swiss	Fully Immersive VR	Headphones (spatialisation n.s.)	Linear. Videogame like interaction and personalisation	User tracking n.s. vibrotactile	Design & Development	No test
[100]	Theatrical performance design	Exit The Encounter performance	Non-immersive VR	Headphones (spatialisation n.s.)	Linear	Orientation	Case Study	No test
[155]	Audio design of a narrative VR	USA	Fully Immersive VR	Speaker (n.s.) with spatial audio	N/S	N/S	Design & Development	No test
[111]	QR-code AR audio guide for low vision user	Pinacoteca di Brera Milan, Italy	Indoor AR	Headphones (spatialisation n.s.)	Non-linear	AR	Design & Development	Usability
[134]	Tour guide platform and test	Padova - Italy	Outdoor AR	Headphones with spatial audio	Non-linear	Position orientation AR GUI vibrotactile	Design & Development	Usability acceptance presence
[87]	Review on communication in interactive media	No specific	N/A	N/A	N/S	N/S	Review	No test

[159]	VR videogame	Videogame	Fully Immersive VR	Headphones with spatial audio	Non-linear. AI personalisation	Orientation tangible	Design & Development	No test
[175]	Experience Design for virtual Museum	Quiantang River Poetry Road, China	Fully Immersive VR	Headphones (spatialisation n.s.)	Linear	Orientation tangible	Design & Development	No test
[56]	Site-specific mixed reality audio walk with open-ended narratives	Carrie Furnace Pittsburg, USA	Outdoor AR	Headphones with spatial audio	Non-linear. Some random elements in soundscape.	Position orientation GUI	Design & Development	Engagement usability
[114]	Review on affectual dramaturgy method for interactive storytelling creation	Not specified	Indoor AR	N/S	N/S	N/S	Design & Development	No test
[148]	Multisensory ar system for outdoor cultural heritage	National Museum Conimbriga, Portugal	Outdoor AR	Multich. Speaker with spatial audio	Non-linear	Orientation GUI	Design & Development	Usability
[140]	A VR movie analysis	VR cinema	Fully Immersive VR	N/S	Linear		Case Study	No test
[172]	Live theater production	interactive installation	Indoor AR	N/S	Non-linear	AR GUI	Design & Development	No test
[156]	Virtual cultural heritage artifacts evaluation	British Museum London, UK - virtual tour	Non-immersive VR	N/S	Non-linear	GUI	Evaluation	Engagement emotional content

C.5 Papers 2022-2023(until Sept. 30)

Ref.	Description	Designation	Immersion Type	Audio setup	Storytelling	Interaction	Research Motivation	User Testing
[141]	Analysis of 360° music videos	TV/Cinema	Fully Immersive VR	Headphones with spatial audio	N/A	Orientation	Literature Review	No test
[166]	Realtime Audiovisual installation	Interactive installation	Fully Immersive VR	Multichannel Speaker	Linear	N/S	Case Study	No test
[119]	Navigation of site for visually impaired people	Newgrange site, Ireland	Non-immersive VR	N/S	Non-linear	N/S	Design & Development	Usability for visually impaired people

[133]	Audio Guidelines Based VR	Narrative for Room	Virtual environment	Environment	Fully Immersive VR	Headphones with spatial audio	Non-linear	Position orientation vibrotactile	Exploration of proposed guidelines	Validation
[243]	Practice Guidelines films	centered for 360°	Virtual environment	Environment	Semi-immersive VR	N/S	N/S	Exploration	No test	
[115]	Game-based story-telling for AR Museum		Kydonia, Crete		Outdoor AR	Headphones with spatial audio	Non-linear	AR, voice, gaze, gestures	Exhibition Enhancement	No test
[107]	Review on Sound Design for Cinematic VR		Virtual environment	Environment	Semi-immersive VR	N/S	Non-linear	Exhibition Enhancement	No test	
[102]	Interactive VR Documentary	Historical	Virtual environment	Environment	Fully Immersive VR	Headphones with spatial audio	Linear	Position, orientation, tangible	Education	Learning, usability, NASA-TLX
[244]	Multimodal reconstruction of a theatrical Performance		Virtual environment	Environment	Non-immersive VR	N/S	Linear	Mouse/keyboard	Reconstruction	No test
[94]	Cultural heritage site experience evaluation		Hong Kong		Fully Immersive VR	Headphones (spatial audio n.s.)	Non-linear		Education	Eye tracking, custom made questionnaire, learning
[133, 245]	Audio narrative guidelines for room based VR		Virtual environment	Environment	Fully Immersive VR	Headphones with spatial audio	Non-linear	Orientation controller	Exploration	No test
[103]	haptic audio story		Virtual environment	Environment	Fully Immersive VR	Headphones (spatial audio n.s.)	Non-linear		Education	No test
[108]	Spatial audio guide with machine learning		Heraklion, Greece		Fully Immersive VR	Headphones with spatial audio	Non-linear	Position, orientation	Exhibition Enhancement	SUS questionnaire
[246]	Interactive Gamification for Experimental Music		interactive installation	installation	Non-immersive VR	N/S	Non-linear	Controller	Virtual Museum	No test
[165]	VR art piece with machine learning and sound		interactive installation	installation	Fully Immersive VR	Headphones with spatial audio	Non-linear	Orientation controller	Virtual Museum	Machine learning effectiveness
[143]	Practice guidelines for 360° films		Film		Semi-immersive VR	N/S	Linear	Literature Review	No test	
[185]	Multimodal AR experience		Ancient Kydonia, Greece	Ky-Crete, Greece	Outdoor AR	Headphones with spatial audio	Non-linear	Vision, voice, gaze, hands	Case Study	No test

[187]	Sound design in Cinematic VR	Film	Semi-immersive VR	N/S	Linear		Literature Review	No test
[186]	VR interactive documentary	VR HMD	Fully Immersive VR	Headphones with spatial audio	Linear	Controller, Virtual	Design & Development	Learning, usability, NASA-TLX
[150]	Multimodal reconstruction of a theatrical performance	Theater originally in Hamburg	Non-immersive VR	N/S	Linear	Mouse & Keyboard	Design & Development	No test
[247]	Multimodal experience in a VR heritage site	VR heritage site	Fully Immersive VR	Headphones (spatialisation n.s.)	Linear		Evaluation	Eye tracking, learning
[144, 145]	Audio Narrative Guidelines for Room Based VR	VR Interactive Drama	Fully Immersive VR	Headphones with spatial audio	N.A.	Controller, Virtual	Evaluation	No test
[248]	Haptic Audio Story	Audio VR	Fully Immersive VR	Headphones (spatialisation n.s.)	Linear		Design & Development	No test
[108, 109]	Exhibit, 3d audio machine learning audio guide	Heraklion, Greece	Outdoor AR	Headphones with spatial audio	Non-linear. Narratives are AI-generated	Beacon, head position	Evaluation	Usability
[164]	Narrative drive application at an early stage to elicit engagement	VR audio game/installation	Non-immersive VR	N/S	Non-linear	Controller	Design & Development	No test
[165]	A virtual reality art-piece that uses machine learning (t-SNE) and music/sound	VR interactive Installation	Non-immersive VR	Headphones with spatial audio	Non-linear, AI-generated	Controller, Virtual	Case Study	Machine learning effectiveness
[137]	ARIA Project: evaluation of music experience	Virtual	Fully Immersive VR	Headphones (spatialisation n.s.)	Non-linear	VR, GUI	Evaluation	Usability, emotional content
[116]	VR Museum for visually impaired people	The Night Watch by Rembrandt	Fully Immersive VR	Headphones with spatial audio	Non-linear	On orientation	Evaluation	Usability, interaction time
[146]	Evaluation of Binaural vs Mono audio in audiostory	360° film	Fully Immersive VR	Headphones with spatial audio	Linear	On orientation	Evaluation	Emotion elicitation, arousal
[128]	Mobile AAR experience that is deployed in a city environment while walking	Greece	Outdoor AR	N/S	Non-linear	AR	Evaluation	Development evaluation
[110]	Sonification of documentaries of Attenborough	UK	Fully Immersive VR	Headphones with spatial audio	Linear		Case Study	No test

[138]	TIMeR Game, AR for indigenous cartographies	Pervasive game for	Australia	Outdoor AR	N/S	Non-linear	Not specified	Design & Development	No test
[129]	Sound and visual exploration of Nantes' Parc des Chantiers		Nantes	Outdoor AR	N/S	Non-linear	QR Code	Design & Development	Usability, privacy
[147]	Hidden Rippon Lea, binaural audio AR app		Elsternwick, Victoria	Outdoor AR	Headphones	Non-linear	Position, GUI	Design & Development	No test
[117]	Interactive Audio AR experience with emphasis on hearing impairments		Tomato Industrial Museum, Greece	Indoor AR	N/S	Non-linear	AR	Design & Development	No test