

Section 1: Overview and Objectives#

1.4 Other guides in this series#

Creating and Using Virtual Reality: A Guide for the Arts and Humanities has been produced by the Arts and Humanities Data Service centres for Archaeology and the Visual Arts as part of the Arts and Humanities Data Service *Guides to Good Practice* series. These guides comprise a comprehensive, authoritative and highly complementary set of practical guidelines.

Guides produced by the **AHDS Centre for Archaeology** include:

- [Archiving Aerial Photography and Remote Sensing Data](#)
- [Archaeological Geophysics: a Guide to Good Practice](#)
- [CAD: Guide to Good Practice](#)
- [Digital Archives from Excavation and Fieldwork: a Guide to Good Practice](#)
- [GIS: Guide to Good Practice](#)

The guides produced by the AHDS Centre for Archaeology in this series concentrate either upon archiving digital data produced by specific techniques, such as the products of Aerial or Remote Sensing, CAD or Geophysical surveys, or upon analytical and data management techniques, such as Geographical Information Systems.

Guides produced by the **AHDS Centre for the Visual Arts** include:

- [Creating Digital Resources for the Visual Arts: Standards and Good Practice](#)
- [Using Digital Information in Teaching and Learning in the Visual Arts](#)
- Investing in the Digitisation of Visual Arts Material (forthcoming)

The guides produced by the AHDS Centre for the Visual Arts in this series concentrate on providing an introduction to creating and developing digital resources for the visual arts, including their use to enhance the teaching and learning process.

The **Arts and Humanities Data Service** caters for digital archiving needs across the humanities disciplines of archaeology, history, performing arts, visual arts and literature, languages, and linguistics. The most up-to-date information on the [other guides](#) in the AHDS series is available on-line but titles include:

Title	Centre
Creating and documenting electronic texts	Literature, Languages, and Linguistics
Developing linguistic corpora	
Finding and using electronic texts	
Digitising history: a guide to creating digital resources from historical documents	History
A Place in History: A Guide to using GIS in Historical Research	
Creating digital performance resources	Performing Arts
Creating digitised audio materials for use in research and teaching	
Digital Collections in the Performing Arts: Metadata, Management and Minefields	

Table 1: Other *Guides to Good Practice* from the Arts and Humanities Data Service

These guides provide information about how to prepare and deposit digital material in a digital archive. Although they give some recommendations concerned with the facilities and procedures for the creation and maintenance of a digital archive, these are covered more fully in the Arts and Humanities Data Service's [Managing Digital Collections](#) publications.

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