# ARTICLES
# A REVIEW ON CURRENT SITUATION OF THE EXISTING VIRTUAL SPACES

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## ABSTRACT

This paper is aiming to study the current situation of the existing virtual space in the market in order to find out the demands of virtual spaces in our society based on the comparison between the advantages and disadvantages of virtual spaces. An analytical review on the selected articles will be carried out through snowball review technique to gain better comparison of the pros and cons of the virtual spaces from various perspectives by different authors. Besides, the authors will also observe the needs, demands and rationales of developing virtual spaces according to its functions and contributions in different fields, especially in art education and tourism. The targeted articles are selected based on the mutual discussions regarding the advantages and disadvantages of the existing virtual platforms by Alawad et al. (2015), Burton (2010) and Eardley et al .(2016).

## 1.0 INTRODUCTION

A virtual gallery and museum can be defined as an organised and systematic collection of featured objects over multimedia which are accessible to offer flexibility to audiences for communication regarding their needs and interests (Alawad et al.,2015). Generally, virtual space has been widely used as one of the technological visual approach in the field of art education and tourism which enables ones to present their artworks or products through websites in form of virtual gallery or virtual museums. This allows the visitors to visit and explore through the presented objects on their websites virtually as if they are visiting in reality. As the extreme high pace of the technology grows, the inventions of virtual space has become more advancing and friendly using at the same times as the audiences nowadays are able to access an exhibitions through mobile applications anytime and anywhere instead of browsing websites like before. The conversion of a web-based virtual space into mobile applications also has been a popular platform for most of the emerging artists or art students in order to boost the engagements of audience. In additions, the audiences also able to accomplish explore, learn, examine and interact with digital form of artworks or artefacts within the environment of single or multiuser without any restrictions in terms of time and space.

However, the subjects or topics related with virtual spaces are still lack of professional study among the researchers or educators regardless in field of arts or information and communications technology (ICT). There are not many articles with related subject has been discussed and published. The reason of choosing the articles by Alawad et al., (2015), Burton (2010) and Eardley et al., (2016) as main articles to be studied and referred is these articles are the most significant articles that can be searched publicly. Besides that, these three main articles also are the latest publications which related with the targeted topic in this five year. The structures of the discussions and idea proposals are mostly up to date, brilliant and providing the readers clean overviews and different perspectives or extra knowledge as well. Most importantly, these chosen articles are discussing mutual topic which includes the advantages and disadvantages of the existing virtual platforms. This would allow the author to compare and contrast the strengths and weaknesses of a virtual platform in different fields and disciplines regarding different perspectives and ideas by these authors as well. At the same time, the author will be able to analyse the demands and needs to improvise the features and functions of the existing virtual spaces in our life.

## 2.0 ANALYTICAL REVIEWS ON SELECTED ARTICLES