

References for further reading:

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- [3] F. Kharvari and W. Höhl, "The Role of Serious Gaming using Virtual Reality Applications for 3D Architectural Visualization," in *2019 11th International Conference on Virtual Worlds and Games for Serious Applications (VS-Games)*, 2019, pp. 1–2, doi: <https://doi.org/10.1109/VS-Games.2019.8864576>.