

# Building Metaverse Digital Humanities Labs: Strategies and Challenges in Higher Education

Xiaoxi Tian<sup>1\*</sup>, Yuwei Liu<sup>1</sup> and Kuangyi He<sup>1</sup>

Shenyang Jianzhu University  
Shenyang 110159, China  
Corresponding authors: Xiaoxi Tian  
690667720@qq.com

---

**Abstract.** The integration of metaverse technologies within the academic sphere is redefining the landscape of digital humanities research and education. This study examines the current state and future prospects of metaverse digital humanities laboratories in higher education institutions, highlighting their importance and the challenges they face. The research underscores the significance of these laboratories in fostering interdisciplinary collaboration, enhancing educational experiences, and promoting cultural preservation through digital means. The metaverse digital humanities laboratories are seen as crucial platforms for innovation, providing immersive environments that facilitate the application of advanced digital tools in humanities research. The study identifies key challenges, including the need for robust hardware infrastructure, the complexity of technology integration, data management concerns, and the necessity for ethical frameworks that address privacy and intellectual property rights. It also emphasizes the importance of user experience, interdisciplinary collaboration, and the development of a comprehensive talent cultivation system that aligns with the digital humanities. Strategies for the construction and development of these laboratories are proposed, such as accelerating metaverse infrastructure development, promoting the transformation of traditional digital humanities laboratories, and establishing mechanisms for data protection and resource sharing. The research also calls for the enhancement of user experiences through personalized services and the cultivation of talent through interdisciplinary educational programs. In conclusion, the metaverse digital humanities laboratories represent a strategic frontier in academic innovation, offering transformative potential for research and education in the humanities. The study provides a roadmap for the development of these laboratories, suggesting a comprehensive approach that addresses technological, pedagogical, ethical, and financial challenges, and emphasizing the importance of strategic planning and interdisciplinary collaboration in realizing their full potential.

**Keywords:** Metaverse, Digital humanities, Higher education, Virtual reality, Augmented reality, Educational innovation, Cultural preservation.

---

## 1. Introduction

Digital economy and digital humanities are burgeoning fields that are increasingly intertwined, driving innovation and transformation across various sectors. The development of the digital economy is underpinned by the advancement of internet technologies, big data, artificial intelligence, and other emerging digital sectors. It serves as a strategic foundation for the "dual circulation" development pattern, aiming to enhance the scale and quality of the digital economy and to construct a digital society that elevates governance and public service levels.

Digital humanities, as a cross-disciplinary field, integrates digital technologies with traditional humanities research. It has gained significant traction in academia and beyond, with applications in cultural heritage protection, creative industries, education, and publishing. The rise of digital humanities is closely associated with the open access movement, which promotes the sharing of digital resources, thereby expanding the scope for research and collaboration [1].

The construction of digital humanities laboratories in universities is a testament to the growing importance of digital tools in humanities research. These laboratories serve as platforms for interdisciplinary research and innovation, providing digital resources and services that facilitate academic research and knowledge dissemination. They are also instrumental in cultivating a new generation of scholars equipped with digital competencies to meet the demands of the digital era.

The advent of the metaverse introduces a new dimension to digital humanities research and education. The metaverse, a virtual space parallel to the physical world, offers immersive and interactive experiences that can significantly enhance the way digital humanities are studied and taught. It presents opportunities for academic collaboration, data sharing, and the creation of virtual research environments, thereby redefining the landscape of digital humanities research.

However, the construction of metaverse digital humanities laboratories in universities faces several challenges, including talent cultivation, technological updates, resource sharing, and service innovation. To address these issues, strategies such as accelerating the development of metaverse infrastructure, promoting the transformation of traditional digital humanities laboratories, and fostering deep integration of research information resources are essential [2].

In conclusion, the synergy between the digital economy and digital humanities is pivotal in shaping the future of academic research and cultural heritage preservation. The establishment of metaverse digital humanities laboratories in universities is a strategic step towards harnessing the potential of digital technologies to enrich humanities research and education, fostering a new era of digital scholarship and cultural exploration.

## 2. The Role and Significance of Laboratories in Digital Humanities Research in Colleges and Universities

The advent of the metaverse, a concept initially proposed in the realm of science fiction and now burgeoning at the forefront of technological innovation, signifies a transformative impact on the field of digital humanities research. The metaverse, often characterized by its immersive virtual environments facilitated by VR/AR technologies, presents a multifaceted platform that integrates various digital resources and applications. This integration not only enhances the interactivity and social dimensions of digital experiences but also introduces new paradigms for academic research and collaboration within the humanities. The rise of the metaverse introduces a novel research perspective for digital humanities, providing an expansive platform for academic cooperation and data sharing. It allows researchers to engage with digital humanistic data and analytical results in a virtual space, thereby enhancing the ease of understanding and discovery of information. This paradigm shift is particularly significant for the preservation and innovation of cultural heritage, as it enables the transcendence of traditional limitations and the revitalization of cultural practices through technological empowerment. Moreover, the metaverse's infrastructure, underpinned by cutting-edge technologies such as 5G/6G networks, IoT, AI, blockchain, and digital twinning, offers a robust foundation for the development of digital humanities laboratories in universities. These laboratories, when integrated with metaverse technologies, can lead to the creation of virtual research environments that are not confined by geographical boundaries, thus fostering a more inclusive and collaborative research culture. The metaverse also presents new opportunities for talent cultivation and the development of interdisciplinary competencies. It necessitates the creation of a new educational framework that aligns with the digital humanities [3], one that emphasizes the convergence of technology and humanities to produce well-rounded scholars adept in both domains. Despite the potential benefits, the construction of metaverse digital humanities laboratories also faces challenges, such as the need for advanced hardware infrastructure, the complexity of technology integration, and the establishment of data protection norms. Addressing these challenges requires strategic planning and a concerted effort to create a supportive ecosystem that can nurture the growth of digital humanities research in the metaverse era. In summary, the emergence of the metaverse heralds a new era for digital humanities research, offering unprecedented opportunities for innovation, collaboration, and educational reform. It is a pivotal moment that demands the attention and proactive engagement of academic institutions, researchers, and technologists to harness its potential and navigate the complexities of this transformative technological wave.

Universities' digital humanities laboratories play a pivotal role in the advancement of digital humanities research, representing a confluence of technological innovation and humanistic inquiry. These laboratories serve as crucibles for interdisciplinary collaboration, fostering a synergy between the digital and the humanities that is reshaping the academic landscape. The significance of digital humanities laboratories in universities is multifaceted:

1. **Innovation Hubs:** They act as hubs for innovation, providing scholars with access to cutting-edge digital tools and platforms that facilitate the creation, manipulation, and analysis of large datasets, thus enabling new avenues of research in the humanities [4].
2. **Educational Enhancement:** Laboratories are essential for educational purposes, offering students hands-on experience with digital methodologies and resources, thereby preparing them for careers in a digital-centric world.
3. **Methodological Expansion:** They expand the methodological toolkit available to humanities researchers, allowing for the application of computational techniques to traditional humanities problems, which can lead to novel insights and discoveries.
4. **Cross-Disciplinary Research:** Digital humanities laboratories promote cross-disciplinary research by providing a common ground for collaboration between technologists, social scientists, artists, and humanists, thereby enriching the research ecosystem.
5. **Cultural Preservation and Dissemination:** These labs contribute to the preservation and dissemination of cultural heritage through digital means, making historical and cultural artifacts accessible to a broader audience and facilitating their study and appreciation.

6. **Data-Driven Research:** They enable data-driven research in the humanities, where the analysis of digital traces can reveal patterns and trends that are not easily discernible through traditional research methods.
7. **Publishing and Sharing:** Laboratories often provide support for the publication and sharing of digital research outputs, including online journals, databases, and interactive platforms, thus enhancing the visibility and impact of humanities research.
8. **Community Building:** They serve as community-building venues, hosting workshops, seminars, and conferences that bring together researchers, students, and the public to discuss, debate, and collaborate on digital humanities topics [5].
9. **Skills Development:** Laboratories are vital for the development of technical skills among humanities researchers, equipping them with the ability to navigate and utilize digital tools and resources effectively.
10. **Research Support:** They offer comprehensive research support services, including data management, computational support, and methodological guidance, which are critical for the success of digital humanities projects.

In essence, digital humanities laboratories in universities are transformative spaces that are redefining the scope and methods of humanities research. They are not just adjuncts to traditional research but are increasingly becoming central to the way humanities are studied, taught, and understood in the 21st century. As such, they represent a significant investment in the future of scholarly inquiry and education in the digital age.

### **3. The Current Status of Metaverse Digital Humanities Laboratory Construction in Higher Education Institutions**

The construction of metaverse digital humanities laboratories in universities represents a significant frontier in the convergence of technology and humanities research. These laboratories, at their core, aim to integrate advanced digital technologies, such as virtual reality (VR), augmented reality (AR), and artificial intelligence (AI), with traditional humanities scholarship to foster innovative research methodologies and pedagogical approaches [6].

1. **Infrastructure Development:** Many universities have initiated the establishment of metaverse digital humanities laboratories, recognizing the potential of immersive technologies to enhance research and education in the humanities.
2. **Resource Integration:** These laboratories are leveraging digital twins and other technologies to integrate scientific research information resources, creating a rich, interconnected data environment for scholarly inquiry.
3. **Service Innovation:** Efforts are being made to develop metaverse digital humanities services that are user-centric, aiming to improve the quality and value of services provided to the academic community.
4. **Talent Cultivation:** There is a growing focus on constructing a comprehensive training system that integrates metaverse technology with digital humanities education to nurture the next generation of scholars.

The challenges and problems include the following:

1. **Technological Challenges:** The integration of cutting-edge technologies into the metaverse digital humanities framework is complex and requires significant expertise in both digital technology and humanities research.
2. **Infrastructure Limitations:** Despite advancements, there is a need for more robust hardware infrastructure to support the demanding requirements of metaverse applications in an academic setting.
3. **Data Management:** The laboratories face challenges in managing and protecting vast amounts of user and resource data, necessitating the establishment of secure and efficient data systems.
4. **Interdisciplinary Collaboration:** Effective collaboration across different disciplines is crucial but can be hindered by the siloed nature of academic departments and the complexity of integrating diverse research methodologies.
5. **User Experience:** Enhancing the user experience within the metaverse digital humanities environment is a challenge, as it requires a deep understanding of both technical capabilities and the needs of humanities researchers.
6. **Legal and Ethical Considerations:** As with any digital platform, there are legal and ethical issues surrounding data privacy, user consent, and the use of personal information within the metaverse context.
7. **Financial Constraints:** The development of metaverse digital humanities laboratories is resource-intensive, and securing adequate funding for sustainable growth is an ongoing concern.

In conclusion, while the metaverse digital humanities laboratories in universities are in a nascent stage, they hold great promise for transforming humanities research and education. Addressing the existing challenges will be key to realizing their full potential and ensuring they serve as platforms for innovative scholarly work and knowledge dissemination in the digital age.

#### 4. Current Status of Physical Digital Humanities Laboratory Construction

The construction of physical digital humanities laboratories within academic institutions has evolved significantly, reflecting the interdisciplinary integration of technology and humanities research. These laboratories serve as essential platforms for the advancement of digital humanities, providing a range of services and resources that facilitate innovative research and educational endeavors. Current Status of Physical Digital Humanities Laboratories as following:

1. **Diverse Project Development:** Universities have initiated various digital humanities projects that leverage the unique capabilities of these laboratories. These projects span a wide array of humanities disciplines, including history, literature, art, music, philosophy, linguistics, and archaeology [7].
2. **Resource-Rich Environments:** Laboratories are equipped with a wealth of digital resources such as online databases, digitized artifacts, digital maps, and musical resources, which are crucial for research and educational activities in the humanities.
3. **Interdisciplinary Team Composition:** The teams managing these laboratories are composed of professionals from diverse fields, including the humanities, computer science, statistics, library science, and information science, ensuring a comprehensive approach to digital humanities research.
4. **Service Provision:** Laboratories offer a suite of services to support digital humanities research, including digital documentation, data analysis, data visualization, digital publishing, and digital exhibitions, enhancing the efficiency and scope of scholarly work.
5. **Technical and Educational Support:** They provide technical assistance, research guidance, data management, copyright management, and publication support, among other services, to researchers and students.
6. **Collaborative Spaces:** Many digital humanities laboratories are designed to foster collaboration, with facilities that include data laboratories and discussion rooms, promoting a communal approach to research and learning.
7. **Educational Programs:** Some laboratories also offer educational programs, including workshops, training sessions, and courses on digital humanities tools and methodologies, contributing to the professional development of students and researchers.
8. **Challenges and Limitations:** Despite their benefits, physical digital humanities laboratories face challenges such as access restrictions for external users, limitations in resource sharing, and the need for interdisciplinary expertise, which may require additional training for traditional researchers [8].

In summary, physical digital humanities laboratories at universities are vital infrastructures that support the digital transformation of humanities research and education. They represent a significant commitment to the integration of technology in the humanities, providing a dynamic environment for scholarly innovation and collaboration. However, they also necessitate ongoing efforts to address the challenges associated with access, resource sharing, and interdisciplinary collaboration.

#### 5. The Current State of Virtual Digital Humanities Laboratory Construction

The construction of virtual digital humanities laboratories represents a significant shift towards integrating advanced digital technologies into humanities research and education. These virtual environments, underpinned by the burgeoning concept of the metaverse, offer unique opportunities for academic institutions to innovate and expand the scope of digital humanities. Current Status of Virtual Digital Humanities Laboratories as following:

1. **Technological Integration:** Virtual laboratories are increasingly incorporating cutting-edge technologies such as blockchain, artificial intelligence, and virtual reality to create immersive and interactive research experiences.
2. **Resource Accessibility:** These platforms provide access to a vast array of digital resources, including databases, archives, and multimedia content, which can be utilized by a broader audience beyond the physical confines of traditional laboratories.
3. **Collaborative Research:** Virtual environments facilitate collaborative efforts by researchers across geographical boundaries, enhancing the potential for interdisciplinary and cross-institutional projects [9].
4. **Educational Enhancement:** Virtual laboratories offer new avenues for teaching and learning, allowing students to engage with digital humanities in a more dynamic and interactive manner.
5. **Service Expansion:** Beyond traditional research and education, virtual digital humanities laboratories are expanding their services to include digital exhibitions, public outreach, and community engagement initiatives.
6. **Challenges in Interactivity:** While virtual platforms offer flexibility, they may lack the tactile and immersive experiences provided by physical laboratories, which could impact the depth of user interaction and learning [10].
7. **Data Security Concerns:** The reliance on online platforms raises concerns regarding data security and privacy, necessitating robust encryption and protection measures to safeguard sensitive research information [11].

8. **Technical Support and Infrastructure:** The effective operation of virtual laboratories depends on a strong technical infrastructure, which requires significant investment in hardware, software, and skilled personnel for maintenance and support.

9. **User Experience:** Virtual environments are continually being refined to improve user experience, with a focus on intuitive interfaces, personalized services, and accessible design to cater to diverse user needs.

10. **Community Building:** Virtual platforms provide opportunities to build digital humanities communities, fostering a sense of collaboration and shared purpose among researchers, educators, and students. In essence, the development of virtual digital humanities laboratories is a response to the evolving landscape of academic research and education.

These virtual spaces are redefining the traditional boundaries of humanities scholarship, providing new tools and methodologies to explore, analyze, and interpret human culture and history in the digital age. Despite the challenges, the potential of virtual laboratories to revolutionize digital humanities research and education is significant and continues to be a dynamic area of growth and innovation.

## **6. The Problems Faced By the Construction of Metaverse Digital Humanities Laboratories in Universities**

The construction of metaverse digital humanities laboratories in higher education institutions, while heralding new opportunities for academic innovation, also confronts a spectrum of challenges that necessitate strategic solutions. The identified issues, as extrapolated from the scholarly article, are as follows:

1. **Infrastructure Development:** There is a pressing need to accelerate the development of metaverse hardware infrastructure to support the advanced technological requirements of these laboratories. This includes high-performance computing, networking capabilities, and security systems to ensure seamless operation and data protection.

2. **Technological Integration:** The complexity of integrating various digital technologies such as VR/AR, AI, blockchain, and 5G within the metaverse environment presents a significant hurdle. The laboratories must ensure that these technologies are not only compatible but also enhance the research and educational experience [12-15].

3. **Data Management:** Addressing the challenges of data layer management is crucial. This involves creating a secure and efficient system for data storage, backup, migration, and protection, with a focus on maintaining the integrity, safety, and privacy of user data.

4. **Resource Sharing:** Establishing a mechanism for the sharing and co-creation of digital resources is essential. This includes the development of platforms that encourage collaboration and the sharing of digital assets among researchers while safeguarding copyright and intellectual property rights.

5. **User Experience:** Enhancing the user experience within the metaverse digital humanities laboratories is paramount. This involves designing intuitive interfaces, personalized services, and immersive environments that cater to the diverse needs of students, researchers, and other stakeholders.

6. **Talent Cultivation:** The lack of a structured training system that integrates metaverse technology with digital humanities education poses a challenge. There is a need to develop a comprehensive talent training system that prepares individuals for the interdisciplinary nature of metaverse digital humanities work.

7. **Interdisciplinary Collaboration:** Encouraging cross-disciplinary cooperation can be challenging due to the specialized nature of digital humanities. The laboratories must foster an environment that welcomes collaboration across different fields of study.

8. **Service Innovation:** The development of metaverse digital humanities services that are both innovative and responsive to user needs is a complex task. Services must be designed to add value and improve the quality of research and educational experiences.

9. **Ethical and Legal Considerations:** As with any digital platform, the metaverse digital humanities laboratories must navigate ethical and legal issues related to data usage, user consent, and privacy rights.

10. **Financial Investment:** The high costs associated with establishing and maintaining the laboratories can be a barrier, particularly for institutions with limited resources. Sustainable funding models need to be explored to support the long-term viability of these initiatives.

In summary, the construction of metaverse digital humanities laboratories in universities is a complex endeavor that requires a concerted effort to address technical, pedagogical, ethical, and financial challenges. It is a multi-faceted issue that demands strategic planning, interdisciplinary collaboration, and a commitment to innovation to fully realize the potential of these cutting-edge research and educational environments.

## 7. The Framework Model for the Construction of Metaverse Digital Humanities Laboratories in Universities

The framework model for the construction of metaverse digital humanities laboratories in universities, as delineated in the scholarly work, encompasses a multi-tiered structure designed to integrate digital technologies with humanities research and education. This model is articulated with the following layers, each serving a distinct yet interconnected purpose:

1. **Physical Layer:** This foundational layer includes the essential hardware infrastructure necessary for the operation of the metaverse digital humanities laboratory. It comprises high-performance computing resources, networking equipment for high-speed data transmission, and security devices to ensure data integrity and confidentiality [16-19].

2. **Technical Layer:** Situated atop the physical layer, this component involves the application of cutting-edge technologies such as virtual reality (VR), augmented reality (AR), mixed reality (MR), and other immersive technologies. It also includes the integration of blockchain for secure transactions and data management, as well as artificial intelligence (AI) for enhanced data processing and analysis.

3. **Data Layer:** The data layer focuses on the management and curation of both user-generated content and resource data. It involves the creation of a robust digital repository for humanities resources, including texts, artifacts, and multimedia, ensuring accessibility and interoperability for researchers and students.

4. **Application Layer:** This layer integrates the technologies from the technical layer with specific applications relevant to digital humanities. It provides a platform for VR/AR visualization, virtual meetings, educational training, and digital resource management, thereby facilitating immersive and interactive experiences for users [20-25].

5. **Interaction Layer:** The interaction layer is the interface between users and the metaverse digital humanities laboratory. It includes both software applications for digital humanities services and hardware support through devices such as AR/VR headsets, mobile terminals, PCs, and wearables, allowing for a diverse and personalized user experience.

The metaverse digital humanities laboratory framework model is designed to be a dynamic and scalable ecosystem that can adapt to the evolving needs of digital humanities research. It aims to provide an immersive, secure, and collaborative environment that fosters innovation in humanities scholarship by leveraging the transformative potential of metaverse technologies. The model also underscores the importance of user experience, data security, and the creation of a sustainable and supportive infrastructure for long-term academic and research endeavors in the digital humanities.

## 8. Strategies and Suggestions for the Construction of Metaverse Digital Humanities Laboratories

The strategic development of metaverse digital humanities laboratories in universities involves a multifaceted approach that addresses several key areas. Here is a detailed summary of the strategies and recommendations for each aspect as outlined in the scholarly article:

### 1. Hardware Infrastructure Construction

Invest in high-performance computing systems, advanced networking capabilities, and secure data storage solutions to support the intensive computational and data processing requirements of metaverse applications. Ensure the availability of cutting-edge VR/AR headsets, motion capture systems, and other interactive devices necessary for immersive experiences within the digital humanities research environment.

### 2. Technology Advancement and Upgrading

Integrate emerging technologies such as AI, blockchain, and 5G networks to enhance the functionality and interactivity of the metaverse digital humanities platform. Promote the transformation of traditional digital humanities laboratories by adopting metaverse technologies, enabling the creation of more sophisticated and engaging virtual environments for research and education.

### 3. Data Protection and Resource Sharing Mechanism

Implement robust data security protocols to protect user privacy and the integrity of research data, including encryption, access controls, and regular security audits. Establish a resource sharing platform that facilitates the exchange of digital assets and research materials among researchers, while respecting copyright and intellectual property laws. Encourage the development of open access repositories and collaborative tools that enable researchers to share and build upon each other's work, fostering a culture of open scholarship.

### 4. User Experience Enhancement

Conduct user research and feedback sessions to identify areas for improvement in the metaverse digital humanities interface, ensuring that the platform is user-friendly and accessible to a diverse audience. Develop personalized

and adaptive digital humanities experiences within the metaverse, leveraging AI to tailor content and interactions to individual user preferences and needs. Provide comprehensive training and support to users, enabling them to fully utilize the features and capabilities of the metaverse digital humanities environment.

#### 5. Talent Cultivation System Establishment

Design interdisciplinary educational programs that combine digital technology skills with humanities knowledge, preparing students for careers at the intersection of technology and humanities research. Foster partnerships with industry and academic institutions to provide students with practical experience and exposure to real-world applications of metaverse technologies in digital humanities. Encourage lifelong learning and continuous professional development for faculty and researchers, keeping them abreast of the latest advancements in metaverse technologies and digital humanities methodologies. Create opportunities for students and researchers to engage in metaverse digital humanities projects, promoting hands-on learning and the development of a skilled workforce equipped to contribute to the future of digital humanities research.

By focusing on these strategic areas, universities can effectively build and enhance metaverse digital humanities laboratories that are secure, user-friendly, and pedagogically rich, ultimately contributing to the advancement of knowledge and innovation in the field of digital humanities.

## 9. Conclusion

The construction of metaverse digital humanities laboratories in higher education institutions is of paramount importance and holds significant potential for the future of research and education. Here is a comprehensive summary that encapsulates the importance and future prospects of these innovative academic spaces:

### A. Importance of Metaverse Digital Humanities Laboratories

**Interdisciplinary Convergence:** These laboratories are critical in fostering a convergence of digital technologies with humanities research, thereby expanding the scope and methodologies of traditional humanities scholarship.

**Innovation in Research:** By providing an immersive and interactive platform, they enable researchers to engage with complex data and cultural artifacts in novel ways, facilitating innovative approaches to humanities research.

**Educational Transformation:** Metaverse digital humanities laboratories offer transformative educational experiences, allowing students to learn through virtual simulations and interactive sessions that enhance understanding and retention of knowledge.

**Cultural Preservation and Dissemination:** They serve as platforms for the digital preservation of cultural heritage and facilitate its dissemination to a global audience, thus promoting cultural exchange and understanding.

**Collaborative Work:** These laboratories break down geographical barriers, enabling collaborative research projects and interdisciplinary teamwork among scholars from diverse backgrounds.

### B. Future Research Prospects

**Technological Advancements:** As metaverse technologies mature, future research will likely involve more sophisticated VR/AR experiences, AI-driven analysis, and blockchain-based data management, leading to deeper insights and new research paradigms in the humanities.

**Pedagogical Innovation:** The integration of metaverse technologies into educational curricula is expected to grow, with a focus on developing new pedagogical models that leverage the immersive and interactive nature of the metaverse.

**Cross-Disciplinary Synergies:** Future research will explore the synergies between the humanities and other fields such as computer science, data science, and social sciences, leading to a more holistic understanding of human culture and society.

**Ethical Considerations:** As the metaverse digital humanities laboratories become more prevalent, ethical considerations regarding data privacy, representation of cultural heritage, and equitable access to technology will become increasingly important.

**Global Collaboration:** The future of research in this domain will likely see increased global collaboration, with institutions and researchers worldwide sharing resources, knowledge, and best practices.

**Impact Assessment:** There will be a growing emphasis on assessing the impact of metaverse technologies on humanities research, including how it influences scholarly communication, public engagement, and the broader cultural landscape.

In conclusion, the establishment of metaverse digital humanities laboratories is a significant step towards a future where technology and humanities are deeply intertwined. These laboratories are not only important for the present academic and research landscape but also hold the key to unlocking new frontiers in humanities research and education for years to come.

## 10. Conflict of Interest

All authors disclosed no relevant relationships.

**Acknowledgments.** None.

## References

1. Stieglitz S, Bunker D, Mirbabaie M, et al. Sense-making in social media during extreme events[J]. *Journal of Contingencies and Crisis Management*, 2018, 26(1): 4-15.
2. Demchenko Y, Grosso P, De Laat C, et al. Addressing big data issues in scientific data infrastructure[C]//2013 International conference on collaboration technologies and systems (CTS). IEEE, 2013: 48-55.
3. Kurt R. Industry 4.0 in terms of industrial relations and its impacts on labour life[J]. *Procedia computer science*, 2019, 158: 590-601.
4. Kitchin R. Big Data, new epistemologies and paradigm shifts[J]. *Big data & society*, 2014, 1(1): 2053951714528481.
5. Pereyra M A, Kothhoff H G, Cowen R. PISA under examination: Changing knowledge, changing tests, and changing schools[M]//Pisa under examination. Brill, 2011: 1-14.
6. Berry D M. The computational turn: Thinking about the digital humanities[J]. *Culture machine*, 2011, 12.
7. Unsworth J. Scholarly primitives: What methods do humanities researchers have in common, and how might our tools reflect this[C]//Symposium on Humanities Computing: Formal Methods, Experimental Practice. King's College, London, 2000, 13: 5-00.
8. Nyhan J. 14 In Search of Identities in the Digital Humanities: The Early History of Humanist[J]. *Social media archeology and poetics*, 2016: 227.
9. Scholes R, Wulfman C. Humanities computing and digital humanities[J]. *South Atlantic Review*, 2008, 73(4): 50-66.
10. Michel J B, Shen Y K, Aiden A P, et al. Quantitative analysis of culture using millions of digitized books[J]. *science*, 2011, 331(6014): 176-182.
11. Benito-Santos A, Sanchez R T. A data-driven introduction to authors, readings, and techniques in visualization for the digital humanities[J]. *IEEE Computer Graphics and Applications*, 2020, 40(3): 45-57.
12. Sim J K, Xu K W, et al. Designing an Educational Metaverse: A Case Study of NTUUniverse[J]. *Applied Sciences*, 2024, 14(6): 2559.
13. Yin S, Li H, Sun Y, et al. Data Visualization Analysis Based on Explainable Artificial Intelligence: A Survey[J]. *IJLAI Transactions on Science and Engineering*, 2024, 2(3): 24-31.
14. George B, Wooden O. Managing the strategic transformation of higher education through artificial intelligence[J]. *Administrative Sciences*, 2023, 13(9): 196.
15. Yin S, Li H, Laghari A A, et al. An Anomaly Detection Model Based On Deep Auto-Encoder and Capsule Graph Convolution via Sparrow Search Algorithm in 6G Internet-of-Everything[J]. *IEEE Internet of Things Journal*, 2024.
16. Jiang Y, Yin S. Heterogenous-view occluded expression data recognition based on cycle-consistent adversarial network and K-SVD dictionary learning under intelligent cooperative robot environment[J]. *Computer Science and Information Systems*, 2023, 20(4): 1869-1883.
17. Clark T, Hamilton O, Morris M, et al. Mission, Morals and the Metaverse: How Morehouse College is Transforming Undergraduate Education in the Sciences and Humanities with Virtual Reality[M]//Ethical Considerations of Virtual Reality in the College Classroom. Routledge, 2023: 270-290.
18. Sutikno T, Aisyahrani A I B. Non-fungible tokens, decentralized autonomous organizations, Web 3.0, and the metaverse in education: From university to metaversity[J]. *Journal of Education and Learning (EduLearn)*, 2023, 17(1): 1-15.
19. Meng X, Wang X, Yin S, et al. Few-shot image classification algorithm based on attention mechanism and weight fusion[J]. *Journal of Engineering and Applied Science*, 2023, 70(1): 14.
20. Shu X, Gu X. An empirical study of A smart education model enabled by the edu-metaverse to enhance better learning outcomes for students[J]. *Systems*, 2023, 11(2): 75.
21. Arifin A, Djumat I, Nicolas D G, et al. Metaverse in Education; Innovation Strategy, Learning Acceleration, and Optimization[J]. *Journal of Namibian Studies: History Politics Culture*, 2023, 34: 1470-1485.
22. Liu D, Shan L, Wang L, et al. P3OI-MELSH: Privacy protection target point of interest recommendation algorithm based on multi-exploring locality sensitive hashing[J]. *Frontiers in Neurobotics*, 2021, 15: 660304.
23. Jisi A, Yin S. A new feature fusion network for student behavior recognition in education[J]. *Journal of Applied Science and Engineering*, 2021, 24(2): 133-140.
24. Jiang D, Li H, Yin S. Speech emotion recognition method based on improved long short-term memory networks[J]. *International Journal of Electronics and Information Engineering*, 2020, 12(4): 147-154.
25. Arifin A, Djumat I, Nicolas D G, et al. Metaverse in Education; Innovation Strategy, Learning Acceleration, and Optimization[J]. *Journal of Namibian Studies: History Politics Culture*, 2023, 34: 1470-1485.



## Biography

**Xiaoxi Tian** is with Shenyang Jianzhu University. Research direction is Computer Integrated Circuit Reliability and AI.

**Yuwei Liu** is with Shenyang Jianzhu University. Research direction is Computer Integrated Circuit Reliability and AI.

**Kuangyi He** is with Shenyang Jianzhu University. Research direction is Computer Integrated Circuit Reliability and AI.