In the frame of the research project undertaken in the site of La Draga, an Early Neolithic (ca. 5.300-4.800 cal BC) pile-dwelling settlement located at the North Eastern of the Iberian Peninsula, a virtual reconstruction of the settlement has been developed in order to show how did this Neolithic community live. This virtual reconstruction of the settlement has been made accessible to the public as a 360° video, a virtual reality (VR) serious game, and a VR tour, hence offering different degrees of human-computer interaction. These technological results have been produced by means of a complex co-creation process involving archeologists, computer scientists, software developers, and designers. In this article, we present the methodology and tools employed to produce the 3D reconstruction of La Draga as well as the VR serious game and the VR tour. Furthermore, we also present some preliminary lessons on the role of VR and serious games that stem from analyzing the feedback provided by the museum audience. From this specific experience, we also extract some general conclusions towards the potential of VR and serious games as valuable technologies to engage children and teenagers in history and archaeology as sciences of the social past.