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Using a Cultural Heritage Information System for the documentation of the restoration process
Juan Carlos Torres, Luis López, Celia Romo, German Arroyo, Pedro Cano, Francisco Lamolda and M. Mar Villafranca

Information Landscapes for the Communication of Ancient Manuscripts Heritage
Marcello Carrozzino, Alexandra Angeletaki, Marina Belli, Chiara Evangelista and Massimo Bergamasco

Session 2b—Applied Digitization & Reconstruction

Virtualization and the Democratization of Science: How 3D Technologies Revolutionize Museum Research and Access
Herbert D.G. Maschner and Corey D. Schou

Exploring Canons & Cathedrals with Open Virtual Worlds
The Recreation of St Andrews Cathedral, St Andrews Day, 1318
Sarah Kennedy, Richard Fawcett, Alan Miller, Lisa Dow, Rebecca Sweetman, Alex Field, Anne Campbell, Iain Oliver, John McCaffery and Colin Allison

The Impact of the Latest 3D Technologies on the Documentation of Underwater Heritage Sites
Miran Erič, Rok Kovačič, Gregor Berginc, Mitja Pugelj, Žiga Stopinšek and Franc Solina

The natural history production line
An industrial approach to the digitization of scientific collections
Maarten Heerlien, Joost van Leusen, Stephanie Schnörr and Kirsten van Hulsen

Knowledge Management and Cultural Heritage Repositories.
Cross-Lingual Information Retrieval Strategies
Maria Pia Di Buono, Johanna Monti, Mario Monteleone and Federica Marano

Short Papers

Session 1—Museum & Digital Technology

3D Digitizing a whole museum: a metadata centered workflow
Gabriele Guidi, Pablo Rodriguez-Navarro, Laura L. Micoli, Sara Gonizzi and Michele Russo

XIX
Instagram as Cultural Heritage
User Participation, Historical Documentation, and Curating in Museums and Archives through Social Media
Bente Jensen

Suggestion of RFID Technology for Tracking Museum Objects in Turkey
Nurdan Atalan Çayırezmez, Hakan Melih Aygün and Levent Boz

It is unique, it is fragile, but it is open to all.
Virtual 3d Enhancement of The Archaeological Collections of the S. Mark Square, Venice.
Clara Peranetti, Diego Calaon, Micol Pillon and Silvia Tricarico.

Session 2—Applied Visualization & Reconstruction

3D Computer Graphics short films for communicating cultural heritage
An open source pipeline to fasten production
Francesca Delli Ponti, Daniele De Luca, Antonella Guidazzoli, Silvano Imboden and Maria Chiara Liguori

Motion and Embodiment
3D Simulations for Historic Fashion
Kathi Martin and Dave Mauriello

The Art of Reconstruction
Documenting the process of 3D modeling: some preliminary results
Patricia Lulof, Loes Opgenhaffen and Maarten Sepers

A multi-disciplinary approach to the preservation of Cultural heritage: a case study on the Piazzetta degli Ariani, Ravenna
Matteo Zaccarini, Alessandro Iannucci, Marco Orlandi, Mariangela Vandini and Simone Zambruno

Imagining the past of an Italian garden
A historical-virtual reconstruction of Villa lo Zerbino
Anna Toth, Davide Spallazzo and Mauro Ceconello

Illusionary perspective technique in historical building yards, experimental research for their valorization
The case study for Bibiena in Bologna
Francesca Porfiri

Digital Cities
A Collaborative Engagement With Urban Heritage
Timothy J. Senior, Victoria Szabo and Florian Wiencek

Application modes of Virtual Restoration and Reconstruction Technology in Protection and Presentation of Cultural Heritage in China
Liyu Fang, Chenchen Hou and Yi Su
Session 3 – Architecture, Landscape: Documentation & Visualization

Digitizing the Holy – 3D Documentation and analysis of the architectural history of the “Room of the Last Supper” – the Cenacle in Jerusalem
Sorin Hermon, Hamudi Khalaily, Gideon Avni, Amit Reem, Giancarlo Iannone and Marina Fakka

Digital survey and interpretation of a fortification fragment: the Cadi Bridge at the feet of the Alhambra hill, Granada, Spain
Pablo Rodríguez-Navarro and Giorgio Verdiani

The Teaching Astronomical Observatory of the University of Lisbon (19th century)
A Virtual Experience
Ana Paula Claudio, Paula Redweik, Maria Beatriz Carmo, Marta Lourenço, Pedro Lopes, António Perestrello Matos, Ana Margarida Campos, Jorge Santos, José Pedrosa, Robin Burgess, José Juan Blasco and Fernando Sempere

Disclosing documentary archives: AR interfaces to recall missing urban scenery
Alessandra Meschini, Daniele Rossi and Ramona Feriozzi

Public Presentation of Japanese Historic Sites using 3D Tiled Display Wall
Rieko Kadobayashi, Tsuneo Jozen, Masaki Chikama and Shinji Shimojo

Street Art and the Cultural Heritage of the Contemporary City
Giovanni Caffio

Acquiring, Modeling and Testing Freeform Sculptures
A sculpture by Simon Benetton at the Campus of the University of Trieste
Alberto Sdegno, Giovanni Fraziano, Natalino Gattesco, Gaia Pavoni and Marco Jez

Session 4 – Knowledge & Online Collections

Knowledge Networking through Social Media for Digital Heritage Resources
Martin White, Zeeshan Patoli and Tudor Pascu

Television HeritageLinked and Visualized
The EUscreen Virtual Exhibitions and the Linked Open Data Pilot
Johan Oomen, Vassilis Tsouvaras, Erwin Verbruggen and Kati Hyyppä

Decision-Making Support Systems for the Archaeological Domain: a Natural Language Processing Proposal
Maria Pia Di Buono, Sorin Hermon, Mario Monteleone, Paola Ronzino and Valentina Vassallo

Semantics for the exploration of historical business archives
Challenges and Perspectives in the R.I.C.E.R.C.A. project
Monica De Martino, Marina Monti, Simone Pastorino, Chiara Rosati, Giovanni Mosca, Rita Pasini and Gianni Viano

XXI
Making on-line cultural heritage visible for educational proposes  
Janine Sprünker  

Reusing cultural heritage digital resources in teaching  
Vincenza Ferrara, Andrea Macchia and Sonia Sapia  

DIANA: an Approach to Coin Iconography according to Time and Space through digital Maps  
Maria Caltabiano, Grazia Salamone, Mariangela Puglisi, Benedetto Carroccio, Barbara Sisalli, Antonio Celesti and Andrea Nucita  

Browsing and searching UNESCO Intangible heritage on the web: two ways  
Maria Teresa Artese and Isabella Gagliardi  

Posters  
Session 1  
Smart Culture and Social Innovation in Sicily  
A digital archive for Sicilian built heritage: the Arch² experience  
Giovanna Vella  
Making of Hampi  
An attempt to bridge culture and technology aspects  
Meera Natampally  
Online Communication of Digital Heritage: Motivation, Path, and Effect  
Huaxiang He, Daopin Cheng and Min Mo  

Session 2  
Palermo: virtual urban reconfiguration of some ancient suares and quarters  
Gian Marco Girgenti and Giuliana Campanella  
NU Porto  
A digital tool to visualize what is beyond the building’s facades  
Pedro Aibeo, João Lopes and Jerónimo Botelho  
Digital collections, online Exhibitions and Virtual Museums in the MEDINA Project  
Communicating the Ancient Near East Cultural Heritage in the Mediterranea Basin  
Alessandra Avanzini and Annamaria De Santis  
Architecture, methods and purpose of the Gra.fo sound archive  
Silvia Calamai, Pier Marco Bertinetto, Chiara Bertini, Francesca Biliotti, Irene Ricci and Gianfranco Scuotri  

XXII
Pox and the City
A Social History Game
*Elizabeth Goins*

Virtual Cultural Gates: Exploring Cyberspace potentials for a Creative Cultural Heritage
An Experimental design Approach for the on-line 3D Virtual Environment
*Eiman M. Elgewely, Walaa M. Sheta and Medhat M. Metwali*

A Piece of Peace in sWARajevo
Locally and Globally Interesting Stories for Virtual Museums
*Selma Rizvic, Andrej Ferko, Aida Sadzak, Elisa Bonacini, Theofanis Karafotias, Maryam Jodeirieraiaje, Linde Egberts, Zina Razdic, Belma Ramic Brkic, Isidora Stankovic, Milena Gnjatovic, Snezana Nenezic, Mascha Bom, Sandra Sljivo, Haris Dervisevic, Tatjana Mijatović, Marija Segan and Nadya Stamatova*

Documenting “Meaning”:
A Participant Model for Tangible Heritage Documentation by Social Media
*Tigin Töre and Evrim Töre*

The Parametric Museum:
Combining Building Information Modeling, 3D Projection Mapping with a Community’s Digital Collections for Cultural Heritage Museums
*Samir Bhowmik*

The Distributed Mobile Guide App Platform for All
A basic concept design for medium-small sized museums in Finland
*Shuchen Wang*

Digital sculptures rebuilt for computation
*Laura Michel, Xavier Brunetaud, Muzahim Al Mukhtar and Benoit Coignard*

Documenting Tangible and Intangible Cultural Heritage using a Transmedia approach: The Discover Québec Mobile Application
*Laurier Turgeon and Alain Massé*

Gigapixel and virtual reality for scientists
When digitization helps multidisciplinary scientists on risky sites
*Anaïs De Graaf, Martin De Graaf and Gwenola Graff*

A critical survey and a design proposal for Al Balad, the Historic District of Jeddah, KSA
*Livio Sacchi*

Digital archives: fostering and enhancing the architectural heritage
*Anna Santi*

Homm-sw
Networks-of-stories to value tangible and intangible heritage in museum
*Margherita Russo, Ruchira Ghose and Mauro Mattioli*

3D-PITOTI
3D acquisition, processing and presentation of prehistoric European rock-art
*Martin Schaich and 3D PITOTI Consortium*
Special Events

**UNESCO Memory of the World**

**Digitisation and Metadata challenges: experiences of the World Digital Library (Uganda)**
Sarah Kaddu and Isaac M.N. Kigongo-Bukenga

*Accepted as Full Paper in Track 1*

Valentina Vassallo, Eleni Athanasiou, Sorin Hermon and Ioannis Eliades

*Accepted as Full Paper in Track 5*

**Preserving the Cultural Heritage of Sudan through Digitisation: Developing Digital Sudan**
Marilyn Deegan and Badreldin Elhagmusa

*Accepted as Short Paper in Track 4*

**notrehistoire.ch**

Building a Collective Audiovisual Memory
Claude Zurcher

*Accepted as Poster in Track 2*

**The Preservation and Digitization of the Dead Sea Scrolls**
Pinna Shor, Gregory Bearman, Marcello Manfredi, Emilio Marengo, Bill Christens – Barry and Ken Boydston

*Accepted as Special Paper*

**CAA Fall 2013 Symposium**

**Session: Sensing Archaeological Landscapes & Sites**

**UAV photogrammetry for archaeological survey: the Theaters area of Pompeii**
Renato Saleri, Valeria Cappellini, Nicolas Nony, Marc Pierrot-Deseilligny, Emmanuel Bardiere, Massimiliano Campi and Livio De Luca

*Accepted as Full Paper in Track 1*

**Changing visual networks around Besançon**
Combining intervisibility and vegetation modeling
Rachel Opitz, Laure Nuninger and Catherine Fruchart

*Accepted as Special Paper*

**Ground Based Lidar of Ancient Andean Agricultural Systems**
Ana Cristina Londono, Megan L. Hart, Patrick Ryan Williams, Megan L. Hente, Donna J. Nash and Sofia Chacaltana C.

*Accepted as Special Paper*
Visualizing the Invisible: Digital Reconstruction from an Integrated Archaeological, Remote Sensing and Geophysical Research of a Late Roman Villa in Dürres (ALBANIA)
Daniele Malfitana, Giuseppe Cacciaguerra, Giovanni Fragalà, Giovanni Leucci, Nicola Masini, Cettina Santagati, Giuseppe Scardozzi and Eduard Shehi
Accepted as Full Paper in Track 3

From Mounds to Maps to Models Visualizing Ancient Architecture across Landscapes
Heather Richards-Rissetto
Accepted as Short Paper in Track 3

The Research on the Road System of the Hittite Empire
İbrahim Murat Ozulu, Esma Reyhan, Fazlı Engin Tombuş and Mustafa Coşar
Accepted as Special Paper

Session: Archaeological Information Systems

REVEAL: one future for heritage documentation
Donald H. Sanders
Accepted as Full Paper in Track 6

Mobile Analysis of Large Temporal Datasets for Exploration and Discovery
Andrew Huynh and Albert Yu-Min Lin
Accepted as Short Paper in Track 3

OpenDig: In-Field Data Recording for Archaeology and Cultural Heritage
Matthew L. Vincent, Falko Kuester and Thomas E. Levy
Accepted as Short Paper in Track 6

Open Data Kit Mobile Data Collection for Cultural Heritage
Edward G. Fitzgerald
Accepted as Special Paper

From tablet to website: using FAIMS and Heurist to collect and publish field data
Ian Johnson
Accepted as Special Paper

Construction of an archaeology and cultural heritage oriented GIS in order to document an ancient city.
Case study of the archaeological site of Grand (France).
Anaïs Guillem, Alain Fuchs, Thierry Dechezleprêtre and Gilles Halin
Accepted as Poster in Track 3
Session: Communicating Archaeology: Theory & Practice

“RevQuest: The Black Chambers”
Bringing together Technology and Gaming at a Historical Site
Lisa E. Fischer
Accepted as Full Paper in Track 6

3D Documentation at Çatalhöyük
New Perspectives for Digital Archaeology
Maurizio Forte, Nicolo Dell’Unto, Scott Haddow and Nicola Lercari
Accepted as Special Paper

Gavrinis
The raising of digital stones
Laurent Lescop and Serge Cassen
Accepted as Full Paper in Track 6

Digital Archaeological Landscapes & Replicated Artifacts:
Questions of Analytical & Phenomenological Authenticity & Ethical Policies in
CyberArchaeology
Ashley Richter, Vid Petrovic, David Vanoni, Steven M. Parish, Falko Kuester and Thomas E. Levy
Accepted as Short Paper in Track 4

ARQUEOLOGICA 5th Int’l Meeting

Session: New Tools for New Methods of Archaeological Research

Restitution on site and virtual archaeology: two lines for research
Victoria López Benito, Tania Martínez and Irina Grevtsova
Accepted as Poster in Track 3

Session: Documentia. Digital Documentation of Archaeological Heritage

The St. Eustache and the Meryemana churches in Göreme. Two case studies of
documentation about rupetrian heritage in Cappadocia, technical approach from the digital
survey to the restoration hypothesis
Maria Andaloro, Carmela Crescenzi, Paola Pogliani and Giorgio Verdiani
Accepted as Poster in Track 1

3D documentation of large-scale, complex archaeological sites
The Givati Parking excavation in Jerusalem
Sorin Hermon, Doron Ben-Ami, Hamudi Khalaily, Gideon Avni, Giancarlo Iannone and
Marina Faka
Accepted as Special Paper
The architectural 3d survey vs archaeological 3d survey.

Marco Canciani, Corrado Falcolini, Mauro Saccone and Giovanna Spadafora
Accepted as Poster in Track 3

3D Survey and Documentation in Building Archaeology.
The Medieval Church of San Niccolò in Montieri
Daniele Ferdani and Giovanna Bianchi
Accepted as Poster in Track 1

ICOMOS ICIP Interpretation Panel

Time Window App: Ancient Rome and Ancient Egypt in 3D MVR
Mixed Virtual Reality
Alessandro Furlan
Accepted as Special Paper

Make the excavations speak
The use of a 3D model of a temple of Hercules at Celje as an interpretative tool
Maja Jerala
Accepted as Poster in Track 3

Documenting Tangible and Intangible Cultural Heritage using a Transmedia approach: The
Discover Québec Mobile Application
Laurier Turgeon and Alain Massé
Accepted as Poster in Track 6

Space2Place Symposium

Placing Virtual Heritage
Reconciling Virtual and Cultural Heritage and the Spatial Turn
Dan J. Bonenberger, Trevor M. Harris
Accepted as Short Paper in Track 6

Surface Architectural Scanning of Archaeological Sites with Ground Based Lidar in
Southern Peru
Patrick Ryan Williams, Ana Cristina Londono, Megan L. Hart, Donna J. Nash, Sofia
Chacaltana C. and Megan L. Hente
Accepted as Special Paper

Çatalhöyük @ DiVE
Virtual reconstruction and immersive visualization of a Neolithic building
Nicola Lercari, Maurizio Forte, David Zielinski, Ragies Kopper and Rebecca Lai
Accepted as Special Paper

ALERT Mobile: managing coastal archaeological heritage in Western France
Jean-Baptiste Barreau, Mathieu Sachet, Elais Lopez-Romero, Marie-Yvane Daire and Pau
Olmos-Benlloch
Accepted as Short Paper in Track 4
Contribution to Digital Heritage with Space Technologies: An Introduction to HIST
Changlin Wang
Accepted as Special Paper

On the way to a 4D archaeological GIS: state-of-the-art, future directions and need for standardization
Berdien De Roo, Jean Bourgeois and Philippe De Maeyer
Accepted as Special Paper

Museum & Technology

Rethinking the Virtual Museum
Sorin Hermon and Susan Hazan
Accepted as Full Paper in Track 3

Suggestion of RFID Technology for Tracking Museum Objects in Turkey
Nurdan Atalan Çayirezmez, Hakan Melih Aygün and Levent Boz
Accepted as Short Paper in Track 6

The Last Supper Interactive
Stereoscopic and ultra-high resolution 4K/3D HD for immersive real-time virtual narrative in Italian Renaissance Art
Franz Fischnaller, Yesi Maharaj Singh and Martin Reed
Accepted as Full Paper in Track 6

Design and use of CALM: an ubiquitous environment for learning during museum visit
Pierre-Yves Gicquel, Dominique Lenne and Claude Moulin
Accepted as Full Paper in Track 2

The Etruscanning Project: Gesture-based interaction and user experience in the virtual reconstruction of the Regolini-Galassi tomb
Eva Pietroni, Alfonsina Pagano and Claudio Rufa
Accepted as Full Paper in Track 2

Etruscaning 3D. The Etruscan grave n.5 of Monte Michele in Veii: from digital documentation to virtual reconstruction and communication
Andrea Adami, Carlotta Capurro, Eva Pietroni and Daniel Pletinckx
Accepted as Full Paper in Track 1

Flying a drone in a museum
An augmented-reality cultural serious game in Provence
Sébastien Thon, Dominique Serena-Allier, Céline Salvetat and Françoise Lacotte
Accepted as Full Paper in Track 6

Smart architectural models
Spatial projection-based augmented mock
Daniele Rossi
Accepted as Full Paper in Track 2
A digital look at physical museum exhibits
Designing personalized Stories with handheld Augmented Reality in Museums
Jens Keil, Laia Pujol, Maria Roussu, Timo Engelke, Michael Schmitt, Ulrich Bockholt and Stamatia Eleftheratou
Accepted as Short Paper in Track 2

"Excavate and Learn": Enhance Visitor’s Experience with Touch and NFC
Emanuele Di Rosa and Fabrizio Benente
Accepted as Short Paper in Track 6

The reconstructive study of the Greek colony of Syracuse in a 3D stereoscopic movie for tourists and scholars
Francesco Gabellone, Davide Tanasi and Ivan Ferrari
Accepted as Full Paper in Track 6

Towards an Integrative approach to Interactive Museum Installations
Christie A. Ray and Merel van der Vaart
Accepted as Short Paper in Track 6

A Piece of Peace in sWARajevo
Locally and Globally Interesting Stories for Virtual Museums
Selma Rizvic, Andrej Ferko, Aida Sadzak, Elisa Bonacini, Theofanis Karafotias, Maryam Jodeirerajaie, Linde Egberts, Zina Razdic, Belma Ramic Brbic, Isidora Stankovic, Milena Gnjatovic, Snezana Nenezic, Mascha Bom, Sanda Sljivo, Haris Dervisevic, Tatjana Mijatovic, Marija Segan and Nadya Stamatova
Accepted as Poster in Track 6

Home, sense of place and visitors’ interpretation of digital cultural immersive experiences in museums
Application of the “embodied constructivists GTM digital ethnography in situ” method
Patrizia Schettino
Accepted as Short Paper in Track 3

X3D/X3DOM, Blender Game Engine and Osg4Web: open source visualisation for cultural heritage environments
Antonio Baglivo, Francesca Delli Ponti, Daniele De Luca, Bruno Fanini, Antonella Guidazzoli and Maria Chiara Liguori
Accepted as Full Paper in Track 2

Distributed 3D Model Optimization for the Web with the Common Implementation Framework for Online Virtual Museums
Andreas Aderhold, Yvonne Jung, Katarzyna Wilkosinska and Dieter W. Fellner
Accepted as Full Paper in Track 2

Giza 3D: Digital Archaeology and Scholarly Acess to the Giza Pyramids
The Giza Project at Harvard University
Peter Der Manuelian
Accepted as Full Paper in Track 2
Special Sessions - N/A

**Panels**

Digital Learning in Southern Europe Heritage Organisations  
*Anne Gombault and Aurélien Decamps*

Europeana Photography  
Digitization project to enrich Europeana with historical pictures of early photography  
*Valentina Bachi, Antonella Fresa, Fred Truyen and Sofie Taes*

EAGLE - Europeana Network of Ancient and Greek Epigraphy  
Making Ancient Inscriptions Accessible  
*Silvia Orlandi, Raffaella Santucci, Antonella Fresa and Claudio Prandoni*

Giving Users What They Want. Challenges and Possibilities in Bringing Audiovisual Archives to the Web  
*Erwin Verbruggen*

A Joint Heritage: Where Science and Culture Meet  
*Elizabeth Griffin*

Creating the missing link. How to connect the workflow of 7000 cultural institutes into a dynamic network for reuse  
*Marco Streefkerk and Roxanne Wyns*

**Tutorials**

Creating digital learning sessions for young audiences in museums and heritage sites  
A tutorial providing key recommendations and case study examples for developing digital sessions for informal learning  
*Katherine Biggs*

A Beginner’s Guide to 3D imaging and dimensional metrology  
*J-Angelo Beraldin and Adriana Bandiera*

Image based modeling for cultural heritage  
Processing tools and acquisition protocol  
*Marc Pierrot Deseilligny and Nicolas Martin-Beaumont*

Creating interactive 3D WebApps using X3DOM  
*Yvonne Jung, Johannes Behr and Holger Graf*

MeshLab, what's new and hands-on  
*Matteo Dellepiane, Marco Callieri and Guido Ranzuglia*

WebApp Development for Enhanced Cultural Heritage Experience through mobile Augmented Reality  
*Timo Engelke and Jens Keil*
Workshops - N/A

Digital Invasions
Co-Creation of Cultural Value
Fabrizio Todisco and Barbara Marcotulli

Learning Cultural Heritage by Serious Games
GALA workshop
Michela Mortara and Chiara Eva Catalano

21st c. Data, 21st c. Publications. A workshop on 3D Model Publication and building the Peer Reviewer Community
Rachel Opitz, Nicola Terrenato, and Ilaria Meliconi

Digital Applications in Archaeology and Cultural Heritage
Ilaria Meliconi and Bernard Frischer

The Vancouver Digital Roadmap
Involving industry and government in problem driven cooperation for digital sustainability
Vincent Winternans

EU Competence Centres
From European and national projects to high-quality services and products
Daniel Pletinckx, Halina Gottlieb, Mohamed Farouk and Rafael Carrasco

Improving your Digital Activities with Business Model Innovation
Marco De Niet and Harry Verwayen

The Cultural & Heritage Industries Cluster
A French organisation dedicated to the promotion of culture and heritage
Jean-Bernard Memet and Françoise Lacotte

Exploring the 3D-ICONS Projects
From Capture to Delivery
Anthony Corns and Sheen Bassett

Strategies for user generated content and crowdsourcing in museums and cultural heritage
Lars Wieneke, Susan Hazan, Christian Bajomi, Nikolaos Maniatis, Johan Oomen, Erwin Verbruggen, Ad Pollé, Marie-Hélène Serra, Christine Sauter, Stuart Dunn, James Brusuelas, Roel Amit and Marion Dupeyrat