

40th Annual Conference on Computer Applications and Quantitative Methods in Archaeology

Sessions Timetable

Tuesday (27/3)	Length	Theme1	Theme2	Theme3	Theme4	Theme5	Theme6	Theme7	Theme8
9-11:30	2.5 hours	Sim4: Archaeological Simulation Modelling as Computational Social Science: Next Steps Forward		Data1: Linked Open Data for the Ancient World	Geo7: Spatial Data Infrastructures (SDIs), Archaeology and Cultural Heritage. Achievements, problems and perspectives	Geo8: Round-table: Problems, methods and solutions in archaeological prospection			
11:45-1:15	1.5 hours	SimG: Virtual Reconstructions: Theory and Practice (General Papers)		Data3: Joined-Up Data: What are the new research questions?	Data7: Quantitative studies in Italian archaeology: new approaches to old problems	Geo8: Round-table: Problems, methods and solutions in archaeological prospection			
1:45-3:45	2 hours	SimG: Virtual Reconstructions: Theory and Practice (General Papers)		Data3: Joined-Up Data: What are the new research questions?	Data7: Quantitative studies in Italian archaeology: new approaches to old problems	Geo11: Acquisition and processing of marine geophysical data			
4:00-6:30	2.5 hours	Sim6: Standing structurally stable on the common grounds of archaeology		DataG: Modelling & Sharing Cultural Heritage Data (General Papers)	Collab: People seeking collaborators Post: Posters Session	GeophG: Terrestrial Geophysics (General Papers)			
Tuesday	Length	Theme1	Theme2	Theme3	Theme4	Theme5	Theme6	Theme7	Theme8
9-11	2 hours		Geo6: Reviewing spatial analyst in archaeological context, from disconnected components to a congruence way of integration				RecG: Recording & processing 3D data in archaeological practice	AMT: Archaeological Method & Theory (General Papers)	HCI4: The Virtuality-Reality Blender. Mediated and Mixed Reality applications in archaeology and cultural heritage
11:15-1:15	2 hours		Geo6: Reviewing spatial analyst in archaeological context, from disconnected components to a congruence way of integration				RecML: Meshlab	AMT: Archaeological Method & Theory (General Papers)	HCI4: The Virtuality-Reality Blender. Mediated and Mixed Reality applications in archaeology and cultural heritage
2:00-4:00	2 hours		Geo10: Integrated geospatial approaches to the interpretation of archaeological environments				Rec1: Advances in computational photography techniques for conservation, research, analysis and public access	Theory10: The Shoulders of Giants: Open Content in Archaeology	HCI3: Virtual Museums and Virtual Heritage
4:15-6:15	2 hours		Geo10: Integrated geospatial approaches to the interpretation of archaeological environments				Rec1: Advances in computational photography techniques for conservation, research, analysis and public access	Theory10: The Shoulders of Giants: Open Content in Archaeology	HCI3: Virtual Museums and Virtual Heritage
Wednesday (28/3)	Length	Theme1	Theme2	Theme3	Theme4	Theme5	Theme6	Theme7	Theme8
9-11	2 hours	Sim1: 3D technologies for archaeological research: Theory & Methodologies	Geo1: Detection and analysis of change	Data6: Archaeological Information Modelling	Theory5: The Big Digital Archaeology Digital Humanities Venn Diagram Show	Geo3: Archaeological Predictive Modelling: Old applications to New environments and New applications to Old environments	Rec3: Computer-Aided Coin Archiving and Processing	Theory1: Embracing Uncertainty in Archaeology	HCI1: Novel technologies for supporting archaeological fieldwork
11:15-1:15	2 hours	Sim1: 3D technologies for archaeological research: Theory & Methodologies	Geo1: Detection and analysis of change	Data6: Archaeological Information Modelling	Data2: The use of standardized vocabularies in archaeology	Geo3: Archaeological Predictive Modelling: Old applications to New environments and New applications to Old environments	Rec3: Computer-Aided Coin Archiving and Processing	Theory1: Embracing Uncertainty in Archaeology	HCI1: Novel technologies for supporting archaeological fieldwork
2:00-4:00	2 hours	Sim7: Connecting to Cultural Heritage: Using 3D Visualization to Engage Public Audiences	Theory2: Spatial Thinking in Archaeology	PH: Personal Histories of CAA	Data4: To posterity and beyond! - Bridging the gap between data creation and sustainability	Geo12: Archaeological Predictive Modeling II: Applications	Rec6: On a smaller: 3D modelling and analysis of finds	Theory7: From the scientist to the citizen - communicating digital archaeology	HCI5: Using tablet PCs to support field documentation
4:15-6:15	2 hours	Sim7: Connecting to Cultural Heritage: Using 3D Visualization to Engage Public Audiences	Theory2: Spatial Thinking in Archaeology	Light: Lightning Talks	Data4: To posterity and beyond! - Bridging the gap between data creation and sustainability	Geo12: Archaeological Predictive Modeling II: Applications	Rec6: On a smaller: 3D modelling and analysis of finds	Theory7: From the scientist to the citizen - communicating digital archaeology	HCI5: Using tablet PCs to support field documentation
Thursday (29/3)	Length	Theme1	Theme2	Theme5	Theme4	Theme5	Theme6	Theme7	Theme8
9-11	2 hours	Sim10: 3D technologies for archaeological research: Applications		Geo2: Geography and-or-not topology: spatial network approaches in archaeology	Data5: Large Databases and Datasets	Geo4: Texturing remote sensing data processing for archaeological research: innovation and experimentation	Rec2: Three-dimensional archaeology; recording, analysis and visualisation		
11:15-1:15	2 hours	Sim10: 3D technologies for archaeological research: Applications	Theory6: Loc(I) Motion: Current technologies and computational methodologies for exploring human movement in the past and present	Geo2: Geography and-or-not topology: spatial network approaches in archaeology	Data5: Large Databases and Datasets	GeoG: GIS Methodologies, Applications and Case Studies (General Papers)	Rec2: Three-dimensional archaeology; recording, analysis and visualisation		
2:00-4:00	2 hours	Sim2: Artificial Societies in Prehistory and Ancient Times	Theory6: Loc(I) Motion: Current technologies and computational methodologies for exploring human movement in the past and present	Post: Poster Session	Data8: Ancient Italian landscapes: new insights from GIS, network and statistical approaches	GeoG: GIS Methodologies, Applications and Case Studies (General Papers)	Rec5: Laser scanning vs. Photogrammetry	Theory9: Round-table: Realism & Archaeology	
4:15-6:15	2 hours	Sim3: Round-table: New interactive 3D solutions for cultural heritage visualization	Geo5: Geomorphometric approaches in archaeology	Post: Poster Session	Data8: Ancient Italian landscapes: new insights from GIS, network and statistical approaches	GeoG: GIS Methodologies, Applications and Case Studies (General Papers)	Rec5: Laser scanning vs. Photogrammetry	Theory9: Round-table: Realism & Archaeology	
KEY		Simulating the Past	Spatial Analysis	Data Modelling & Sharing	Data Analysis, Management, Integration & Visualisation	Geospatial Technologies	Field & Lab Recording	Theoretical Approaches & Context of Archaeological Computing	Human Computer Interaction, Multimedia, Museums

Click on session titles to view papers, in order of presentation