



ARQUEOLOGÍA



15 - 17 october 2014

Ciudad Real

- young and senior research
- university training
- collaboration
- innovation



6th edition

call for paper and sessions

CONSEJO INTERNACIONAL DE ARQUEOLOGÍA E INFORMÁTICA GRÁFICA



6th International Meeting on Graphic Archaeology and Informatics, Cultural Heritage and Innovation **ARQUEOLÓGICA 2.0**

15th – 17th October 2014
Ciudad Real

ARQUEOLÓGICA 2.0 will analyze both the present and future of documentation, reconstruction and computer aided render techniques, applied to archaeological heritage and culture. The main aim is to offer an updated overview about the Archaeology of XXI Century: research and development on virtual archaeology, performed and planned projects, new render techniques, development of innovative methods and procedures. This event is being organised by the Spanish Society of Virtual Archaeology (SEAV) and Virtual Archaeology International Network (INNOVA).

Participants from any discipline are encouraged to contribute in order to create an open forum for knowledge exchange and a fertile environment for discussion relating to the topic of Graphic Archaeology and Informatics, Cultural Heritage and Innovation.

Researchers or practitioners are invited to submit papers on original work from within archaeology although contributions are particularly encouraged from other disciplines which address and inform key issues in the context of the following sub-themes:

- **Virtual reconstruction or virtual anastilosis of archaeological heritage**
 - **Virtual and augmented reality applied to Archaeology**
 - **3D digitalization of archaeological & cultural heritage**
- **CAD tools on virtual Archaeology. Render techniques**
- **Archaeological prospection and visualization**
- **Applied theory of virtual archaeology**
 - **Virtual Archaeology and museums. Virtual museums**

Call for Papers 2014

The papers abstracts must fit within 120 text rows, in English, Spanish or Italian, including pictures and images.

Abstracts of accepted papers will have the opportunity to publish an extended version in Virtual Archaeology Review international journal (after pass a double blind evaluation). The complete papers will be submitted according to the indications set up by the Scientific Committee, in maximum 10 DIN A4 pages, keeping to the previously delivered document template.

Posters accepted by the Scientific Committee shall be submitted in digital format with a real A1 size.

Proposal deadlines

Paper abstracts	Deadline 10 th May 2014
Poster abstracts	Deadline 10 th May 2014

Acceptance of Paper abstracts and Posters	15 th June 2014
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Final / Complete proposal

Complete papers for publish	Deadline 15 th September 2014
Posters	Deadline 15 th September 2014

Send to: secretaria@arqueologiavirtual.com

REGISTRATION ARQUEOLÓGICA 2.0

Members SEAV: 100 €
Students SEAV: 50 €
Students UCLM: 30 €

No member SEAV: 150 €
Students no SEAV: 75 €
Full sessions: 20%

Registration Fee will include special discounts on hotels, restaurants and trains

ARQUEOLÓGICA 2.0



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Call for Sessions 2014

The Spanish Society of Virtual Archaeology (SEAV) and Virtual Archaeology International Network (INNOVA) invites session submissions for the VI edition of ARQUEOLOGICA 2.0. International Meeting on Graphic Archaeology and Informatics, Cultural Heritage and Innovation 2014.

Proposal deadlines

Submission of Sessions proposals Deadline **10th May 2014**

The session proposals should be submitted to the Organizing Committee to the e-mail:

secretaria@arqueologiavirtual.com

The e-mail should have the subject heading:

"ARQUEOLÓGICA 2014 Session proposal".

We warmly invite session proposals concerning complete sessions with a fixed collection of papers dealing with a given topic. In addition to sessions presenting original research findings in the traditional form, we encourage proposals that offer innovative approaches. These may include for example discussions and roundtables, moderated debates, interactive workshops, as well as sessions featuring audio and visual resources.

The coordinators are expected to act as chairs of the sessions they have proposed. They are responsible for the organizational aspects concerning their session, such as promotion of the session and selection of proposed papers. All presenters, including the session coordinators are expected to register and pay to attend the conference in accordance with the general registration policy (20% discount).

The languages of the conference are English, Spanish and Italian.

The length of the session will be approx. 90 minutes. The suggested number of presenters in a session consisting of five 15-minute presentations which include time for questions, or four 20-minute presentations with discussion and questions at the end.

The proposals for sessions may be on any topic relevant to the conference theme. Proposals concerning following questions are especially welcome:

- **Virtual reconstruction or virtual anastilosis of archaeological heritage**
- **Virtual and augmented reality applied to Archaeology**
 - **3D digitalization of archaeological & cultural heritage**
- **CAD tools on virtual Archaeology. Render techniques**
- **Archaeological prospection and visualization**
- **Applied theory of virtual archaeology**
- **Virtual Archaeology and museums. Virtual museums and visits**



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The Sessions proposals should include the following information:

1. Title of the session

2. Coordinators of the session: Provide full name, affiliation, mailing address, telephone number and e-mail address of the coordinator(s) of the session. Coordinators will be responsible for selecting the papers for the session and they will act as chairs of the session at the conference.

3. Description of the topic of the session (not exceeding 300 words)

4. Participants of the session: The proposal should also include the individual abstracts of each participant and a list of names, affiliations, mailing addresses and e-mail of each participant.

5. Audio visual equipment and media requirements (data projector, DVD, internet, visual projection, audio and so on) required.

The Organizing Committee reserves the right to choose the final themes for the sessions. The Committee will review and choose sessions based on relevancy of the topic, originality, format and completeness of the proposal. The Committee will ensure that the conference includes a wide variety of session topics, formats and speakers. Once a session is chosen, the Organizing Committee will contact you to discuss session details.

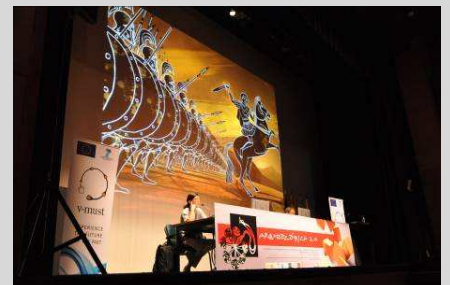
Please forward this Call for Sessions to colleagues and all others with an interest in the conference.

If you have any questions about proposing a session for conference, please contact the organisers at:

secretaria@arqueologiavirtual.com

**6th International Meeting on Graphic Archaeology and Informatics,
Cultural Heritage and Innovation
ARQUEOLÓGICA 2.0**

Alfredo Grande, Victor Lopez-Menchero & Jorge Onrubia
Chairs



**SOCIEDAD ESPAÑOLA
DE ARQUEOLOGÍA VIRTUAL**

**VIRTUAL ARCHAEOLOGY
INTERNATIONAL NETWORK**

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