



Chairs: Marinos Ioannides, Žarnić Roko and João Martins
Venue: Funchal, Madeira Island, Portugal

In recent years, the use of digital approaches has seen rapid progress in many different areas, including cultural heritage applications. The goal of this workshop is to present a selection of recent advances, some of which are already used in the cultural heritage domain while others have a high potential for it. Therefore, the selected papers will take into account how these current novel digital technologies, particularly on the 3D documentation in Cultural Heritage will a) raise awareness in society for the documentation and protection of tangible CH assets, b) reach professionals in the area of standardisation, c) propose new efficient methods for the use and re-use of 3D data, d) recommend new metadata and semantics' for the holistic documentation of 3D assets; e) promote intercultural and interdisciplinary cooperation; f) offer new methods and systems for the archiving of 3D assets in CH and g) support with link data and new ontologies a more efficient multimodal documentation.

Expected contributions include **technical papers** (presenting recent advances on Digital Cultural Heritage) and **project papers** (describing Digital Cultural Heritage major outcomes).

Selected and presented papers will be published as a chapter in a Springer-Nature book (Advances on Digital Cultural Heritage) reflecting the breakthroughs and future perspectives of Digital Cultural Heritage.

Important Dates:

- Submission: 28th April 2017
- Notification of Acceptance: 29th May 2017
- Camera-ready for publication: 28th July 2017

For **paper submission** please go to: <https://easychair.org/conferences/?conf=dch20170>

Please prepare your manuscript using 10 size Times New Roman font, single space with 2 cm margin (top and bottom) and 3 cm margin (left and right). The maximum number of pages is 10.

The workshop will be co-allocated with the 23rd ICE/IEEE ITMC Conference. Workshop participants should register in the conference, taking advantage of all conference's plenary keynotes, sessions, coffee-breaks, meals and social program. For more information, please go to the conference webpage:

<http://www.ice-conference.org>

The workshop will be organized in collaboration with:

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| <p>COST Action TD1406</p>  | <p>ViMM</p>  | <p>DARIAH-CY</p>  | <p>INCEPTION</p>  |
| <p>Europeana Task Force Group on Advanced documentation of 3D digital assets</p>  | <p>SHCity</p> | <p>ITN-DHC</p>  | <p>Interreg Sudoe</p>  |