

Ancient Egypt and New Technology



The Egyptology program in the Department of Near Eastern Languages and Cultures at Indiana University ?Bloomington and the Indiana University Virtual World Heritage Laboratory, invite Egyptologists and digital humanists with interest in Egyptology to a conference in Bloomington on 29-30 March, 2019. This will be the first conference of its type held in North America. Proposals for twenty minute presentations and posters are welcome from both professional scholars and advanced graduate students.

Deadline for abstracts: December 31, 2018

For more details:

<https://www.indiana.edu/~iucweb/egyptology/call-for-papers/>

Ancient Egypt and New Technology: The Present and Future of Computer Visualization, Virtual Reality and other Digital Humanities in Egyptology

An international conference to be held 29-30 March 2019 at Indiana University ?Bloomington

To take stock of most recent developments in Egyptology and the digital humanities, and to consider future directions for the application of new technologies in Egyptology, the [Egyptology program](#) in the Department of Near Eastern Languages and Cultures at Indiana University ?Bloomington and the Indiana University [Virtual World Heritage Laboratory](#), invite Egyptologists and digital humanists with interest in Egyptology to submit proposals for presentations which deal with current or projected work in such areas as:

- 3D modeling
- Field applications
- Virtual and enhanced reality
- Game technology
- New technology, pedagogy and public outreach
- Problems of documentation, and organization and preservation of metadata and paradata
- Database projects
- Lexicographic and other reference projects
- Computational and corpus linguistics
- E-publication
- Sustainability

Participants in this conference will also be invited to submit their papers for inclusion in a peer-reviewed volume, which is currently

planned to appear in the series [Harvard Egyptological Studies](#).