Living Digital Heritage Conference 2021 DRAFT Program

"Integrating the Past into the Present and Future"

DAY 1 – Friday 5 November 2021

Time	Session	
9am	Convenor's Greeting and Acknowledgement of Country - Frederick Hardtke	
9.10am	CACHE Director Welcome - Ronika Power	
9.15am	**Keynote speech** **Erik Champion**	
9.45am	Keynote Q&A	
	STREAM 1 **Session 1: Capture & Data Visualisation** **Chair: Volker Kuchelmeister & TBC**	**STREAM 2** **Session 5: Museology** **Chair: Jude Philp**
10am	Beyond the rock surface: exploring Egyptian rock art in all its dimensions using VR **Alberto Urcia**	Museum futures: extended reality heritage experiences in the age of human expansion in space **Kaja Antlej**
10.25am	The cross-platform palimpsest: archaeological visualisation and gamification for public engagement and site analysis in the excavation of a late Roman palace in Serbia **Andrew Yip**	A new turn in heritage diplomacy: "Intimate" and "mobile" museum diplomacy **Natalia Grincheva**
10.50am	**TEA BREAK**	
11.05am	3D Printed Puzzles for STEM Outreach and Cultural Preservation **Christian Meyers**	Evaluating Empathy in Realistic and Non-Photorealistic Virtual Reality Museum Experiences using Eye Tracking **Ibrahim Itani**
11.30am	Digital Preservation at an Egyptian Rock Art Site - an Overview of Techniques **David Johnson, Frederick Hardtke**	Digital cultural heritage theory: ghosts of objects past or bogged by binaries? A Macquarie University perspective **Rhonda Davis, Gina Hammond, Andrew Simpson**

11.55am	Archaeological Research at the Plain of Jars, Lao, PDR **Louise Shewan, Dougald O'Reilly, Thonglith Luangkhoth, Stefan Vollgger, David Barnes, Kellie Youngs, John Pollard, Aleks Michalewicz, Robert Turnbull, Emily Fitzgerald, Jonathan Garber, Karen Thompson**	The Paths of Immersion (POI) Framework: An integrated approach to immersive design **Biba Tominc**
12.20pm	**LUNCH BREAK**	
1.20pm	First Nations and Digital Mapping: Return Reconcile Renew and Māori Maps **Winsome Adam, Lyndon Ormond-Parker, Paul Tapse**	Analysing Smartphone-Based Digital Museum and Cultural tours **Nikolche Vasilevski, James Birt**
1.45pm	3D in the Time of Covid: Reconstructing a Real-World Location Based on Limited Digital Resources **Angel Leelasorn, Katrina Gran**	Museology for the Curious **Natalie Vinton**
2.10pm	Lithodomos: Digital Storytelling that Enriches Archaeological Sites **Simon Young**	Rapid response collecting: The National Museum of Australia and its digital engagement throughout the 2019/2020 bushfire season and the Covid-19 pandemic **Craig Middleton, Caroline Wilson-Barnao, Lisa Enright**
2.35pm	Rākau momori: Modelling Chatham Island tree markings **Josh Emmitt, Gerard O'Regan, Susan Thorpe, Richard Hemi**	Lanchester petrol-electric car: Gamification and storytelling **Saif Al Atrash**
3pm	**TEA BREAK**	
3.15pm	Standing Stones and Swarm Robotics: Replication, Re/construction, Preservation **Aleks Michalewicz, Robert E. Walton, Elena Vella, Daniel A. Williams, Goran Duric, Justin Green**	The Hellenic Museum Digitization Project **Thomas J. Keep**
3.40pm	Participation and collaboration between research institutions and civil society organizations in digital heritage projects in Tunisia: Three Case Studies **Khaoula Stiti, Samia Ben Rajeb**	Museums: new technologies and museological approaches in post-covid times **Athina Chroni**
4.05pm	Creating the 'Living Museum' for Sustainable Development of the Past in Jordan **Gehan Selim**	
4.30pm	**CLOSE**	
6.30pm	Virtual Dinner & Networking International Guest Speakers: Mohamed Gamal Abdelmonem, Omar Al-Hafith VR work on Nottingham Castle, UK and the Hawarra Pyramid, Egypt	
8pm	**CLOSE**	

Day 2 – Saturday 6 November 2021

Time	Session
8.55am	Greeting and Acknowledgement of Country
9am	Panel session - Digital 3D object-based learning and research at the University of Melbourne **Convenor: Ben Loveridge** **Speakers:** **Ben Kruenen** - Challenges creating and acquiring a 3D scanning service **Naomi Mullumby** - Digitising the Miles Lewis Collection project **Rita Hardiman** - Preservation and conservation of biological collections **Monique Webber** - Digital object-based learning, equity, and workplace skills in Ancient World Studies **Mitch Buzza** - Incorporating game technology in Ancient World Egyptian studies
10am	**TEA BREAK**
	Session 3: Virtual Exhibition **Chair: Thomas J. Keep**
10.15am	Monash University 3D modelling and virtual environments work demonstrations **Thomas Chandler**
10.40am	The birth of human consciousness in Australia **Brett Leavy**
11.05am	Affect and Place Representation in Immersive Media: the Parragirls Past, Present Project **Volker Kuchelmeister**
11.30am	Built for purpose 3D analysis tools integrated into the latest version of Pedestal 3D & Latest breakthrough results of using the 6-axis photogrammetry method **Michael C. Rampe**
11.55am	Deakin University exhibition of student's XR work **Kaja Antlej**
12.20pm	**LUNCH BREAK**
1.20pm	Digital Storytelling for Significant Places **Kieran Davis**
1.45pm	Greek Villa Project Demonstration **Susan Lupack, Bronwen Neil**
2.10pm	MuseX: Designing Living Virtual Heritage Engagements **Kevin N. Lucas**
	Session 4: Augmented Reality/Virtual Reality **Chair: Kaja Antlej**

2.35pm	Place-Based Digital Storytelling in Augmented Reality, the Hard place/Good place project **Volker Kuchelmeister**
3pm	Big Data Bugs: from drawer to collection site through augmented reality **Jude Philp**
3.25pm	**TEA BREAK**
3.40pm	Virtual archaeological research - the future of remote collaborations? **Kira E. Westaway, Yingqi Zhang**
4.05pm	Narratives of Affect: Living Virtual Heritage as Embodied Interactive Storytelling **Kevin N. Lucas, Cinzia Cremona**
4.30pm	Virtual Reality and Digital Reconstructions for Maritime Archaeology **John McCarthy**
4.55pm	How Real Is Too Real? Immersion, Empathy, and Digital History **Tamika Glouftsis**
5.20pm	3D digitisation at scale – Normalising the practice through collaboration, partnership and internship **Michael C. Rampe**
5.45pm	Towards an open set of fieldwork photogrammetry protocols **Michael C. Rampe, Shawn Ross**
6.10pm	**CLOSE**

Day 3 – Sunday 7 November 2021

Time	Session
9am	Greeting and Acknowledgement of Country
	Session 5: Legacy Data **Chair: Michael Spate**
9.05am	Digital mapping in student assignments. An ANZAC practicum for American students **Jonathan Markley**
9:30am	Transforming Archaeological Knowledge on Beni Hassan: Theorising the development and cultural effects of a digital archaeological archive **Alex Woods**
9.55am	Through the camera lens: Investigating Italy's ancient Roman roads through Thomas Ashby and the BSR's photographic collections **Janet Wade**
10.20am	**TEA BREAK**
10.35am	Using legacy data to reconstruct human-landscape co-evolution in mountainous Inner Asia **Michael Spate**
11am	Deploying Legacy Data at an Egyptian Rock Art Site **Frederick Hardtke, Susanne Binder**
11.25am	Linking song collections and communities: A song database and linking tool **Sally Treloyn, Nick Thieberger, Reuben Brown, Karen Thompson, Noel Faux, Aleks Michalewicz**
11.50am	Ready to view like never before: the historical maps of the Lepsius-Expedition to Egypt 1842-1845 **Susanne Binder**
12.15pm	**LUNCH BREAK**
1.15pm	When doing nothing is not an option: Contemplating the ethics and value of using legacy data from the Elamite site of Susa **Yasmina Wicks**
1.40pm	A Digital future for Australia's Convict Past **Hamish Maxwell-Stewart**
	Session 6: Archeogaming and Immersive Environments **Chair: Tamika Glouftsis**
2.05pm	Longhouse 5.0: A Simulation of Indigenous Construction and Life in the 14th Century **Namir Ahmed, Vincent Hui, Kris Howald, Michael Carter**
2.30pm	Affect and Place Representation in Immersive Media: the Parragirls Past, Present Project **Volker Kuchelmeister**

2.55pm	The Greek Villa Project: Using Virtual Reality to bring historical experiences to life and arouse empathy **Susan Lupack, Bronwen Neil**
3.20pm	**TEA BREAK**
3.35pm	The Archaeology of Dark Souls **Thomas J. Keep**
4pm	Bringing the field to the screen: A virtual field trip in the age of lockdowns **Tom England, Casey Kavanagh, Nathan Daczko**
4.25pm	Virtual Angkor: Reconstruction, Animation & Virtual Reality **Thomas Chandler, Mike Yeates**
4.50pm	"It's Not Accurate, But It Usually Feels Authentic": Player Perceptions of Accuracy in the Assassin's series **Abbie Hartman**
	Session 7: Archiving and Wider Data Issues **Chair: Natalie Vinton**
5.15pm	Bridging the gap: preserving Pacific language and music heritage for present and future access **Amanda Harris, Stephen Gagau, Nick Thieberger**
5.40pm	Balinese Cultural Heritage: Digital Classification Framework **Cokorda Pramartha**
6.05pm	The Emergent Archive **Geoff Hinchcliffe**
6.30pm	**CLOSE**
7pm	LDH Conference Future Collaboration Meeting
8pm	**CLOSE**