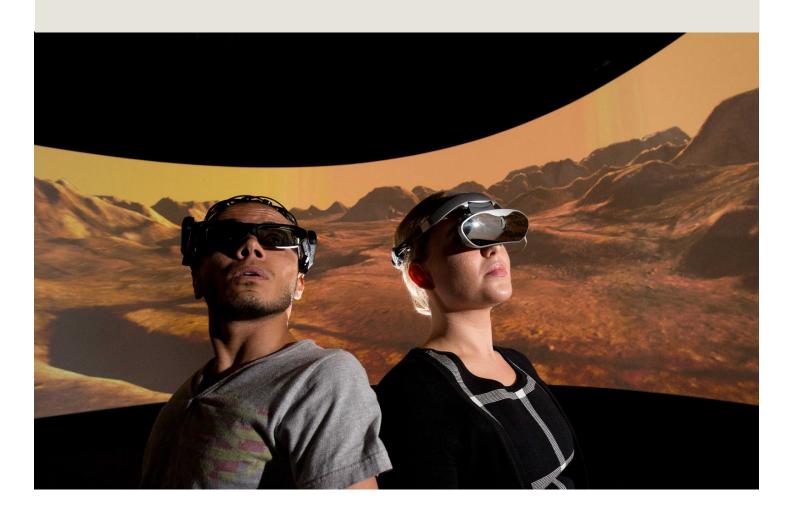# Living Digital Heritage Conference 2021

Integrating the Past into the Present and Future

Friday 5 November – Sunday 7 November

Program

DAY 1 – Friday 5 November 2021

Note: All times are in Australian Eastern Daylight Time (AEDT). Refer to the <u>Time Zone Converter</u> for your local timing

Time AEDT	Session	
9am	Convenor's Greeting and Acknowledgement of Country - Frederick Hardtke	
9.05am	Head of Department of History & Archaeology Welcome - Malcolm Choat	
9.10am	CACHE Director Welcome - Ronika Power	
9.15am	**Keynote speech: Issues of Living Digital Heritage - Erik Champion**	
9.45am	Keynote Q&A	
	STREAM 1 **Session 1: Capture & Data Visualisation** **Chair: Volker Kuchelmeister & Michael Spate**	**STREAM 2** **Session 2: Museology** **Chair: Jude Philp & Abbie Hartman**
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, Kaja Antlej**	Evaluating Empathy in Realistic and Non-Photorealistic Virtual Reality Museum Experiences using Eye Tracking **Ibrahim Itani, Kaja Antlej, Ben Horan**
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 Tapsell**	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 Grant**	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, Kaja Antlej, Sylvester Arnab**
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, Andrew Holland**	
4.30pm	**CLOSE**	
6.30pm	**Virtual Dinner & Networking with International Guest Speakers** **Part One: Virtual Exhibition and Tour: From Hawara Pyramid (Egypt) to Nottingham Castle (UK)** **Professor Mohamed Gamal Abdelmonem**, Director, Centre for Architecture, Urbanism and Global Heritage, NTU **Part Two: Virtual Overview of Mosul's disappearing Architectural Heritage** **Dr Omar Al-Hafith**, Research Fellow, Centre for Architecture, Urbanism and Global Heritage, NTU After a packed first day of the conference, you will be able to take a break, freshen up, dress up if you like and get ready with your dinner & favourite drink (or breakfast depending in what part of the world you will join us from) while we host our overseas guest speakers for the evening. Mohamed Gamal Abdelmonem and Omar Al-Hafith from Nottingham Trent University will be taking us on a VR tour of Nottingham Castle, UK and the Hawarra Pyramid, Egypt. This will be followed by the virtual networking session where we will break up into groups and you will have an opportunity to engage with some of our speakers and attendees in a relaxed, informal setting.	
8pm	**CLOSE**	

Day 2 – Saturday 6 November 2021

Time AEDT	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** This session provides an opportunity to engage with the work of key virtual heritage researchers and practitioners more directly as they showcase selections of their VR/AR or virtual world work in a more informal setting. The focus will be on the technology deployed and the digital product/output rather than academic research content.
10.15am	Ancient cities, made from data **Tom 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, Lily Hibberd, Alex Davies, Jill Bennett** **Note: Download an abridged version of this presentation for VR headset (360 degree, stereoscopic 4k video format, 2.5GB)**
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	3D Interaction Techniques for a Museum at Home **Manca Ogrizek, Kaja Antlej, Michael Mortimer, Ben Horan, Steven Cooke**
12.20pm	**LUNCH BREAK**
1.20pm	Digital Storytelling for Significant Places **Kieran Davis**
1.45pm	Greek Villa Project Demonstration **Bronwen Neil, Susan Lupack, Deborah Richards, Ayse Bilgin, Meredith Porte**
2.10pm	MuseX: Designing Living Virtual Heritage Engagements

	Kevin N. Lucas
	Session 4: Augmented Reality/Virtual Reality **Chair: Kaja Antlej**
2.35pm	Waumananyi: the song on the wind - VR project - mental health from an aboriginal perspective **Volker Kuchelmeister, Jill Bennett, Stefanoff. Co-designed with Uti Kulinjaku (NPY Women's Council)**
3pm	Big Data Bugs: from drawer to collection site through augmented reality **Jude Philp, Callum Parker, Anastasia Globa**
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	The Nea Paphos Theatre in 3D: the use of VR modelling in research, education and promotion in Cyprus **Craig Barker**
6.35pm	**CLOSE**

Day 3 – Sunday 7 November 2021

Time AEDT	Session
9am	Greeting and Acknowledgement of Country
	Session 5: Legacy Data **Chair: Biba Tominc**
9.05am	Digital mapping in student assignments. An ANZAC practicum for American students **Jonathan Markley**
9:30am	Ready to view like never before: the historical maps of the Lepsius-Expedition to Egypt 1842-1845 **Susanne Binder**
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	**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	The Greek Villa Project: Using Virtual Reality to bring historical experiences to life and arouse empathy **Bronwen Neil, Susan Lupack, Deborah Richards, Ayse Bilgin, Meredith Porte**
2.55pm	The Archaeology of Dark Souls **Thomas J. Keep, Mia Nie**
3.20pm	**TEA BREAK**

3.35pm	Bringing the field to the screen: A virtual field trip in the age of lockdowns **Tom England, Casey Kavanagh, Nathan Daczko**
4pm	Virtual Angkor: Reconstruction, Animation & Virtual Reality **Tom Chandler, Mike Yeates**
4.25pm	"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**
4.50pm	Bridging the gap: preserving Pacific language and music heritage for present and future access **Amanda Harris, Steven Gagau, Nick Thieberger**
5.15pm	Balinese Cultural Heritage: Digital Classification Framework **Cokorda Pramartha, Joseph Davis, Kevin Kuan, IKG Suhartana, IBG Sarasvananda**
5.40pm	The Emergent Archive **Geoff Hinchcliffe**
6.05pm	**CLOSE**
6:30pm	**LDH Conference Future Collaboration Meeting** This meeting will discuss the possibilities for the establishment of a local virtual heritage community of interest or association and also the potential for running another LDH conference in the future. All who are interested are welcome to attend!
7:30pm	**CLOSE**