



# TECHNOLOGIES FOR ARCHAEOLOGY

International School of  
Cultural Heritage 2022

## Calendar

Common online module: 9 - 27 May 2022



# TECHNOLOGIES FOR ARCHAEOLOGY

International School of Cultural Heritage 2022

## 1. Introductory module

Monday **09 May 2022** > 3 – 4.30 pm CEST

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### Welcome session

Institutional greetings > 3 – 3.45 pm

VINCENZO TRIONE · President, Fondazione Scuola dei beni e delle attività culturali

ALESSANDRA VITTORINI · Director, Fondazione Scuola dei beni e delle attività culturali

PAOLO TOSCHI · Diplomatic advisor to the Italian Minister of culture

LAZARE ELOUNDOU ASSOMO · Director, UNESCO World Heritage Centre

Lectio magistralis > 3.45 - 4 pm

CHRISTIAN GRECO · Director, Museo Egizio Torino

Tuesday **10 May 2022** > 3.30 – 5 pm CEST

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### From ideas to tools: how to integrate digital tools and technologies in cultural project and institution

MARTINA BAGNOLI · Gallerie Estensi / Europeana

Wednesday **11 May 2022** > 2 – 5 pm CEST

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### Digital and technologies for archaeology: environments and tools

COSTANZA MILIANI · National Research Council of Italy (CNR)

RICCARDO GIOVANELLI · Istituto Italiano di Tecnologia, Ca' Foscari University of Venice - Centre for Cultural Heritage Technology (CCHT@Ca'FOscari); Art Crime Project APS

Thursday **12 May 2022** > 2 – 3.30 pm CEST

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### Digital and technologies for archaeology: environments and tools

LORENZO GIUNTINI · University of Florence

Friday **13 May 2022** > 10 – 11.30 am CEST

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### From ideas to tools: how to integrate digital tools and technologies in cultural project and institution

GIULIO LUGHI · University of Turin

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- CNR Consiglio Nazionale delle Ricerche, ISPC Istituto di Scienze del Patrimonio Culturale
- IIT Istituto Italiano di Tecnologia, Center for Cultural Heritage Technology Ca' Foscari (CCHT@Ca'Foscari)
- INFN Istituto Nazionale di Fisica Nucleare, CHNet Cultural Heritage Network



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## 2. Technologies for the care and knowledge of archaeological heritage. Technologies applied to "internal" processes of protection, conservation and cataloguing of archaeological heritage

Monday **16 May 2022** > 2 – 5 pm CEST

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**Virtual restoration: technologies for the reconstruction and research of archaeological heritage** > 2 – 3.30 pm

EMANUEL DEMETRESCU · National Research Council of Italy (CNR)

**Technologies for digital documentation and 3D modelling: case study** > 3.30 – 5 pm

GRAZIA TUCCI · University of Florence

Tuesday **17 May 2022** > 2 – 4.30 pm CEST

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**Technologies for underwater archaeology**

ROBERTO PETRIAGGI · Archaeologia maritima mediterranea

BARBARA DAVIDDE · National Superintendence for Underwater Cultural Heritage, Italian  
Ministry of culture

Wednesday **18 May 2022** > 2 – 3.30 pm CEST

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**Technologies for the protection, preservation and conservation of the archaeological heritage: a case study**

MARCELLO PELILLO · Ca' Foscari University of Venice

Thursday **19 May 2022** > 3.30 – 5 pm CEST

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**Digital technologies to counteract clandestine excavation and illegal trafficking of cultural assets**

RICCARDO GIOVANELLI · Istituto Italiano di Tecnologia; Ca' Foscari University of Venice -  
Centre for Cultural Heritage Technology (CCHT@Ca'FOscari); Art Crime Project APS

Friday **20 May 2022** > 11.30 am – 1 pm CEST

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**European best practices: case study**

DAVID CHELAZZI · CSGI - Department of Chemistry, University of Florence

ALEX ZABEO · GreenDecision / Ca' Foscari University of Venice

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**On demand**

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**Technologies for digital documentation**

DANIELE FERDANI · National Research Council of Italy (CNR)

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## 3. User experience in archaeology.

### Technologies for public engagement and inclusion

Monday **23 May 2022** > 3.30 – 5 pm CEST

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#### Public engagement between communication and new media

FABIO VIOLA · Tuo Museo

Tuesday **24 May 2022** > 3.30 – 5 pm CEST

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#### Digital storytelling for the enhancement of cultural and archaeological heritage

ELISA BONACINI · Courtesy Visiting Professor - Institute for Digital Exploration (IDEx),  
University of South Florida

Wednesday **25 May 2022** > 2 – 5 pm CEST

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#### VR, AR and Mixed reality > 2 – 3.30 pm

STEFANO FOMASI · Fake Factory

#### Designing interactive applications for cultural heritage > 3.30 - 5 pm

SOFIA PESCARIN · National Research Council of Italy (CNR) – ISPC Istituto di Scienze del  
Patrimonio Culturale

Thursday **26 May 2022** > 2 – 5 pm CEST

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#### Digital technologies and applications for reception and accessibility service > 2 – 3.30 pm

MARIA CHIARA CIACCHERI · We Exhibit

#### Digital technologies and applications for reception and accessibility services: case study > 3.30 - 5 pm

ELISABETTA BRUNO · Coopculture

PAOLA AUTORE · Coopculture

PAOLO BUCELLA · Coopculture

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Friday **27 May 2022** > 10 am – 1 pm CEST

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**Methodologies and tools for user experience strategies and evaluation - “Designing for people: from ideas to digital services”** > 10 – 11.30 am

FEDERICO BADALONI · Digital Division GEDI

**European best practices: Culture in the Mediterranean area** > 11.30 am – 1 pm

ALESSANDRA LUCCHESI · Grant Office, Italian Ministry of culture

## On demand

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**Digital strategies for the enhancement of archaeological heritage**

STEFANO BORGHINI · Parco Archeologico del Colosseo

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