# 2013 Digital Heritage **International Congress**

(DigitalHeritage 2013)

Marseille, France 28 October – 1 November 2013

Volume 1 Pages 1-783



**IEEE Catalog Number:** 

CFP1308W-POD **ISBN**:

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# **2013 Digital Heritage International Congress**

(DigitalHeritage 2013)

Marseille, France 28 October – 1 November 2013

Volume 2 Pages 1-734



**IEEE Catalog Number: ISBN:** 

CFP1308W-POD 978-1-4799-3171-2

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# **Special Events**

## UNESCO Memory of the World

Digitisation and Matadata challenges: experiences of the World Digital Library (Uganda)  Sarah Kaddu and Isaac M.N. Kigongo-Bukenga  Accepted as Full Paper in Track 1	473
Publishing Cultural Heritage content for Digital Libraries: the case of the collections of the Byzantine Museum and Art Gallery of the Archbishop Makarios III Foundation Valentina Vassallo, Eleni Athanasiou, Sorin Hermon and Ioannis Eliades Accepted as Full Paper in Track 5	479
Preserving the Cultural Heritage of Sudan through Digitisation: Developing Digital Sudan Marilyn Deegan and Badreldin Elhagmusa Accepted as Short Paper in Track 4	485
notrehistoire.ch Building a Collective Audiovisual Memory Claude Zurcher Accepted as Poster in Track 2	P IC
The Preservation and Digitization of the Dead Sea Scrolls  Pnina Shor, Gregory Bearman, Marcello Manfredi, Emilio Marengo, Bill Christens –Barry and Ken Boydston  Accepted as Special Paper	P IC
CAA Fall 2013 Symposium	
Session: Sensing Archaelogical Landscpes & Sites	
UAV photogrammetry for archaeological survey: the Theaters area of Pompeii Renato Saleri, Valeria Cappellini, Nicolas Nony, Marc Pierrot-Deseilligny, Emmanuel Bardiere, Massimiliano Campi and Livio De Luca Accepted as Full Paper in Track 1	497
Changing visual networks around Besançon Combining intervisibility and vegetation modeling Rachel Opitz, Laure Nuninger and Catherine Fruchart Accepted as Special Paper	P IC
Ground Based Lidar of Ancient Andean Agricultural Systems  Ana Cristina Londono, Megan L. Hart, Patrick Ryan Williams, Megan L. Hente, Donna J.  Nash and Sofia Chacaltana C.  Accepted as Special Paper	P IC

Visualizing the Invisible: Digital Reconstruction from an Integrated Archaeological, Remote Sensing and Geophysical Research of a Late Roman Villa in Dürres (ALBANIA)  Daniele Malfitana, Giuseppe Cacciaguerra, Giovanni Fragalà, Giovanni Leucci, Nicola Masini, Cettina Santagati, Giuseppe Scardozzi and Eduard Shehi  Accepted as Full Paper in Track 3	
From Mounds to Maps to Models Visualizing Ancient Architecture across Landscapes Heather Richards-Rissetto Accepted as Short Paper in Track 3	519
The Research on the Road System of the Hittite Empire İbrahim Murat Ozulu, Esma Reyhan, Fazlı Engin Tombuş and Mustafa Coşar Accepted as Special Paper	PΚ
Session: Archaelogical Information Systems	
REVEAL: one future for heritage documentation  Donald H. Sanders  Accepted as Full Paper in Track 6	527
Mobile Analysis of Large Temporal Datasets for Exploration and Discovery  Andrew Huynh and Albert Yu-Min Lin  Accepted as Short Paper in Track 3	535
OpenDig: In-Field Data Recording for Archaeology and Cultural Heritage  Matthew L. Vincent, Falko Kuester and Thomas E. Levy  Accepted as Short Paper in Track 6	539
Open Data Kit Mobile Data Collection for Cultural Heritage  Edward G. Fitzgerald  Accepted as Special Paper	P 1C
From tablet to website: using FAIMS and Heurist to collect and publish field data Ian Johnson Accepted as Special Paper	P 1C
Construction of an archaeology and cultural heritage oriented GIS in order to document an ancient city.  Case study of the archaelogical site of Grand (France).  Anaïs Guillem, Alain Fuchs, Thierry Dechezleprêtre and Gilles Halin  Accepted as Poster in Track 3	P 1C

Session: Communicating Archaelogy: Theory & Practice	
"RevQuest: The Black Chambers" Bringing together Technology and Gaming at a Historical Site Lisa E. Fischer Accepted as Full Paper in Track 6	551
3D Documentation at Çatalhöyük New Perspectives for Digital Archaeology Maurizio Forte, Nicolo Dell'Unto, Scott Haddow and Nicola Lercari Accepted as Special Paper	N/A
Gavrinis The raising of digital stones Laurent Lescop and Serge Cassen Accepted as Full Paper in Track 6	561
Digital Archaeological Landscapes & Replicated Artifacts: Questions of Analytical & Phenomenological Authenticity & Ethical Policies in CyberArchaeology Ashley Richter, Vid Petrovic, David Vanoni, Steven M. Parish, Falko Kuester and Thomas E. Levy Accepted as Short Paper in Track 4	569
ARQUEOLOGICA 5 <sup>th</sup> Int'l Meeting Session: New Tools for New Methods of Archaeological Research	
Restitution on site and virtual archaeology: two lines for research  Victoria López Benito, Tània Martínez and Irina Grevtsova  Accepted as Poster in Track 3	P 10
Session: Documentia. Digital Documentation of Archaeological Heritage	
The St. Eustache and the Meryemana churches in Göreme. Two case studies of documentation about rupestrian heritage in Cappadocia, technical approach from the digital survey to the restoration hypothesis  Maria Andaloro, Carmela Crescenzi, Paola Pogliani and Giorgio Verdiani  Accepted as Poster in Track 1	PΚ
3D documentation of large-scale, complex archaeological sites The Givati Parking excavation in Jerusalem Sorin Hermon, Doron Ben-Ami, Hamudi Khalaily, Gideon Avni, Giancarlo Iannone and Marina Faka Accepted as Special Paper	P 10

The architectural 3d survey vs archaeological 3d survey.  Marco Canciani, Corrado Falcolini, Mauro Saccone and Giovanna Spadafora  Accepted as Poster in Track 3	PIC
3D Survey and Documentation in Building Archaeology. The Medieval Church of San Niccolò in Montieri Daniele Ferdani and Giovanna Bianchi Accepted as Poster in Track 1	P IC
ICOMOS ICIP Interpretation Panel	
Time Window App: Ancient Rome and Acient Egypt in 3D MVR Mixed Virtual Reality Alessandro Furlan Accepted as Special Paper	PIC
Make the excavations speak The use of a 3D model of a temple of Hercules at Celje as an interpretative tool Maja Jerala Accepted as Poster in Track 3	PIC
Documenting Tangible and Intangible Cultural Heritage using a Transmedia approach: The Discover Québec Mobile Application  Laurier Turgeon and Alain Massé  Accepted as Poster in Track 6	PIC
Space2Place Symposium	
Placing Virtual Heritage Reconciling Virtual and Cultural Heritage and the Spatial Turn Dan J. Bonenberger, Trevor M. Harris Accepted as Short Paper in Track 6	601
Surface Architectural Scanning of Archaeological Sites with Ground Based Lidar in Southern Peru Patrick Ryan Williams, Ana Cristina Londono, Megan L. Hart, Donna J. Nash, Sofia Chacaltana C. and Megan L. Hente Accepted as Special Paper	P IC
Çatalhöyük @ DiVE Virtual reconstruction and immersive visualization of a Neolithic building Nicola Lercari, Maurizio Forte, David Zielinski, Rogies Kopper and Rebecca Lai Accepted as Special Paper	P IC
ALERT Mobile: managing coastal archaeological heritage in Western France  Jean-Baptiste Barreau, Mathieu Sachet, Elais Lopez-Romero, Marie-Yvane Daire and Pau  Olmos-Benlloch  Accepted as Short Paper in Track 4	611

Contribution to Digital Heritage with Space Technologies: An Introduction to HIST Changlin Wang Accepted as Special Paper	P 1C
On the way to a 4D archaeological GIS: state-of-the-art, future directions and need for standardization  Berdien De Roo, Jean Bourgeois and Philippe De Maeyer  Accepted as Special Paper	P 1C
Museum & Technology	
Rethinking the Virtual Museum Sorin Hermon and Susan Hazan Accepted as Full Paper in Track 3	625
Suggestion of RFID Technology for Tracking Museum Objects in Turkey Nurdan Atalan Çayırezmez , Hakan Melih Aygün and Levent Boz Accepted as Short Paper in Track 6	P 1C
The Last Supper Interactive Stereoscopic and ultra-high resolution 4K /3D HD for immersive real-time virtual narrative in Italian Renaissance Art Franz Fischnaller, Yesi Maharaj Singh and Martin Reed Accepted as Full Paper in Track 6	637
Design and use of CALM: an ubiquitous environment for learning during museum visit Pierre-Yves Gicquel, Dominique Lenne and Claude Moulin Accepted as Full Paper in Track 2	645
The Etruscanning Project: Gesture-based interaction and user experience in the virtual reconstruction of the Regolini-Galassi tomb  Eva Pietroni, Alfonsina Pagano and Claudio Rufa  Accepted as Full Paper in Track 2	653
Etrusaning 3D. The Etruscan grave n.5 of Monte Michele in Veii: from digital documentation to virtual reconstruction and communication  Andrea Adami, Carlotta Capurro, Eva Pietroni and Daniel Pletinckx  Accepted as Full Paper in Track 1	661
Flying a drone in a museum An augmented-reality cultural serious game in Provence Sébastien Thon, Dominique Serena-Allier, Céline Salvetat and Françoise Lacotte Accepted as Full Paper in Track 6	669
Smart architectural models Spatial projection-based augmented mock Daniele Rossi Accepted as Full Paper in Track 2	677

A digital look at physical museum exhibits Designing personalized Stories with handheld Augmented Reality in Museums Jens Keil, Laia Pujol, Maria Roussu, Timo Engelke, Michael Schmitt, Ulrich Bockholt and Stamatia Eleftheratou Accepted as Short Paper in Track 2	685
"Excavate and Learn": Enhance Visitor's Experience with Touch and NFC Emanuele Di Rosa and Fabrizio Benente Accepted as Short Paper in Track 6	689
The reconstructive study of the Greek colony of Syracuse in a 3D stereoscopic movie for tourists and scholars  Francesco Gabellone, Davide Tanasi and Ivan Ferrari  Accepted as Full Paper in Track 6	693
Towards an Integrative approach to Interactive Museum Installations Christie A. Ray and Merel van der Vaart Accepted as Short Paper in Track 6	701
A Piece of Peace in sWARajevo Locally and Globally Interesting Stories for Virtual Museums Selma Rizvic, Andrej Ferko, Aida Sadzak, Elisa Bonacini, Theofanis Karafotias, Maryam Jodeirierajaie, Linde Egberts, Zina Ruzdic, Belma Ramic Brkic, Isidora Stankovic, Milena Gnjatovic, Snezana Nenezic, Mascha Bom, Sanda Sljivo, Haris Dervisevic, Tatjana Mijatović, Marija Segan and Nadya Stamatova Accepted as Poster in Track 6	P 10
Home, sense of place and visitors' interpretation of digital cultural immersive experiences in museums Application of the "embodied constructivists GTM digital ethnography in situ" method Patrizia Schettino Accepted as Short Paper in Track 3	P 1C
X3D/X3DOM, Blender Game Engine and Osg4Web: open source visualisation for cultural heritage environments  Antonio Baglivo, Francesca Delli Ponti, Daniele De Luca, Bruno Fanini, Antonella Guidazzoli and Maria Chiara Liguori  Accepted as Full Paper in Track 2	711
Distributed 3D Model Optimization for the Web with the Common Implementation Framework for Online Virtual Museums  Andreas Aderhold, Yvonne Jung, Katarzyna Wilkosinska and Dieter W. Fellner  Accepted as Full Paper in Track 2	719
Giza 3D: Digital Archaelogy and Scholarly Acess to the Giza Pyramids The Giza Project at Harvard University Peter Der Manuelian Accepted as Full Paper in Track 2	727

### Special Sessions'/'P1C

#### **Panels**

Digital Learning in Southern Europe Heritage Organisations Anne Gombault and Aurélien Decamps

Europeana Photography

Digitization project to enrich Europeana with historical pictures of early photography *Valentina Bachi, Antonella Fresa, Fred Truyen and Sofie Taes* 

EAGLE - Europeana Network of Ancient and Greek Epigraphy Making Ancient Inscriptions Accessibile Silvia Orlandi, Raffaella Santucci, Antonella Fresa and Claudio Prandoni

Giving Users What They Want. Challenges and Possiblities in Bringing Audiovisual Archives to the Web *Erwin Verbruggen* 

A Joint Heritage: Where Science and Culture Meet *Elizabeth Griffin* 

Creating the missing link.

How to connect the workflow of 7000 cultural institutes into a dynamic network for reuse *Marco Streefkerk and Roxanne Wyns* 

#### **Tutorials**

Creating digital learning sessions for young audiences in museums and heritage sites A tutorial providing key recommandations and case study examples for developing digital sessions for informal learning *Katherine Biggs* 

A Beginner's Guide to 3D imaging and dimensional metrology *J-Angelo Beraldin and Adriana Bandiera* 

Image based modelin for cultural heritage Processing tools and acquisition protocol Marc Pierrot Deseilligny and Nicolas Martin-Beaumont

Creating interactive 3D WebApps using X3DOM *Yvonne Jung*, *Johannes Behr and Holger Graf* 

MeshLab, what's new and hands-on
Matteo Dellepiane, Marco Callieri and Guido Ranzuglia

WebApp Development for Enhanced Cultural Heritage Experience through mobile Augmented Reality

Timo Engelke and Jens Keil

### Workshops"/P1C

Digital Invasions Co-Creation of Cultural Value Fabrizio Todisco and Barbara Marcotulli

Learning Cultural Heritage by Serious Games GALA workshop Michela Mortara and Chiara Eva Catalano

21st c. Data, 21st c. Publications. A wokshop on 3D Model Publication and building the Peer Reviewer Community *Rachel Opitz, Nicola Terrenato, and Ilaria Meliconi* 

Digital Applications in Archaeology and Cultural Heritage *Ilaria Meliconi and Bernard Frischer* 

The Vancouver Digital Roadmap Involving industry and government in problem driven cooperation for digital sustainability *Vincent Wintermans* 

EU Competence Centres From European and national projects to high-quality services and products Daniel Pletinckx, Halina Gottlieb, Mohamed Farouk and Rafael Carrasco

Improving your Digital Activities with Business Model Innovation Marco De Niet and Harry Verwayen

The Cultural & Heritage Industries Cluster A French organisation dedicated to the promotion of culture and heritage Jean-Bernard Memet and Françoise Lacotte

Exploring the 3D-ICONS Projects From Capture to Delivery Anthony Corns and Sheen Bassett

Strategies for user generated content and crowdsourcing in museums and cultural heritage Lars Wieneke, Susan Hazan, Christian Bajomi, Nikolaos Maniatis, Johan Oomen, Erwin Verbruggen, Ad Pollé, Marie-Hélène Serra, Christine Sauter, Stuart Dunn, James Brusuelas, Roei Amit and Marion Dupeyrat