

Monday 7th of November

9:00- 9:30	Opening Ceremony			MIN 90	
9:30- 10:00	Keynote Mrs. Catharine DASS, UK Parliament				
10:00- 10:30	Keynote Prof. Yasmine MAKAROUN, ICOMOS, Lebanon				
COFFEE BREAK 10:30 - 11:00					
	ID	PAPER TITLE 11:00 - 13:00	FIRST AUTHOR		MIN 120
11:00- 11:15	1	EU Study VIGIE 2020/654 on quality in 3D digitisation of tangible cultural heritage	Marinos	Ioannides	
11:15 - 11:30	2	Atlas into Digital Twin: quality and complexity in mass digitization. The Parco Archeologico dell' Appia Antica	Raffaella	Brumana	
11:30 - 11:45	3	Replicating History through the Digitization of Cultural Heritage Artefacts	Kyriacos	Themistocleous	
11:45- 12:00	4	Digital Suvey, 3D Modelling and Historical Recreation of Cultural Heritage using Terrestrial Laser Scanning, Unmanned Aerial Vehicles and Mixed Reality Methodologies: The case of DigiArc Project	Christos-Nikolaos	Anagnostopoulos	
12:00 - 12:15	5	5D-ARCH-AID / UFO Project: Air Documentation of Architectural Heritage at Risk	Pavlos	Chatzigrigoriou	
12:15- 12:30	6	Inverse rendering for 3D reconstruction of glass cultural heritage objects: a volumetric approach	Petros	Stavroulakis	
12:30 - 12:45	7	Towards complete digital twins in cultural heritage with ART3mis 3D artifacts annotator	Dimitrios	Karamatskos	
12:45 - 13:00	DISCUSSION				
LUNCH 13:00- 14:00					
14:00 - 14:09	7	A Machine Learning Approach to Assist Architectural Research by Matching Images Directly with Text	Aaron	Pattee	MIN 150
14:09- 14:18	8	CFD Simulation and 3D Visualization on Cultural Heritage sites: The Castle of Mytilene	Orfeas-Theodoros	Eleftheriou	
14:18- 14:27	9	Digital Permanence of the Old City of Aleppo Through Analysis, Conservation and Digital Storytelling	Rahaf	Orabi	
14:27- 14:36	10	Comprehensive processing of information on surface stone working on a set of buildings of the Prague UNESCO World Heritage Site- methods and outputs	Jaroslav	Valach	
14:36- 14:45	11	Application of 3D technology to create a detachable filling for an earthenware skyphos	Rani	De Vos	
14:45- 14:54	12	Developing innovative tools for maximization of cultural experience: The Cave3 project	Charisios	Achillas	
14:54- 15:03	13	Implementation of the IIIF Presentastion API 3.0 based on Software Support. Use Case of an Incremental IIIF Deployment within a Citizen Science Project	Julien A.	Raemy	
15:03-15:12	14	Research Trends Analysis of using Artificial Intelligence in Cultural Heritage: an Overview of the Last Five Years	Florin	Girbacia	
15:12-15:21	15	Development of Semantic Web Application Prototype for Balinese Cultural Tradition	Cokorda	Pramartha	
15:21-15:30	16	Blockchain-based Revenue Sharing System for Empowering Cultural Heritage	Mihai	Duguleana	
COFFEE BREAK 15:30- 16:00					
16:00-17:00	Joint Keynote Mrs. Susan de Menil and Mr. Thomas Kline				
LAST SESSION					
17:00-17:15	13	Interactive virtual representation and digital proxemics for tangible and intangible heritage: shaping the ways we interact with knowledge, architecture and space in virtual reality	Fabrizio	Banfi	
17:15-17:30	14	Errant Artworks and Patrimony in evolution: the virtual reconstruction of the crypt in Santa Maria dei Bianchi Gubbio, Italy	Giorgio	Verdiani	
17:30-17:45	15	Digital Photo- realistic Documentation of Ancient Mosaics	Orestis	Kourakis	
17:45-18:00	16	IoT infrastructure for the support of preventive measures and actions regarding the environmental conditions of cultural heritage collections	Konstantinos	Michalakis	
18:00-18:30	DISCUSSION				
18:30	FREE				

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