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Ville de Marseille

# DIGITAL HERITAGE

INTERNATIONAL CONGRESS 2013  
28 Oct - 01 Nov, Marseille, France



[www.digitalheritage2013.org](http://www.digitalheritage2013.org)



## DigitalHeritage2013 International Congress

will take place at:  
Villa Méditerranée (1), MuCEM (2), Fort Saint-Jean (3)

**SCIENTIFIC PROGRAM**  
open to registered attendees  
From 28 oct - 1 nov / 8 p.m. to 7 p.m.

Registration available at:  
[www.digitalheritage2013.org/registration](http://www.digitalheritage2013.org/registration)

**DIGITAL HERITAGE EXPO**  
Villa Méditerranée  
open to the general public - free admission  
From 29 oct - 1 nov / 12 p.m. to 7 p.m.

For further information:  
[www.digitalheritage2013.org](http://www.digitalheritage2013.org)  
[info@digitalheritage2013.org](mailto:info@digitalheritage2013.org)



### encompassing the leading scientific events in digital heritage

**VSM2013** - 19th Int'l Conference on  
Virtual Systems and Multimedia

**GCH 2013** - 10th Eurographics  
Symposium on Graphics and  
Cultural Heritage

**MEMORY of the WORLD** - 2nd UNESCO  
Int'l Conference on Memory of the  
World in the Digital Age

### plus two major public exhibitions

**ARCHEOVIRTUAL** - 7th Exhibition on  
Virtual Archaeology and Museums

**DAW** - 7th Digital Art Week

### and complemented by regional and special events

**ARQUEOLOGICA 2.0** - 5th Int'l Mtg on  
Archaeology, Graphic Informatics,  
Heritage & Innovation

**CAA 2013 Fall Symposium** - Computer  
Applications and Quantitative  
Methods in Archaeology

**From Space to Place** - Special  
Workshop on Remote Sensing in  
Archaeology

**ICOMOS ICIP Digital Interpretation**  
Panel - Int'l Committee for  
Heritage Interpretation &  
Presentation

as well as numerous European Project  
meetings and workshops

Join us for the largest international scientific event on digital heritage in history, bringing together hundreds of scientists, educators, researchers, industry professionals & policymakers to debate, discuss and present digital technology applied to the protection, documentation, and understanding of humanity's shared heritage. Archaeologists, architects, artists, historians, museologists, planners, curators, anthropologists, engineers, environmentalists, computer scientists, new media experts, filmmakers, and more will jointly explore the best of digital heritage. Over five days at the end of October, parallel tracks will offer presentations of best practices and innovative solutions, as well as panels, educational workshops, and policy debates on heritage in all forms, from the *built* (UNESCO's World Heritage), to *cultural traditions & folklife* (as seen in UNESCO's Intangible Cultural Heritage), *museums and objects*, and *documentary heritage* (exemplified by UNESCO's Memory of the World). A major public exhibition will run concurrently.

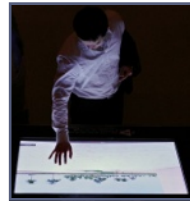
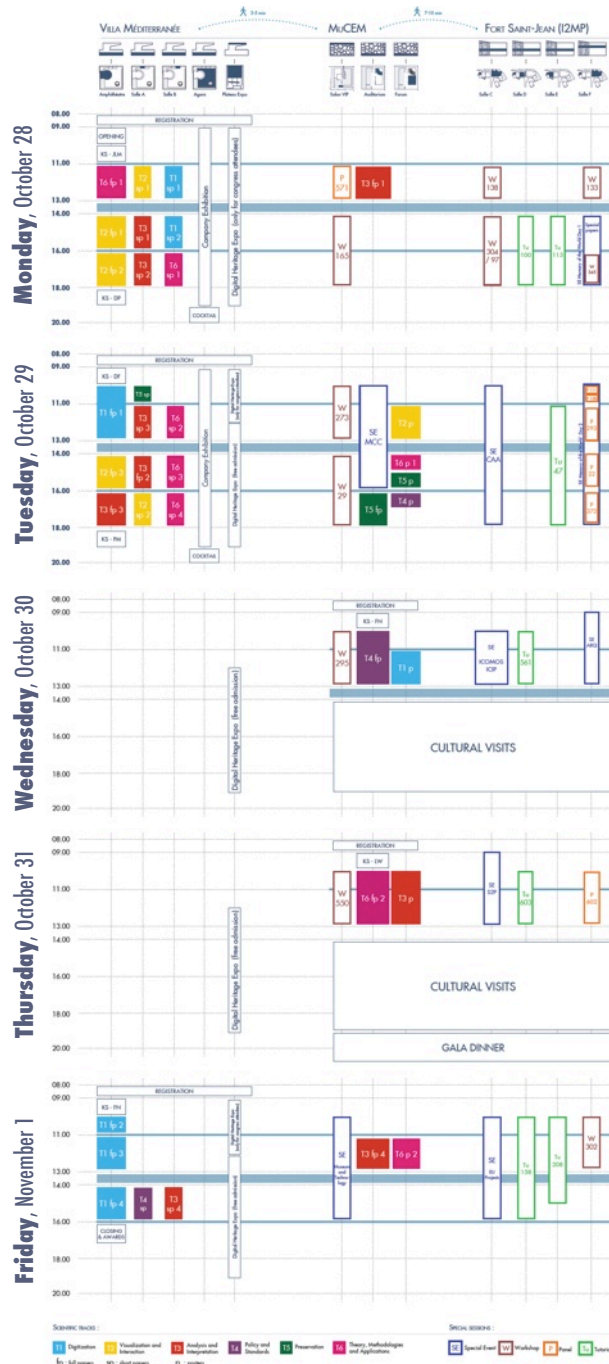
Organized by **CNRS** (French National Center for Scientific Research) on behalf of the **MAP** Laboratory, in collaboration with local research institutions Provence (Aix-Marseille University, Arts et Métiers ParisTech, CICRP, School of Architecture and INRIA), the Congress will be held in **Marseille, France**, the **2013 European Capital of Culture**, in the architecturally stunning new waterfront museum complex (the restored **Fort Saint-Jean** and adjoining new **MuCEM** and **Villa Méditerranée**).

Whether you are a teacher or student, professional or amateur, diplomat or citizen, you are invited.

DigitalHeritage 2013 International Congress Co-Chairs:  
Alonzo C. Addison, VSM Society, San Francisco, United States  
Livio De Luca, CNRS - MAP, Marseille, France  
Sofia Pescarin, CNR - ITABC, Rome, Italy

# Scientific Program Open to congress attendees

# Open to the general public **DigitalHeritageExpo**



This unique, first-ever **International Congress** federates existing scientific events of VSMM, GCH, Memory of the World, Archeovirtual, DAW, Archeologica, From Space2Place, ICOMOS ICIP, and CAA under one roof. It covers heritage in all its forms, with talks grouped in 6 thematic Tracks (**Digitization; Visualization & Interaction; Analysis & Interpretation; Policy & Standards; Preservation; Theory, Methods & Applications**). Alongside are topical Special Sessions as well as panels and workshops on EU projects from 3D-ICONS, to EAGLE, Europeana, GALA, V-MUST and many more. In addition, to support interaction with colleagues, there are **cultural tours** on Wednesday and Thursday afternoons and a **Gala Dinner** on Thursday evening.

There are over **350 presentations** (full, short and special session papers, posters, panels, tutorials and workshops) and a **Corporate Exhibition**. An online interactive, mobile-ready schedule (featuring social networking, a personal agenda builder, dynamic attendee directories, and more) is available at:

[www.digitalheritage2013.sched.org](http://www.digitalheritage2013.sched.org)



**DigitalHeritageExpo** is the largest exhibition on Digital Heritage ever organised. Spread over more than 700 sqm of space, the exhibition is divided into 6 unique categories: **Immersive Environments, DigitalHeritage @ Work, Virtual Museums, Edutainment, Art and Creativity, Multivision.**

Organized by CNRS - MAP and CNR - ITABC, supported by BMTA's Archeovirtual and ETH's Digital Art Weeks, the Expo is hosted in the astonishing location of the **Villa Méditerranée** in Marseille from the **28th of October** until the **1st of November 2013**.

Selected by a program committee composed of Arts, Heritage and Information & Communication Technologies experts, the best exhibitions proposals not only be accessible for hundreds of participants of the congress, but will also for the thousands of visitors that the new waterfront museum area has been attracting to its exhibits.

Visitors to the exhibition will travel through time and space, reaching diverse countries from around the world from Jordan to Indonesia, from China to America, from Spain to Island, covering an historical timespan of over 5000 years, the exhibitions lets visitors explore archaeological sites and monuments, get immersed in musical environments and enter virtual artworks, listen to stories from our past, interact with a wide range of digital heritage and science applications using hands, bodies, heads, brains, and finally to connect "digital" with "heritage" and to see how creativity takes one to new future perspectives.

## IMMERSIVE ENVIRONMENTS

- Cubiculum musicae
- Intangible Treasures
- Giza 3d
- VR in a box

## DIGITALHERITAGE @ WORK

- Cultlab3d
- Artfactvis2

## VIRTUAL MUSEUMS

- Virtual Museum demonstrator
- Tangible geographical interface
- Etruscanning 3D
- AR on Maquettes (Nantes 1900, Smart Architectural Models)
- AR and MOBILE (Heritouch, Acropolis (CHESS), Singosari, Reenchant Historical Heritage, Techcoltour, Stolac, Virtual Aquileia, Jumièges 3D)

## EDUTAINMENT

- Excavate and Learn
- Fort Ross Virtual Warehouse
- Imago Bononiae
- Apa Game

## ART AND CREATIVITY

- Virtual mauer
- Raffaello Madonna of the goldfinch
- Pureland
- Art science

## MULTIVISION

- Mochica
- Siracusa 3d
- Chavin Peru
- Marq
- From Villefranche to Marseille
- Facsimile
- Giza (by virtualware)
- Virtual Archaeology in the 3D ICONS and Ariadne projects
- Le Trésor des Marseillais