



MACQUARIE
University
SYDNEY · AUSTRALIA

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

Zoom access link:

<https://macquarie.zoom.us/j/82249649991>

Note: All times are in Australian Eastern Daylight Time (AEDT). Refer to the [Time Zone Converter](#) 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
	Zoom access link: https://macquarie.zoom.us/j/82249649991	Zoom access link: https://macquarie.zoom.us/j/89803633645
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,	The Paths of Immersion (POI) Framework: An integrated approach to immersive design Biba Tominc

	Kellie Youngs, John Pollard, Aleks Michalewicz, Robert Turnbull, Emily Fitzgerald, Jonathan Garber, Karen Thompson	
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	
	Zoom access link: https://macquarie.zoom.us/j/87615055050?pwd=ZUtKVE1BVEtOQTVPZ0NOVzUrQIU2Zz09 Password: 916462	
	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	

	<p>Part Two: Virtual Overview of Mosul's disappearing Architectural Heritage</p> <p><u>Dr Omar Al-Hafith</u>, Research Fellow, Centre for Architecture, Urbanism and Global Heritage, NTU</p> <p>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.</p> <p>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.</p>
8pm	CLOSE

Day 2 – Saturday 6 November 2021

Zoom access link:

<https://macquarie.zoom.us/j/84912145435>

Time AEDT	Session
8.55am	Greeting and Acknowledgement of Country
9am	<p>Panel session - Digital 3D object-based learning and research at the University of Melbourne</p> <p>Convenor: Ben Loveridge</p> <p>Speakers:</p> <ul style="list-style-type: none"> • 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
	<p>Session 3: Virtual Exhibition</p> <p>Chair: Thomas J. Keep</p> <p>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.</p>
10.15am	<p>Ancient cities, made from data</p> <p>Tom Chandler</p>
10.40am	<p>The birth of human consciousness in Australia</p> <p>Brett Leavy</p>
11.05am	<p>Affect and Place Representation in Immersive Media: the Parragirls Past, Present Project</p> <p>Volker Kuchelmeister, Lily Hibberd, Alex Davies, Jill Bennett</p>

	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 Antlejš, 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 Antlejš
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

Zoom access link:

<https://macquarie.zoom.us/j/88071367653>

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 Pramatha, 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 <hr/> Zoom access link: https://macquarie.zoom.us/j/86992563403?pwd=S2pSQ3NmMkxwbEIQczNMVDdleVVEUT09 Password: 677784 <hr/> <p>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!</p>
7:30pm	CLOSE