SUBMISSION INSTRUCTIONS

Important Dates

Panels/Workshop/Tutorial Proposals	~~April 20, 2018~~ May 1, 2018
Exhibits/Demos Proposals Due	May 20, 2018
Paper/Poster Proposals Due	May 20, 2018
Author Notification	July 15, 2018
Final Manuscript (Camera Ready)	Sept. 1, 2018

Links

All submissions are to made online with EasyChair at:
https://easychair.org/conferences/?conf=digitalheritage2018
Paper templates at:
https://www.ieee.org/conferences_events/conferences/publishing/templates.html
Expo Templates below and at:
http://www.digitalheritage2018.org/DH2018ExpoForm.docx
Questions/Problems: write the Secretariat at info@digitalheritage2018.org

Submission Categories

- **SESSION** (Workshop, Tutorial, Roundtable, or other special session)
- **PAPER** (Papers (long/short), Posters, and abstracts for certain special sessions)
- **EXHIBIT** (Research project or demo)

Session Submissions

Proposals are invited for special sessions, workshops, tutorials, roundtables, panels and more. For any of these, please submit via the Congress' EasyChair system:

- An abstract for the session (paste in the abstract section in EasyChair)
- A brief (one page or less) description of the session
  Abstract
  Format (eg. roundtable, workshop, tutorial, etc),
  Structure (eg. 15min/speaker followed by 30 min roundtable discussion and then Q&A with the audience),
  Requested length (eg. 1 hour, 3hours, etc),
  Requested equipment/needs (eg. projector, whiteboard, etc) and
  Projected number of attendees (eg. classroom setting for 25 people).
- A brief summary (one page or less) with presenters/participants names if known & brief bios on each.
- Encode all of the above in a single PDF file and upload via the Congress' EasyChair system. No emailed or snail-mailed submissions can be considered.

Paper Submissions

Authors are invited to submit Papers/Posters via the Congress' EasyChair system for publication in the Congress Proceedings (as well as an oral presentation during the Congress):

- If you are submitting:
  - A paper for one of the main congress tracks, then a draft paper (and not simply an abstract) is required by the deadline to provide a considered review. The paper however does not need to be in final form--if accepted, it can be revised and enhanced later.
  - A poster for one of the main congress tracks, then a draft poster (and not simply an abstract) is required by the deadline to provide a considered review. The draft poster can be a single page PDF for now.
  - A talk/paper for presentation in of the special sessions, please refer to the session notes below or any instructions you may have from the session chair – some require only an abstract and not a paper by the deadline. If not stated however, a draft paper should be provided.
- Be sure to check the appropriate boxes in EasyChair– select what type of heritage you are addressing (more than one is possible) and then pick a track (if desired). Finally if you want to present in a special session you may check any you want it considered for.
- Papers can be up to 8 pages in length including all images, references, etc, The final manuscript must conform to the IEEE Conference Proceedings Template (www.ieee.org/conferences/publishing/templates.html) and will need to eventually go through the online IEEE PDF Checker so it is good to prepare your submission using the IEEE template now.
- Blind review will be done via our International Scientific Committee so redact author names prior to submission.
- Authors will be notified of acceptance as Full or Short, depending on reviewer feedback, with the possibility of Posters as well.
- Submissions must be of original work and not previously published or submitted to another conference. If your work is substantially improved from a previous publication, it can be submitted, but the past work clearly cited and the advances explained.
- Note this year you can submit your paper to either the overall Congress EasyChair link, or to the co-located PNC Conference (https://sites.google.com/view/pnc2018/for-authors) via its separate EasyChair system. (Just submit to one - if your paper is not accepted for the one you submit it to, it will be referred to the other event for second consideration - if you try to double submit to both you will be auto-rejected).
- All are to be electronically submitted via the Congress' EasyChair system. No emailed or snail-mailed submissions can be considered.
- The Congress Proceedings will be published via IEEE Xplore.

Exhibit Submissions

Research exhibits and demonstrations are invited to submit proposals for presentation on site in the expo hall (see the CfP) plus publication in the Expo Proceedings (to be published by Elsevier). Accepted exhibits will be provided space free of charge in the expo hall (you will still need to register to attend the Congress however). To be considered, please submit via the Congress' EasyChair system:

- An abstract for the exhibit (paste into the abstract section in EasyChair)
- Plus the completed Expo forms (http://www.digitalheritage2018.org/DH2018ExpoForm.docx) as a single PDF file uploaded in EasyChair
- Be sure to check the appropriate boxes in EasyChair – select what type of heritage you are addressing (more than one is possible) and ignore the Paper/Session questions. Finally, be sure to check this is an exhibit submission type.

Note: corporate exhibits do not need to submit a proposal – write directly to the conference secretariat at info@digitialheritage2018.org to request an exhibitor booth packet.

2018 DigitalHERITAGE Expo Proposal Form

I'd like to propose a project to showcase in the 2018 **DigitalHERITAGE Expo**

[**TITLE OF THE PROJECT**]

Proposer's name: [Prefix, First Name, SURNAME]

Proposer's position: [POSITION]

at [INSTITUTION/COMPANY

ADDRESS, CITY, COUNTRY, WEB SITE URL]

Proposer's contact info: [EMAIL, TEL, WEBSITE URL]

Category of proposed project:

- [ ] Built Heritage & Archaeology
- [ ] Museums & Collections
- [ ] Intangible Heritage & Traditions
- [ ] Libraries & Archives
- [ ] Art & Creativity

Project Author(s):

[First name], [SURNAME], [email]

[First name], [SURNAME], [email]

Institutions involved are:

[Name of Institution], [Address], [website]

[Name of Institution], [Address], [website]

The authors of the applications have all the rights to present the project in a public exhibition.

_____ _____

Place, date Signature

DigitalHERITAGE 2018 Expo Proposal **Details Form**

TITLE of the project		
ABSTRACT *Short description for publication (5000 char. max)*		
CONTENT *Briefly describe the content of your exhibit (1000 char. max)*		
SPACE *(how much floor space does your exhibit need (eg. 1m x 2m)*		
REQUIREMENTS *List any equipment/lightning/support/other needs for presenting your project*		
NOVELTY	This project was developed for: [ ] Research Purposes [ ] Public Dissemination Has it been publicly shown before? [ ] No [ ] Yes - if so, date first shown (dd/mm/yy): _____	
INNOVATION *Briefly list how your project is innovative (1000 char. max.)*	*Technological:*	
	Content:	
	Communication:	
	Artistic:	
HERITAGE THEME *(check any themes project applies to)*	[ ] Built Heritage & Archaeology [ ] Museums & Collections [ ] Libraries & Archives [ ] Intangible Heritage [ ] Art, Creativity, Other	
HERITAGE DETAILS *Detail the heritage content your project is focused on (1000 char max)*		
CONGRESS TRACK *(check any tracks project applies to)*	[ ] Reality Capture [ ] Visualization/Interaction [ ] Analysis/Interpretation [ ] Policy/Standards [ ] Preservation [ ] Theory/Methodology	
AUDIO	Audio content included [ ] No [ ] Yes If yes, is it [ ] Music [ ] Voice If voice, which language(s): _____	
TARGET USER *Describe who your main audience is*		
ACCESSIBILITY *Describe where the application is accessed (2000 char max)*		
TECHNOLOGY *Describe the interaction/visualization technology used (2000 char max)*		
ARCHIVED *Are your assets archived? Where/how*		

SPECIAL SESSION CALLS

What's it all for? Digitally-Born Archaeological INSIGHTS

Computer Applications and Quantitative Methods in Archaeology (CAA) Special Session

Session Organizers: Lisa Fischer and Heather Richards-Rissetto

Digital technologies are revolutionizing the world in which we live and that includes the practice and presentation of archaeology. Sometimes in the 21st century we lose sight, however, of the ultimate goals of researching and preserving the past as well public education by focusing too much on the technologies that help us achieve those goals. In many cases digital approaches are improving how we find, record, manage, analyze, and present archaeological sites, but a technological application does not need to be cutting-edge to produce cutting-edge results. This session will explore ways in which technologies are enhancing both our research and educational goals, and seeks to showcase projects that demonstrate new insights about the past that have been learned through digital approaches.

Possible research topics and questions to be addressed include:

- Projects where new research insights stem from digital technologies and approaches
- Innovative digital methods that provide new ways of archaeological inquiry, i.e. addressing archaeological questions
- Explorations of the tensions between developing new digital tools and using existing digital tools for archaeological research and public education
- Projects that demonstrate the complementarity of non-digital and digital data and methods to address specific research questions and education goals
- When and why is digital essential? What types of archaeological inquiry can now be addressed because of the digital?
- Are we succumbing to digital glam at the expense of research and education goals? If so, how do we move forward as new, seductive technologies hit the market?
- Where do we see this all leading? What are our end-goals and how does the digital fit in?

Speakers in this session will be divided into thematic groups. Each speaker in a group will give a 5-7 minute presentation, followed by period of panel discussion involving the speakers and the audience.

To apply, participants may submit either a 500-word abstract or a full paper, which if accepted will be published in the conference proceedings. **Interested in participating or have questions?** Please contact Lisa Fischer (lfischer@preservationvirginia.org) or Heather Richards-Rissetto (richards-rissetto@unl.edu)

SPECIAL SESSION CALLS

Tangible and embodied experiences with heritage

Dr Daniela Petrelli, Prof. of Interaction Design, Art & Design Research Centre, Sheffield Hallam University, UK

A core problem underlying all digital artefacts is the loss of materiality: museums have since long recognized the importance of a physical contact between visitors and objects as the ever-popular handling sessions show. Internet of Things technology makes it possible now to build smart objects and spaces that react to visitors providing experiences that take the visitors beyond interactive screens and into an emotional engagement with the heritage. Embedded technology enable to take the attention back to the heritage as opposed to capture it onto screens. Indeed when such tangible and embodied interactions are offered to visitors the response is enthusiastic for the novel, immersive experience they offer. Sensors embedded in smart replicas, soundscapes that react to visitors' movements, bespoke devices for the physical interaction with the exhibition or the heritage site are all examples of new ways of engaging visitors with digital content and digital storytelling via tangible and embodied means. In addition, technology in the physical space can bridge the gap between the physical and the digital collection. This track will bring together researchers in computing and interaction design with museum professionals interested in exploring the potential of new methods of engaging visitors that are led by the physical experience of being there.

SPECIAL SESSION CALLS

Are your archaeological data FAIR enough?

Organized by the ARIADNE project and community
Chairs: Franco Niccolucci and Sorin Hermon

The data related FAIR (Findable-Accessible-Interoperable-Reusable) acronym has become a buzzword in the digital archaeological community. Pushed by EU funders as a requirement, and by social pressure to open the data vaults, FAIRness may risk having counter-effects by making available a mass of data without knowing what to do with them and how they may contribute to the progress of archaeological knowledge.

The session will explore innovative methodologies coupled with examples of good practices as regards:

- Findability: which tools are available to find what one is looking for, beyond googling for it? Google provides artificial intelligence in searching, is this applicable in archaeology, where financial resources are much scarcer than those available for business? What can we look for and what can we expect to find when searching for archaeological data?
- Accessibility: what implies accessing research data? Is there an academic requirement and consequent reward for researchers making their data accessible for the scientific community? How is this perceived and accepted in the archaeological community? How we can protect legitimate rights of exploiting one's work, without keeping results concealed? What is the difference between accessibility and integration? In what do human accessibility and machine accessibility differ?
- Interoperability: what is required to be able to use data from different sources without enforcing rules potentially appearing as a limitation to the freedom of scientific research? Are standards a free choice or a compulsory restriction? Which are the pros and cons of their adoption? Are there affordable tools data integration?
- Reuse: which kind of innovation should appear in the archaeological method and approach to improve the reuse of research results? Will FAI support Reuse by professionals and citizens? Which new horizons are opened by data FAIRness as concerns citizens' inclusion and engagement in Cultural Heritage? How can we cope with propagation of IPR across the FAIR stages? How is innovation related to re-use and how can research benefit from the exploitation of scientific data?

Proposed lectures should address one or more of the above themes in a broad sense. Thus, relevant topics include, but are not limited to, the following:

- The cloud approach and cultural heritage research;
- Virtual Research Environments for archaeology and cultural heritage
- e-infrastructures for cultural heritage;
- 3D modelling of physical artefacts, sites of monuments;
- Data mining of primary and secondary sources (texts, audio, image, videos);
- Interoperability issues across heterogeneous sources;
- Scientific visualisation and Interface techniques;
- Creation and handling of narratives, representational and interpretive practices;
- Virtual reconstructions, AR/VR, immersive systems for research and public archaeology;
- Management of geo-temporal information;
- Ontology modelling and semantics, especially in the CH field;
- Handling of born-digital and/or digitised artefacts;
- Network analysis methods (social networks of all sorts);
- CH and social inclusion through technology
- Distributed knowledge production and enrichments, crowd-sourcing.

The session will be concluded by a round table on "Research Data Openness with a FAIR approach: policies and strategies in Europe and the Americas", organized by the PARTHENOS project in collaboration with the Research Data Alliance, ScienceEurope and other related initiatives

SPECIAL SESSION CALLS

3D Digital Preservation and Establishing Best Practices in California State Parks

California State Parks (CSP) diverse cultural and natural resource quality control of Big Digital Data Repository requires multiple professional disciplines to interact with the same information. Over the last several years, CSP transformed its organizational structure to include efficient methods for Resource Management. This new transformational base structure is a one-stop location for CSP resources accessed both digitally and visually by park staff and stakeholders.

CSP 3D Digital Preservation Best Practices gathers the resource quality control specifications and includes training for their management and is a result of a CSP transformation. The challenge over the years for CSP is acquiring 3D Licensed Surveys for their many state owned properties and where to locate this Big Data resource after collection and processing. The priority monitoring of the first park sites in a 3D digitized format for Historic Preservation are multiple to date, and CSP foresees this practice to grow rapidly. Technology is more accessible and Best Practice Standards in place create efficient collection and archiving which allows many more parks sites to undergo this archival process. The findings over time and the use of this new 3D Digitalization technology included CyArk's partnership with Parks as a starting point, and the laser scanning and processing of several California State Historic Parks (SHP): John London, Sonoma Mission, and Chumash Painted Cave. This collection of 3D Digital Data lead to CSP's implementing their Acquisition Licensed Surveyors into the formal practice of 3D Licensed Surveys. Among those first parks were Bodie SHP, Hearst Castle SHP, Sutter's Fort SHP, Railtown 1897, Duncan' Landing, Governor's Mansion, South Yuba Covered Bridge, the Hearthstone at Humboldt Redwoods State Park (SP), and the Blue Wing in at Sonoma SHP. The next phase for CSP is to incorporate multiple layers into these base 3D digital documents, including GIS, BIM, Emergency Planning, Maintenance and Stakeholder viewing tools to locate this Big Data Repository within a network solution and accessed with larger scale Virtual Reality solution for team collaboration and educational outreach.