DAY 1 26/11

12:00	Registration
12:30	Introduction and housekeeping

12:40	The Agentic Archaeologist: an open-source AI guide that remembers its visitor	Jafri Baqar
12:55	Beyond the Chatbot: Building a Semantic Agentic Research Environment for Archaeology	Juan Palomeque-Gonzalez
13:10	Meddling with the Meddling with the Machine: Exploring Classification of Stone Carving Techniques using Convolutional Neural Networks.	Grace Heller
13:25	Ground Truth Without a Ground: AI, Intangible Cultural Heritage, and Postgraduate Education in Greece	Despina Catapoti & Sabina Batlle Baró
13:40	Excavating the Methods: Using LLMs to Trace Data Science in Archaeology	Juan Palomeque-Gonzalez
13.55	DISCUSSION	

14:10	BREAK

14:30	Digital Documentation and Heritage Protection in Suwayda Governorate, Southern Syria: Field Records, GIS, and a 3D Case Study from Attil	Mourhaf Karmoushi
14:45	Under Siege: Digital Approaches to a Roman Conflict Landscape	James O'Driscoll
15:00	The Lost Primeval Forest: Simulating Deforestation during Japan's Early Modern Predation Event using an Agent-Based Approach	Joseph Hirst
15:15	Monitoring 4D Change in HMS Victory: Point Cloud Comparison for Conserving Historic Vessels	Kevin Deng
15:30	DISCUSSION	

15:45	BREAK

16:00	Photogrammetry as Community Engagement following Church Closures	Megan Kasten
16:15	Building Delgovicia: A Practice-Based Investigation into Minecraft, Social Media, and Public Engagement with the Roman Fort at Malton, North Yorkshire	Louise Bedford
16:30	A View to Roche Rock: An interactive, multimedia experience exploring the intangible heritage of Cornwall's prehistoric landscape	Naresh Dushyant & Jack Marchi
16:45	DISCUSSION	

17:00	**AGM**

17:30	**RECEPTION**

DAY 2 27/11

9:30	Introduction	
9:45	Keynote: "These days we mostly build and repair playgrounds." Digital Archaeology and Joyful Resistance	Colleen Morgan
10:15	DISCUSSION	

10:30	Fen to Fire: A Participatory Digital Reconstruction of the Late Bronze Age Settlement at Must Farm	Chris Wakefield & Guy Schofield
10:45	Storypaths: Reimagining Archaeological Publication through Digital, Place-Based Storytelling	Gareth Beale, Nicole Smith, & Elizabeth Robertson
11:00	Talos in the Crannog: The use of social robots in heritage	Andrew Blair
11:15	Developing an Archaeological Visual Novel	Savinay Sood
11:30	DISCUSSION	

11:45	LUNCH

12:45	One Target, Four Crosswalks: Sustaining a Federated Knowledge Graph for Heritage in Britain and Ireland	Florian Thiery

13:00	Environmental and Technological Variability in Non-Invasive Digital Documentation: A Comparative Study of Repeated Field Recording at Bhimbetka Rock Shelters, Central India	Shriya Gautam
13:15	From Pattern to Particularity: What Computational Formalisation Reveals and Conceals in Early Bronze Age Burial Data	Evgeniyaa Shishkina
13:30	Are we Obscuring Archaeology with Bad Data Science? Breaking Open the Statistical Black Box	Kathryn Murphy
13:45	The Development of a Single-Site Metadatabase Model for Locally Relevant Archaeological Sites	Katrine Haydock
14:00	Trowels & Touchscreens: An Ethnographic Study of Digital Recording in Archaeological Fieldwork	Leila Araar
14:15	DISCUSSION	

14:30	BREAK

15:00	Moulding Soil With PLA: 3D Scanning and 3D Printing as Conservation Apparatuses for Bengal Terracotta Architectures	Bihan Das
15:15	Feeling Time: Sensorial Assemblages, XR Technologies, and Prehistoric Lived Temporality	Benjamin Allen
15:30	Virtual Mishkal Palli: Game-Based Digital Reconstruction as an Inclusive Interpretive Framework for Restricted Religious Heritage	Athira Theruvath Pilathottathil
15:45	Traces of Water: Reimagining Izmir’s Urban Water Heritage through XR Storytelling	Zeynep Özdemir
16:00	Sacred Stone, Buried Memory: Sesela and the Race to Save the Southern Legacy of Aksumite and Post-Aksumite Tigray, Ethiopia	Gidey Gebreegziabher Gebrekrstos
16:15	DISCUSSION	

16:30	Closing remarks

Demos

The FUSION lab	The Royal Game of UR in XR
Ben Allen	Feeling Time
Louise Bedford	The Roman Fort at Malton in Minecraft, A Work In Progress
Juan Palomeque-Gonzalez	Agentic Research Assistant - an Interactive demonstration
Katrine Heydock	The Archivist
Naresh Dushyant & Jack Marchi	Fountains Abbey
Chris Wakefield & Guy Schofield	Late Bronze Age Must Farm

Posters

Florian Thiery	Purported, Alleged, Undetermined: Four Degrees of Doubt in the Ogham Corpus
Danielle Taylor	Searching for the Mesolithic: Predictive modelling in Doggerland
Logan O'Brien	Value and Vulnerability: A Landscape Framework for Littoral Cultural Heritage Management
Marc Zubia-Pons	From Site to 3D: Archaeological Reconstruction of a Romano-British Farmstead in Lichfield (Staffordshire)
Paul Henderson	Interactive Fiber Tracing for Virtual Unroling of Herculaneum Papyri