

Time	Caledonia	Alba	Scoti
09:30	Cracking the code of the cups: geospatial analysis of Scottish cup and ring marks - Emily Pickering, Gabriel Schussler	How FAIR is bioarchaeological data: with a particular emphasis on making archaeological science data reusable - Alphaeus Lien-Talks	
09:50	A-Frame to Represent Archaeology Heritage in an Open Source Virtual Reality Platform - Alberto Polo Romero	Machine Learning for Shipwreck Detection: A Computer Vision Approach in Maritime Archaeology- Cal T. Pols	
10:10	Exploring the Necessity and Optimal Design of an Inclusive Digital Platform for Human Remains Data of Archaeological Significance - Charalampos Georgakis, George Pavlidis, Christina Papageorgopoulou	Beyond Traditional Maps: Immersive Visualisation of Maritime Heritage Data using Virtual Reality Geographical Information Systems (VRGIS). - Laura O Connor	
10:30	Ancient History of Indigenous South America: Augmented Reality and Digital Archaeology at University Museum of Archaeology and Ethnology at Federal University of Rio Grande do Sul, Brazil - João Vinícius Chiesa Back	Colouring sunstone - Christine Ren	
10:50	Q&A		
11:00	Tea and Coffees		
11:20	An Analysis of the Atlas of Hillforts of Britain and Ireland. - Mike Middleton	One Big Jigsaw: Challenges in Disseminating 3D Data from the Former Curzon Street Station Yard - Valeria Carrillo	Stratigraphic Analysis and The Matrix: connecting and reusing digital records and archives of - archaeological investigations - Keith May & James Taylor
11:40	Post-Human Metalithic Postcards sent during the Pandemic - Ian Dawson & Paul Reilly	CHRoMA: Cultural Heritage Review on Map Accessibility. Towards a consistent FAIR map key for data observed from archaeological fieldwork - Peter McKeague, Ceri Binding, Doug Tudhope, Fabio Cramerì	TBD
12:00	Mapping desertification in Southern Morocco using Google Earth Engine - Louise Rayne	Digging coins. Nomisma.org, a controlled vocabulary and ontology for numismatic ... and archaeological? ... linked open data - David Wigg-Wolf	TBD
12:20	Q&A		

12:30	Lunch		
13:00	Lunch (continued) and Agent Based Modelling workshop		
14:00	GIS applications to Roman Limes in Germania Inferior - Raffaele Rizzo, Vincenzo Ria	Enabling Multiple Viewpoints with Digital Collaborators - Ian Dawson, Louisa Minkin & Paul Reilly	
14:20	Archaeological archives – the issue of storage, space, and curation - Love Eriksson	Against Our Better Nature: Engaging Audiences with the Historic Environment in “Natural” Landscapes Through Social Media Analysis and Citizen Science - Lawrence Shaw	
14:40	Practice based research: The efficacy of an interactive, multimedia approach to communicating archaeology through the use of virtual reality, 360° film, and participant agency - Dushyant Naresh	Digitally crafting tactile learning experiences - Catriona Cooper & Diane Heath	
15:00	Q&A		
15:10	Tea and Coffees		
15:30	The Potential of Collaborative Video Games for Archaeology and Heritage - McKenna Crowe	Using CRMarchaeo to combine excavation archives into FAIR resources - Stephen Stead	
15:50	Comparing Least-Cost Path and Circuit Theory Analysis for Modelling Maritime Mobility Across the Roman Levantine Basin - Celia Prescott-Decie	Modelling a new understanding of prehistoric rock art in Scotland - Tertia Barnett, Joana Valdez-Tullett	
16:10	Spatial Analysis of the Saxon Shore Forts on the Southern Coast of Britain - Madison Paige Scrabeck	Storied Lands: Developing immersive interpretation for landscape-scale storytelling - Nicole Smith, Gareth Beale, Lizzie Robertson	
16:30	Assessment and adaption of urban cultural heritage assets as touristic destination towards the impact of UHI - Nerxhana Tallushi	The 3D Digitisation of the Honours of Scotland - David Vacas Madrid, Sophia Mirashrafi, Adam Frost, Al Rawlinson, Reed Hudson, Lyn Wilson	
16:50	Q&A		
17:00	AGM		
17:30-20:00	Social		