

COMMUNICATING THE PAST IN THE DIGITAL AGE

Digital Methods for Teaching and Learning in Archaeology
12-13 October 2018, University of Cologne

PROGRAMME

12th of October 2018

Tagungsraum, Neues Seminargebäude

9:00-9:15 Welcome and Introduction

SESSION 1: ARCHAEOGAMING

9:15-10:00 Erik Malcolm Champion (Curtin University):
Games People Dig: Are They Archaeological Experiences or Archaeological Systems?

10:00-10:45 Csilla Ariese-Vandemeulebroucke/Krijn Boom/Angus Mol/Aris Politopoulos (Leiden University Centre for Digital Humanities/VALUE Foundation):
Digital Playgrounds: Communicating Knowledge of the Past through Video Games

10:45-11:15 **Coffee Break**

11:15-12:00 Xavier Rubio-Campillo (University of Edinburgh):
Learning by design: the use of video game mechanics to explain the past

12:00-12:45 L. Meghan Dennis (University of York):
Same As It Ever Was: The Perils of Replicating an Ethic of Coloniality in Archaeogaming

12:45-14:00 **Lunch Break**

SESSION 2: LEARNING IN THE MUSEUM

14:00-14:45 Anna Riethus (Foundation of the Neandertal Museum):
Inclusive gaming at the museum - Can app games help us with becoming a more inclusive place for visually impaired visitors?

14:45-15:30 Stephan Quick (LVR-Archaeological Park Xanten):
Digital media in the LVR-Archaeological Park Xanten

15:30-16:00 **Coffee Break**

16:00-16:45 Adolfo Muñoz/Ana Martí Testón (Universitat Politècnica de Valencia):
Almoína AR: An immersive experience for an archaeological museum with Hololens Glasses

16:45-17:30 Sebastian Hageneuer (University of Cologne):
The challenges of archaeological reconstruction: Back then, now and tomorrow

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Hörsaal XVIII, Main Building

SESSION 3: DIGITAL TOOLS IN THE CLASSROOM

9:00-9:45 Katherine Cook (University of Montréal):
Hacking Classrooms for Communities: Augmenting Collaboration Through Digital Scholarship

9:45-10:30 Michael Remmy (University of Cologne):
The X marks the spot - Using geo-games in teaching archeology

10:30-11:00 **Coffee Break**

11:00-11:45 Juan Hiriart (University of Salford):
Designing and Using Digital Games as Historical Learning Contexts

SESSION 4: DIGITAL LEARNING ENVIRONMENTS

11:45-12:30 David Hölscher (Kiel University):
Communicating current research content through multimedia learning environments. Insights into a joint university and Leibniz Gemeinschaft research project from Kiel

12:30-13:30 **Lunch Break**

13:30-14:15 Felicitas Fiedler/Erika Holter/Una Ulrike Schäfer/ Sebastian Schwesinger (Humboldt-University of Berlin):
Understanding Ancient Spaces: Virtual Environments as a Tool

14:15-15:00 Sierra McKinney/Sara Perry (University of York):
Developing digital archaeology for young people: A model for fostering empathy and dialogue in formal and informal learning environments

15:00-17:00 **Technical Demos** in the room "Dozentenzimmer"

17:00-18:00 **Final discussion**

<http://communicatingthepast.hcommons.org>
<http://archaeoinformatik.uni-koeln.de>