# Day 3 · Conference programme

## Wednesday 4 November 2026

100% online · All times given in Central European Time (CET)

08:00–09:30 CET

### Session 6: Beyond Digitisation: Unlocking the Power of Cultural Heritage - Use & Reuse - Part I

R, Python, and the FOSS model for data accumulation, analytics, and distribution

Taylor Rockhill, SOAS, University of London, United Kingdom · Paper ID 201

When Metadata Harmonisation Changes What We Know: Provenance, Uncertainty and the Evidential Reliability of Cultural Heritage Records in Europeana

Qinlei Wang, King's College London, United Kingdom · Paper ID 202

Documenting Craft, Transmitting Knowledge? Social Media and the Safeguarding of Hmong/Miao Intangible Cultural Heritage

Hairong Wang, The University of Edinburgh, Scotland, United Kingdom · Paper ID 212

Representing Cultural Context in Machine-Translated Heritage Metadata: A Document Analysis of Europeana Translate

Sadarudeen P, University of Calicut, India · Paper ID 148

How Much Reality Is Necessary? Authenticity, Accessibility and Engagement in Museum Maya Indonesia, a Metaverse Museum for an Archipelago

Eku Wand, Braunschweig University of Art (HBK), Germany · Paper ID 225

Distinctive functions of immersive projects representing historical and cultural heritage: The Ukrainian experience

Yuliia Polovynchak, V. I. Vernadskyi National Library of Ukraine, Ukraine · Paper ID 206

What Gets Lost in Digitization? Representing Traditional Sports and Games as Living and Embodied Cultural Heritage in Digital Environments

Mustafa Kandil, University of Pittsburgh, USA · Paper ID 55

Visual storytelling and project-based learning in the preservation of cultural heritage: the experience of Kyiv National University of Culture and Arts

Maryna Tolmach, Kyiv National University of Culture and Arts, Ukraine · Paper ID 227

Analysing Interpretive Authority in Games to Inform Digital Cultural Heritage Design

Sha Huang, The University of Edinburgh, Scotland, United Kingdom · Paper ID 216

Digital Twin Technologies for Cultural Heritage Sites: A Conceptual Framework for Documentation, Monitoring, and Conservation

Jülide Edirne, Haliç University, Türkiye · Paper ID 134

09:30–09:40 Coffee Break

09:40–12:00

## Session 7: Beyond Digitisation: Unlocking the Power of Cultural Heritage - Use & Reuse - Part II

Panagia Old Town of Kavala - Conceptual Model

Rafael Prezado, University of Évora, CIDEHUS, Portugal · Paper ID 137

From Disclosure to Return: Designing Accountable AI-Assisted Interpretive Pathways for Cultural Heritage

Andrew Ahachinsky, Bobbinet, Canada · Paper ID 63

From AI-Generated Heritage Narratives to Evidence-Based Interpretation: A Design Framework for Critical Digital Heritage Education

Angelo La Licata, University of Sassari, Department of History, Human Sciences and Education, Italy · Paper ID 136

Taime Walker: Learning Neolithic Skills with a Virtual Reality Game

Jonathan Barbara, Saint Martin's Institute of Higher Education, Malta · Paper ID 142

Bridging Monitoring and Interpretation: HeriTwinneD, a Web Application for Digital Twins of Heritage Buildings

Rana Tootoonchi, University of Bamberg, Germany · Paper ID 126

AI for Knowledge Extraction in Heritage Collections: Enriching 3D Assets with Explainable, Vocab-Aware Semantic Annotation

Cordula Hansen, XYZ Technical Art Services GmbH, Germany · Paper ID 131

A Concept for a Community-Managed Interactive Ancient Map for Information Access and Preservation of the Ciela Map

Yoki Purwadi, Institut Seni Budaya Indonesia (ISBI) Bandung, Indonesian · Paper ID 117

What Wartime Ukraine Reveals About the Boundaries of Digital Cultural Heritage

Daniil Shmatkov, Scientific and Research Institute of Providing Legal Framework for the Innovative Development of National Academy of Legal Sciences of Ukraine, Ukraine · Paper ID 109

Conversational artificial intelligence for Archaeological Heritage: interpretative challenges and public engagement in medieval museums

Stefano Bertoldi, Università di Siena, Italy · Paper ID 101

Digital Games and Local Heritage: Sense of Belonging and Historical Identity among Portuguese Children

Filipe Oliveira, University of Minho, CIEd, EDHILAB, Portugal · Paper ID 89

Digital Cultural Heritage as a Tool for Adolescent Resilience: Serious Games, Social-Emotional Learning, and Inclusive Education

Eleni Christodoulou, Ministry Of Education- Regional Educational Advisor for School Social Workers, Greece · Paper ID 146

A Low-Cost Phygital Workflow for GLAM: Digitising Physical Dioramas and Living History into Web-Accessible Cinematic VR

Martin Debattista, Institute of Tourism Studies, Malta · Paper ID 123

"Kurioso" - Mediating Cultural Agency: A Randomized Controlled Experiment on Generative AI in an Online Participatory Museum

Jasmin Jalil, University of Rome La Sapienza / University of Turin, Italy · Paper ID 118

IAU-All Skies Encyclopaedia

Susanne M Hoffmann, International Astronomical Union, France · Paper ID 116

12:00–13:00 Lunch Break

13:00–14:30 ## Session 8: Beyond Digitisation: Unlocking the Power of Cultural Heritage - Use & Reuse - Part III

Rethinking Photo Album Representation Through IIIF

Julien Antoine Raemy, Walter Benjamin Kolleg, University of Bern, Switzerland · Paper ID 57

Expansion of Ad Hoc Abbreviations in Latvian Folk Song Variations Using Large Language Models

Linda Barbare, University of Latvia, Latvia · Paper ID 46

Monogram Segmentation in Byzantine Seals using Deep Learning

Saranga Kingkor Mahanta, Sorbonne Université, France · Paper ID 45

The proposed system is an AI-powered adaptive VR platform for exploring AlUla.

Hessa Almutairi, Prince Sultan University, Saudi Arabia · Paper ID 39

Exploring the Applicability of AI-Powered Storytelling Tools in Cultural Heritage Education: An Exploratory Study in the Cyprus Context

Kholoud Fadel, Individual · Paper ID 35

An Integrated Hazard–Ecology–Perception Framework for Cultural Landscape Planning

Jingsen Lian, Delft University of Technology (TU Delft), The Netherlands · Paper ID 34

From Digital Collections to Immersive Experiences: User-Centred Access to Cultural Heritage through the eKultura Portal

Jelena Rubić, Cultural Heritage Digitization Office, Ministry of Culture and Media of the Republic of Croatia, Croatia · Paper ID 76

From Scientific Collections to Digital Memory: Challenges and Opportunities for Research Libraries in Azerbaijan

Gunel Huseynova, ANAS Central Scientific Library, Azerbaijan · Paper ID 70

Re-rooting Akhenaten's Legacy: Bridging the Provenance and Legislation Gap of Amarna Departed Treasures with a Data-Sensorium Framework into its Egyptian Context

Mohamed Soliman, Center of Archaeological Studies (MoTA) Egypt & AAII, Musahsino University, Japan · Paper ID 58

14:30–14:50 Coffee Break

14:50–17:00 ## Session 9: Extended Memories: XR, VR and MR in Digital Cultural Heritage

User Profiling and Kano–QFD-Based Requirements Prioritisation for Digital Natural Heritage Services

Yujin Yoon, Korea National University of Heritage, South Korea · Paper ID 211

Stronger Together: Connecting Europe's Cultural Heritage through 3D, XR and AI Innovation

Susanna Capannini, PHOTOCONSORTIUM, Italy · Paper ID 214

From Digital Archives to Living Narratives: Repurposing High Resolution Textile Heritage Data for Immersive Cultural Learning Beyond Museums.

Delas Santano, Sunway University, Malaysia · Paper ID 158

A VR reconstruction of Tumuli, Rock Art and Sahrawi Sky Lore in Western Sahara

Maitane Urrutia-Aparicio, West University of Timisoara and Universidad Europea de Canarias, Romania/Spain · Paper ID 170

ROMULUS: Object-Centred and AI-Assisted Historical Storytelling for Museum Interpretation

Jörn Stock, ROMULUS – Narrative Interpretation for Museums & Heritage, Germany · Paper ID 167

OpenAppiaHBIMM-XR Multi Modal Informative Models and Levels of Knowledge for Communicating Heritage Infrastructure. The Appian Way, and the Mausoleum of Cecilia Metella node-section

Marzia Gabriele, Politecnico di Milano, Italy · Paper ID 90

Immersive Virtual Reality and Serious Games for Digital Cultural Heritage: The TOURAL Approach to Underwater Exploration and Interactive Heritage Learning

Efstathia Martinopoulou, Centre for Research & Technology Hellas (CERTH) /Information Technologies Institute, 57001, Thessaloniki, Greece · Paper ID 199

Beyond Digital Preservation: A Three-Space Immersive Approach to Living Silk Heritage

Hatefeh Majidi, Freelance · Paper ID 197

Short Discussion

Beyond Digital Reconstruction: BIM, HBIM and HHBIM for Sustainable Heritage Management

Information – from Heritage Description to Heritage Constitution

Drazen Arbutina, Zagreb University of Applied Sciences (Tehničko veleučilište u Zagrebu – TVZ), Croatia · Paper ID 198

Stakeholder Acceptance of Digital and Information Technologies in Cultural Heritage Buildings: A Reflexive Thematic Analysis of the Greek INHERIT Pilot

Eleni Manolopoulou, Singular Logic, Greece · Paper ID 172

Beyond Digital Documentation: Towards a Conservation-Led Heritage Digital Twin for Asinou Church, Cyprus

Catharine Arul Dass, Middlesex University, London, United Kingdom · Paper ID 157

From HBIM to Memory Twin: An Interactive Web and VR Immersive Visit of the Acropolium of Carthage

Nadia Bouzgarrou, ENSA Nantes - ENAU Tunis (France & Tunisia ) · Paper ID 140

Towards a Memory Twin: Preliminary Knowledge Organisation Requirements for Architectural Heritage in Japan

Noriki Sakamoto, Nakasha Creative Corporation, Japan · Paper ID 119

From Documentation to Decision: An HBIM-Based Framework Integrating Value Engineering, SDGs and Multi-Criteria Analysis for Portuguese Colonial-Era Heritage in Timor-Leste

Afranio Freitas, Beira Interior University, Portugal · Paper ID 223