

Provisional schedule

Monday 03-04-23 Workshops at Vrije Universiteit Amsterdam

| | HG-0G23 | HG-0G25 | HG-0G10 | HG-12A32 | HG-12A22 | NU-4B05 | NU-4B11 | HG-14A40 |
|-----------------------------|------------|---------|---------|----------|----------|---------|---------|----------|
| SLOT 1 09:00 | W01 | W02 | W04 | W05 | W07 | W08 | W10 | |
| SLOT 2 13:30 | W03 | W02 | W04 | W05 | W07 | | W10 | W09 |
| ICEBREAKER 17:00 – 20:00 | Zuiderkerk | | | | | | | |

Tuesday 04-04-23 Conference sessions at RAI Congress Centre

| | FORUM | E102 | E103 | E104 | E105-106 | E107 | E108 | LOUNGE | | | | |
|--------------------|--------------------------------------|--|---|---|---|----------------|--|---|--|--|--|---------|
| SLOT 1 08:30 | Welcome + keynotes | | | | | | | | | | | |
| SLOT 2 10:30 | 43. Synergies in 3D Spatial Analysis | 04. "Hey Google, stop that looter": digital technologies against cultural heritage crimes; critical approaches, ongoing solutions and beyond | 36. Where do you go to my lovely? From punch card technology to Deep Learning. Tracing the development of statistical thinking in (to Computational) Archaeology. | 24. How Are Archaeological Narratives about the Past Constructed? – Analysing Argumentation in Archaeology 31. Better Together: Exploring methods and applications for the synergy of multiproxy data in the study of archaeological mobilities. | 01. Integrating mobile computing technologies into traditional archaeological methods | Poster session | 05. For new epistemologies in Archaeology: using probability, networks and mathematical models to build archaeological knowledge | posters | | | | |
| SLOT 3 13:00 | | | | | | | | 07. Open Analytical Workflows and Quantitative Data Integration in Archaeological Prospection | 09. Digital approaches to Roman port urbanism: from data acquisition to computational analysis and visual reconstruction | 13. An inventory of the Sea: our shared marine heritage challenges and opportunities | 12. Chronological modelling: formal methods and research software | posters |
| SLOT 4 15:30 | | | | | | | | 18. Modelling Ancient Cities: methods, theories and tools | | 19. Building a Collaborative & Interoperable Information Ecosystem: A conversation to bridge archaeological data systems and infrastructures | 32. A Bridge too Far. Heritage, Historical and Criminal Network Research | posters |
| OPTIONAL CITY WALK | | | | | | | | | | | | |

Wednesday 05-04-23 Conference sessions at RAI Congress Centre

| | FORUM | E102 | E103 | E104 | E105-106 | E107 | E108 | LOUNGE |
|------------------------------------|---|--|--|--|---|---|---|---|
| SLOT 1 08:30 | 11. The Age of #Archaeogaming: The Past and Future of Archaeology + Video Games | 22. Machine and deep learning methods in archaeological research – creating an integrated community of practitioners | 33. Bayesian Inference in Archaeology: new applications and challenges | 39. Web-database solutions for the excavation datasets | 30. Crossing Landscapes of the Past: Developments in Modelling Mobility and Connectivity in Archaeology | 15. Reproducing, Reusing, and Revising Code and Data in Archaeology | 08. Where do you draw your lines? Mapping transformation of archaeological practice in the digital age. | posters |
| SLOT 2 11:00 | | | 03. Our Little Minions pt. V: small tools with major impact | 02. Studying uncertainties in archaeology: A new research agenda | | | | posters |
| SLOT 3 14:00 | | | 41. Capacity building for open data persistence in archaeology | | | | | 23. Understanding Archaeological Site Topography: 3D Archaeology of Archaeology |
| SLOT 4 16:00 | AGM | | | | | | | |
| CONFERENCE DINNER 19:00 – 01:00 | House of Watt | | | | | | | |

Thursday 06-04-23 Conference sessions at RAI Congress Centre

| | FORUM | E102 | E103 | E104 | E105-106 | E107 | E108 | LOUNGE |
|-----------------|--|---|---|--|--|--|--|---------|
| SLOT 1 08:30 | 20. Simulations for the past, simulations for the future | 10. Computer applications in archaeology – Bringing South Asia together | 06. Stay connected: Developing Mobile GIS for team-based collaboration in archaeological research | 22. Machine and deep learning methods in archaeological research – creating an integrated community of practitioners | 29. How do we ensure archaeological data are usable and Reusable, and for whom? Putting the R in FAIR for archaeology's data | 26. For a Bright Future: Challenges and Solutions for the Long-Term Preservation of 3D and Other Complex Data in Digital Cultural Heritage | 37. Modelling the semantics of space – the relationship of entities creating space | posters |
| SLOT 2 11:00 | | | | 44. Roads to Complexity: Technological and Quantitative Approaches to Human and Objects Connectivity | | | | |
| SLOT 3 14:00 | 21. 50 Years of Archaeological Simulation | 16. Archiving information on archaeological practices and knowledge work in the digital environment: workflows, paradata and beyond | 34. Computational Approaches and Remote Sensing Applications in Desertic Areas | 35. Indigenous Knowledge and Digital Archaeology: potential, problems and prospects | | 38. Computational Modeling Water-Based Movement | 28. Digital Humanities, Digital Archaeology | posters |
| SLOT 4 16:30 | | | | | | 14. Robotics and Archaeology - on the state of the art and beyond | 27. Exploring new ways of visualizing archaeological data | posters |

Friday 07-04-23

- 1-day excursion De Meern, Archeon
- 2-day excursion Dutch Limes (Katwijk - Utrecht)

Saturday 08-04-23

- 2-day excursion Dutch Limes (Utrecht - Nijmegen)

Tuesday 11-04-23 / Friday 14-04-23

Archaeological Computing Lab at Vrije Universiteit Amsterdam