

Monday, May 5

TIME	Auditorium 1	Room 3A	Room 3B	Room A5	Room A4	Room A111 (Building A)	Room A110 (Building A)
09:00-13:00	Opportunities and Tools from the Cultural Heritage Cloud (ECCCH-ECHOES) for Digital Archaeology	Towards a Green Cluster for Cultural Heritage	Robusta: A web application for Assessing Robustness and Uncertainty in Spatial Analysis in Archaeology	Machine Learning Basics in Archaeology: Deep Learning Archaeological Features Detection on Historical Maps and Drone Imagery	Chronological modelling with ChronoLog: theory and practice	CAA committee meetings	Efficient Archaeological Data Management: From Digital Data Entry to Analysis and Publication
13:00-14:00	Lunch Break						
14:00-18:00	Opportunities and Tools from the Cultural Heritage Cloud (ECCCH-ECHOES) for Digital Archaeology	Using the ArchaMap application for data synthesis and creating FAIR data	Introduction to the EAMENA Machine Learning Automated Change Detection Tool	Contributing to the community module library of the Network for Agent-based modelling of Socio-ecological Systems in Archaeology (NASSA)	A stepping stone to FAIR practice. Learn how to use CRMarchaeo & CRMInf.	Do it Yourself with the archeoViz Ecosystem! A Decentralized and Open-Source Approach to Archaeological Data Web Edition, Visual and Statistical Exploration	A Long-term Solution for Archaeological Data Challenges: Navigating Myriad and Complex Data and Processes with the Arches Cultural Heritage Data Management Platform
18:00-22:00	Ice breaker party						

* *Coffee Break 10.15-10.45*

* *Coffee Break 16.00-16.30*

Tuesday, May 6

TIME	Auditorium 1	Room 3A	Room 3B	Room A5	Room A4	Room A111 (Building A)	Poster Area
8:30-10:00	Welcome & Keynote #1						
10:00-10:30	Coffee Break						Poster Session
10:30-12:30	55. Round Table #1: Requirements vs Reality — How to integrate data management into every day research	07. Cognitive Mind	13. Computational innovations in biological anthropology, archaeology and genetics: advancing research on past human populations	04. Hic sunt dracones! Semantics and archaeological Linked Open Data within the FAIRification process and Research Data Lifecycle along the Object Biography	56. Round Table #2: Focus Group Discussion on Training Archaeologists in Digital Tools and Methods	50. Exploring the Nexus of Robotics and Archaeology: Unveiling the Potential, contribution and Ethical Dimensions in different research fields	
		Session change: 11:30-11:35 11. Connecting the Physical and Digital: Exploring Human-Intermediated Object Data Gathering	Session change: 11:30-11:35 28. Follow Rivers: the application of advanced remote sensing, machine learning and modelling in the studies of water management of past societies				
12:30-13:30	Lunch Break						
13:30-15:00	06. Model-Driven Urban Archaeology	05. Our Little Minions pt. VI: small tools with major impact (lightning)	15. Digital bioarchaeology: new approaches for old problems	53. Not Just Pretty Pictures: Utilizing 3D Scans for Precise Data Collection in Archaeology	38. Concepts, methods and techniques for dissemination and querying of scientific Cultural Heritage resources	32. Connected Landscapes: Digital and Quantitative Methods for Landscape Archaeology	
15:00-15:05							
15:05-16:50	45. Digitally Enabled Archeological Practice: Communication and Research: Critical reflection on evaluation and impact assessment	18. Teaching with Tech: Bringing Archaeology Pedagogy into the Future	25. Looking for Wooden Architecture in Post Holes Constellations: Computational Approaches, Methods, and Tools to Reveal the Invisible		40. MuVAMoLa – Multivariate Approaches to Mortuary Landscapes		
16:50-17:00	Coffee Break						
17:00-18:30	23. New Frontiers in Drone Applications	01. Chronological modelling II: formal methods and research software	09. Pixels in Training: Image-Based Machine Learning Applications in Archaeology	53. Not Just Pretty Pictures: Utilizing 3D Scans for Precise Data Collection in Archaeology	30. Advancing Open Science Practices in Archaeology: Linking Data Principles, Stewardship, and Digital Infrastructures	32. Connected Landscapes: Digital and Quantitative Methods for Landscape Archaeology	
18:30-18:40	Coffee Break						
18:40-20:10	23. New Frontiers in Drone Applications	52. Computational interfaces: Exploring Potential of Application Programming Interfaces (APIs) and Domain-Specific Languages (DSLs) in Archaeology	09. Pixels in Training: Image-Based Machine Learning Applications in Archaeology	22. Embracing Digital Ethics: practical applications of ethical frameworks in digital archaeology	30. Advancing Open Science Practices in Archaeology: Linking Data Principles, Stewardship, and Digital Infrastructures	32. Connected Landscapes: Digital and Quantitative Methods for Landscape Archaeology	

Wednesday, May 7

TIME	Auditorium 1	Room 3A	Room 3B	Room A5	Room A4	Room A111 (Building A)	Poster Area
8:30-10:30	19. Reusable Digital Research Workflows for Archaeology	48. Merging Two Realities: Integrating Mixed Reality (MR) and Gamification in On-Site Archaeological Projects	10. Is It All Fun and Games?: The Value(s) of Archaeogaming and other Forms of Play in Digital Heritage and Archaeology	08. Digital lifescapes: using multi-scalar approaches to map, model and reimagine urbanism, settlement and landscapes in archaeology	03. Innovating Archaeological Exploration: AI-based approaches to Remote Sensing	46. Advances in Computational Archaeology	
10:30-10:45	Coffee Break						Poster Session
10:45-12:30	19. Reusable Digital Research Workflows for Archaeology	43. Reproducibility in the age of AI and beyond: what is really important for reusable research?	10. Is It All Fun and Games?: The Value(s) of Archaeogaming and other Forms of Play in Digital Heritage and Archaeology	08. Digital lifescapes: using multi-scalar approaches to map, model and reimagine urbanism, settlement and landscapes in archaeology	03. Innovating Archaeological Exploration: AI-based approaches to Remote Sensing	46. Advances in Computational Archaeology	
12:30-13:30	Lunch Break						
13:30-15:50	02. Future-Proof Heritage: AI, Digital Twins, and Sustainable Preservation	16. Reuse, remix, recycle: putting the R in FAIR archaeological data	20. "Scaling Heights": Unveiling Mountainous Landscapes Through Interdisciplinary Survey Strategies, Quantitative Modelling and Computational Methods	47. Unconventional Mediterranean: digital applications to detect and survey the marginal or unexplored landscapes	57. Computational models concerning climate change and its effect on cultural heritage assets	12. Generative AI and Text Mining - using big models for big problems	
15:50-16:00	Coffee Break						
16:00-17:30	26. Bridging Non-Invasive and Invasive Archaeology. Developing Computational Tools for Integration, Archiving, Visualisation and Analysis of Multifaceted Datasets	34. FAIRification and Standards in Commercial Archaeology	51. Bridging the gap between theory and practice: Teaching digital fieldwork archaeology	47. Unconventional Mediterranean: digital applications to detect and survey the marginal or unexplored landscapes		12. Generative AI and Text Mining - using big models for big problems	
17:30-17:40	Coffee Break						
17:40-19:00	CAA International AGM						
20:00-23:00	Conference Dinner						

Thursday, May 8

TIME	Auditorium 1	Room 3A	Room 3B	Room A5	Room A4
8:30-10:30	24. Digital Fieldwork Documentation in Archaeology: Innovations, Challenges and Standards	21. Moving Beyond Digital Fieldwork Documentation: Integrating and Preserving Archaeological Knowledge	35. Mapping and modelling movement in archaeology: From least cost analysis to diffusion pathways	31. New Steps in Computational Methods and Theory to Studying Past Seafaring and Human-Water Interactions	41. Archaeological Network Research
10:30-10:45	Coffee Break				
10:45-12:45	24. Digital Fieldwork Documentation in Archaeology: Innovations, Challenges and Standards	21. Moving Beyond Digital Fieldwork Documentation: Integrating and Preserving Archaeological Knowledge	35. Mapping and modelling movement in archaeology: From least cost analysis to diffusion pathways	31. New Steps in Computational Methods and Theory to Studying Past Seafaring and Human-Water Interactions	41. Archaeological Network Research
12:45-13:45	Lunch Break				
13:45-16:05	24. Digital Fieldwork Documentation in Archaeology: Innovations, Challenges and Standards	49. GameTable: Bridging Disciplines for Heritage Games	17. Comparing the Incomparable: Managing and Analyzing Data from Heterogeneous Sources in Archaeological Research	14. Advances in modelling past human ecosystems	54. Photorealist[ish] - Another look at appearance and 3D documentation in heritage
16:05-16:15	Coffee Break				
16:15-17:45	44. Digital and computational methods in the studies of rock art and ancient art: beyond tracing the past	42. From Code to Discovery: Deep Learning in Archaeological Research	29. Heritage under bombs - digital methods in the studies of endangered heritage in conflict zones	14. Advances in modelling past human ecosystems	54. Photorealist[ish] - Another look at appearance and 3D documentation in heritage
17:45-18:00	Coffee Break				
18:00-19:30	44. Digital and computational methods in the studies of rock art and ancient art: beyond tracing the past	42. From Code to Discovery: Deep Learning in Archaeological Research	29. Heritage under bombs - digital methods in the studies of endangered heritage in conflict zones	37. Computational and Landscape Archaeology: the renovation of surface survey methodologies	27. Release the Kraken - Mobile GIS empowers survey communities across the globe