

# COARCH'19

## 3rd Workshop on Computing Techniques for Spatio-Temporal Data in Archaeology and Cultural Heritage

### Call for Papers

Archaeological data, and more in general cultural heritage information, are characterized by both spatial and temporal dimensions that are often related to each other and are of particular interest for supporting the interpretation process through which new knowledge can be achieved about ancient times. The aim of the workshop is to bring together researchers of the fields of spatial information science, knowledge representation and knowledge discovery to share their research results in order to draw the new incoming challenges in terms of archaeological and cultural heritage spatial information management applications.

#### TOPICS

This exploratory workshop deals with a hot topic in term of spatio-temporal information management. Organizers will pay particular attention to presentations with working prototypes and live result presentations.

#### Knowledge representation

- Modeling of spatio-temporal data in archaeology and cultural heritage
- Techniques for supporting interoperability of spatio-temporal data
- 3D digital artifact capture, representation and manipulation
- Workflow design for supporting the archaeological interpretation process

#### Knowledge discovery

- Analytic tools to assist scholars' research on archaeological data
- Tools for reconstruction and processing of spatio-temporal evolution
- Spatial temporal data mining on spatio-temporal data in archaeology
- Machine learning techniques applied to archaeological data

#### IMPORTANT DATES

Abstract due: June 2<sup>nd</sup>, 2019

Papers due: June 9<sup>th</sup>, 2019

Notification of acceptance: June 30<sup>th</sup>, 2019

Deadline for author registration: July 7<sup>th</sup>, 2019

Papers camera-ready due: July 7<sup>th</sup>, 2019

Workshop: Sep 10<sup>th</sup>, 2019

#### Submissions

Accepted papers will be presented at the workshop and included in the **proceedings** published with **CEUR-WS**. Acceptance of a paper is contingent on one author presenting the paper at the workshop. Contribution length should not exceed **15 pages** (including tables, figures, and references). All papers should conform to **LIPics template**. Up to three best contributions presented at the workshop will be selected for publication on the **ACM Journal on Computing and Cultural Heritage** (ACM JOCCH), [jocch.acm.org](http://jocch.acm.org). Such papers will be chosen by the workshop program committee together with the JOCCH Editor-in-Chief and authors will be asked to prepare an extended version to be submitted to the Journal for publication.

Papers should be submitted electronically via the EasyChair system at <http://easychair.org/conferences/?conf=coarch19>.

#### Workshop Chairs

- Alberto Belussi, University of Verona, Italy
- Roland Billen, University of Liège, Belgium
- Pierre Hallot, Art, Archaeology and Heritage ULiège, Belgium
- Sara Migliorini, University of Verona, Italy

#### Program Committee

- Roland Billen, University of Liège, Belgium
- Pierre Hallot, Art, Archaeology and Heritage ULiège, Belgium
- Alberto Belussi, University of Verona, Italy
- Sara Migliorini, University of Verona, Italy
- Kouros Khoshelham, The University of Melbourne, Australia
- Mario Santana Quintero, Carleton University, Canada
- Cyril de Runz, Reims University, France