

Monday 3-4-23 Workshops at Vrije Universiteit Amsterdam								
ROOM	WN-S631	HG-OG25	WN-S607	WN-S655	HG-OG10	NU-4B05	HG-OG23	NU-4B11
09:00 - 12:30	QGIS	CRMArcheo	Blender	Deep Learning			3D Storytelling	GigaMesh
13:30 - 16:30	Field		ABM (1)		GitHub	ABM (2)		
17:00 - 20:00	ICEBREAKER - Zuiderkerk							
Tuesday 4-4-23 Conference sessions at RAI Congress Centre								
ROOM	FORUM	E103	E104	E105	E106	E107	E108	LOUNGE
08:30 - 10:00	welcome + keynotes							
10:30 - 11:50	43. Synergies in 3D Spatial Analysis	04. "Hey Google, stop that looter": digital technologies against cultural heritage crimes; critical approaches, ongoing solutions and beyond		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
13:00 - 15:00		07. Open Analytical Workflows and Quantitative Data Integration in Archaeological Prospection						
15:30 - 17:30				18. Modelling Ancient Cities: methods, theories and tools	13. An inventory of the Sea: our shared marine heritage challenges and opportunities	19. Building a Collaborative & Interoperable Information Ecosystem: A conversation to bridge archaeological data systems and infrastructures	12. Chronological modelling: formal methods and research software	
OPTIONAL CITY WALK								
Wednesday 5-4-2 Conference sessions at RAI Congress Centre								
ROOM	FORUM	E103	E104	E105	E106	E107	E108	LOUNGE
08:30 - 10:30			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	posters
11:00 - 13:00	11. The Age of #Archaeogaming: The Past and Future of Archaeology + Video	22. Machine and deep learning methods in archaeological research – creating an integrated community of	03. Our Little Minions pt. V: small tools with major impact	02. Studying uncertainties in archaeology: A new research agenda				

14:00 - 16:00	Games	practitioners	41. Capacity building for open data persistence in archaeology			23. Understanding Archaeological Site Topography: 3D Archaeology of Archaeology	in the digital age.	
16:30 - 18:00	AGM							
19:00 - 01:00	OPTIONAL CONFERENCE DINNER - House of Watt							
<b>Thursday 6-4-23 Conference sessions at RAI Congress Centre</b>								
<b>ROOM</b>	<b>FORUM</b>	<b>E103</b>	<b>E104</b>	<b>E105</b>	<b>E106</b>	<b>E107</b>	<b>E108</b>	<b>LOUNGE</b>
08:30 - 10:30	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	44. Roads to Complexity: Technological and Quantitative Approaches to Human and Objects Connectivity	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
11:00 - 13:00				38. Computational Modeling Water-Based Movement		28. Digital Humanities, Digital Archaeology		
14:00 - 16:00		16. Archiving information on archaeological practices and knowledge work in the digital environment: workflows, paradata	34. Computational Approaches and Remote Sensing Applications in Desertic Areas	35. Indigenous Knowledge and Digital Archaeology: potential, problems and prospects		14. Robotics and Archaeology - on the state of the art and beyond	27. Exploring new ways of visualizing archaeological data	
16:30 - 18:10								
<b>Friday 7-4-23</b>								
1-day excursion	De Meern, Archeon							
2-day excursion	Dutch Limes (Katwijk - Utrecht)							
<b>Saturday 8-4-23</b>								
2-day excursion	Dutch Limes (Utrecht - Nijmegen)							
<b>Tuesday 11-4-23 / Friday 14-4-23</b>								
Archaeological Computing Lab at Vrije Universiteit Amsterdam								