

# COMMUNICATING THE PAST IN THE DIGITAL AGE

Digital Methods for Teaching and Learning in Archaeology  
12-13 October 2018, University of Cologne

## PROGRAMME

### 12th of October 2018

Tagungsraum, Neues Seminargebäude

9:00-9:15 Welcome and Introduction

SESSION 1: ARCHAEOGAMING

9:15-10:00 Erik Malcolm Champion (Curtin University): **Games People Dig: Are They Archaeological Experiences or Archaeological Systems?**

10:00-10:45 Csilla Ariese-Vandemeulebroucke/Krijn Boom/Angus Mol/Aris Politopoulos (Leiden University Centre for Digital Humanities/VALUE Foundation): **Digital Playgrounds: Communicating Knowledge of the Past through Video Games**

10:45-11:15 Coffee Break

11:15-12:00 Xavier Rubio-Campillo (University of Edinburgh): **Learning by design: the use of video game mechanics to explain the past**

12:00-12:45 L. Meghan Dennis (University of York): **Same As It Ever Was: The Perils of Replicating an Ethic of Coloniality in Archaeogaming**

12:45-14:00 Lunch Break

SESSION 2: LEARNING IN THE MUSEUM

14:00-14:45 Anna Riethus (Foundation of the Neandertal Museum): **Inclusive gaming at the museum - Can app games help us with becoming a more inclusive place for visually impaired visitors?**

14:45-15:30 Stephan Quick (LVR-Archaeological Park Xanten): **Digital media in the LVR-Archaeological Park Xanten**

15:30-16:00 Coffee Break

16:00-16:45 Adolfo Muñoz/Ana Martí Testón (Universitat Politècnica de Valencia): **Almoina AR: An immersive experience for an archaeological museum with Hololens Glasses**

16:45-17:30 Sebastian Hageneuer (University of Cologne): **The challenges of archaeological reconstruction: Back then, now and tomorrow**

### 13th of October 2018

Hörsaal XVIII, Main Building

#### SESSION 3: DIGITAL TOOLS IN THE CLASSROOM

9:00-9:45 Katherine Cook (University of Montréal): **Hacking Classrooms for Communities: Augmenting Collaboration Through Digital Scholarship**

9:45-10:30 Michael Remmy (University of Cologne): **The X marks the spot - Using geo-games in teaching archeology**

10:30-11:00 Coffee Break

11:00-11:45 Juan Hiriart (University of Salford): **Designing and Using Digital Games as Historical Learning Contexts**

#### SESSION 4: DIGITAL LEARNING ENVIRONMENTS

11:45-12:30 David Hölscher (Kiel University): **Communicating current research content through multimedia learning environments. Insights into a joint university and Leibniz Gemeinschaft research project from Kiel**

12:30-13:30 Lunch Break

13:30-14:15 Felicitas Fiedler/Erika Holter/Una Ulrike Schäfer/Sebastian Schwesinger (Humboldt-University of Berlin): **Understanding Ancient Spaces: Virtual Environments as a Tool**

14:15-15:00 Sierra McKinney/Sara Perry (University of York): **Developing digital archaeology for young people: A model for fostering empathy and dialogue in formal and informal learning environments**

15:00-17:00 Technical Demos in the room "Dozentenzimmer"

17:00-18:00 Final discussion

<http://communicatingthepast.hcommons.org>  
<http://archaeoinformatik.uni-koeln.de>



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