Workshop
Digitalization of Cultural Heritage
GI Informatik Festival 2024

CALL FOR PAPERS

Cultural heritage creates identity to people, society and nations. But in many regions of this world tangible cultural heritage is in danger due to erosion or political conflicts. Thus, cultural knowledge is lost and cannot be passed on to future generations.

This workshop deals with the urgent question of the possibilities of digitalizing and virtualizing cultural heritage in order to preserve it digitally and make it accessible to a broad audience, regardless of space and time

26th September 2024 in Wiesbaden, Rhein-Main University of Applied Sc.

We invite theoretical and applied contributions from the following areas:

- Photogrammetry, Lidar-Technologies, 3D-Scanning Technologies
- Technical workflows for the digitization of cultural heritage and the creation of digital twins
- Spatial Design, XR, VR, AR and Interactive Environments in the context of digitalization of cultural heritage
- Ethical Questions of Technology in the context of digitalization of cultural heritage
- Digital restoration of cultural assets
- Possibilities of AI in the context of digitalization of cultural heritage
- Sustainable tourism and virtual traveling
- Data storage and digital preservation of data, databases for digitalization of cultural heritage

We welcome contributions from related subject areas.

If you have any questions, don't hesitate to contact us at digheritage24@easychair.org
We invite students to submit papers and take part in a student paper track.
The workshop will take place in a hybrid format. Online participation is possible.

SUBMISSION & PUBLICATION

Student Paper Track
Contributions in English can be submitted in PDF format as short papers (4-6 pages), including illustrations and indexes.

Academic Track
Contributions in English can be submitted in PDF format as long papers (8-10 pages) or short papers (4-6 pages), including illustrations and indexes.

DEADLINES

- Deadline for submissions: **May 12, 2024**
- Notification of acceptance/rejection: **June 14, 2024**
- Deadline for final submission of revised manuscripts: **June 26, 2024**
- Workshop: **September 26, 2024**, full day @ Rhein-Main University of Applied Sciences

https://informatik2024.gi.de/index.html

SUBMISSION INSTRUCTIONS

Please submit an anonymized version of your manuscript in lni format:
https://gi.de/service/publikationen/lni
English information can be accessed at the bottom of the page

Submit your manuscript via Easychair: https://easychair.org/conferences/?conf=digheritage24
At least one author of all accepted papers must register for the conference (either onsite or online) and present the paper during the workshop.

Accepted papers will be published as open access in the conference proceedings of INFORMATIK 2024

ORGANISATION

This workshop is organized by:

*   **Christina B. Class,** professor for computer science at the Department of Fundamental Sciences, Ernst-Abbe-Hochschule Jena University of Applied Sciences

*   **Julia Schnitzer,** professor of digital media at the Faculty of Informatics and Media at Brandenburg Technical University of Applied Sciences.