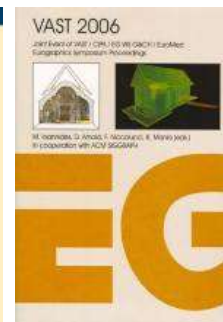
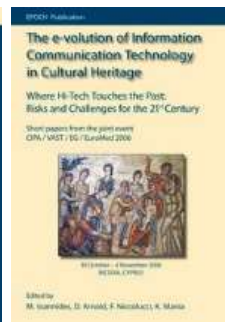


TABLE OF CONTENTS

TABLE OF CONTENTS	1
PUBLICATIONS	2
COMMITTEE	8
KEYNOTE SPEAKERS	10
EU PROJECTS & CHAIRS	17
RESEARCH INFRASTRUCTURES	22
INTERNATIONAL ORGANISATIONS	23
WORKSHOPS	25
Workshop 1 - Data Space for Cultural Heritage during the digital transformation: The case of Greece and Cyprus. 25	
Workshop 2 - Citizen Science workshop.	25
Workshop 3 - Cultural Tourism workshop.	26
Workshop 4 - Workshop: Digital Technologies and the future of Illicit trafficking of Cultural Property.	26
Workshop 5 - Scaffolding Creativity: Framework, toolchain, and case studies on how to Create Virtual Exhibitions.	27
KEYNOTE SPEAKERS	28
PAPER SESSIONS	28
THE HOLISTIC DOCUMENTATION OF MONUMENTS: THE CASE OF INTERREG DIGIARC PROJECT.	62
SPONSORS & SUPPORTERS	63

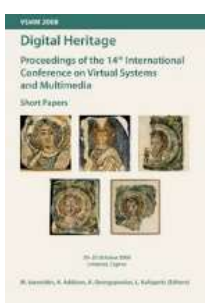
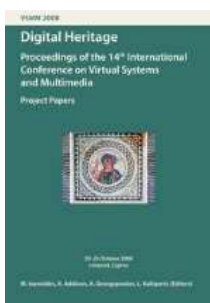
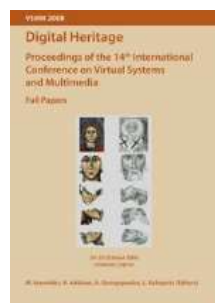
PUBLICATIONS

Proceedings of CIPA/VAST/EG/EuroMed 2006: 37th CIPA international workshop dedicated on e-documentation and standardisation in cultural heritage.



Editors: Ioannides, M., Arnold, David, Niccolucci, F. and Mania, K.

We present here 32 full papers, selected from 66 submissions which focus on interdisciplinary and multi-disciplinary research concerning both cutting edge Cultural Heritage Informatics and the use of technology for the representation, documentation, archiving and communication of CH knowledge.



Digital Heritage

Proceeding of the 14th International Conference on Virtual Systems and Multimedia



Editors: M. Ioannides, A. Addison, A. Georgopoulos, L. Kalisperis (Eds)

This volume contains the Project Papers presented at VSMM 2008, the 14th International Conference on Virtual Systems and Multimedia which took place on the 20 to 25 October 2008 in Limassol, Cyprus. The conference title was "Digital Heritage: Our Hi-tech-STORY for the Future, Technologies to Document, Preserve, Communicate and Prevent the Destruction of our Fragile Cultural Heritage".

Digital Heritage

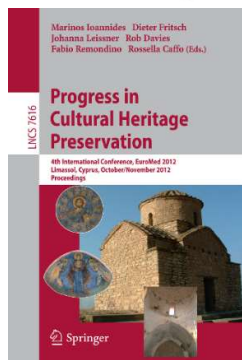
Third International Euro-Mediterranean Conference, EuroMed 2010, Lemessos, Cyprus, November 8-13, 2010. Proceedings



Editors: Ioannides, M., Fellner, D., Georgopoulos, A., Hadjimitsis, D. (Eds.)

This volume comprises the proceedings of the Third International Euro-Mediterranean Conference (EuroMed 2010) on the historical island of Cyprus. The focal point of this conference was digital heritage, which all of us involved in the documentation of cultural heritage continually strive to implement.





Progress in Cultural Heritage Preservation
4th International Conference, EuroMed 2012, Lemesos, Cyprus, October 29 - November 3, 2012, Proceedings

Editors: Ioannides, M., Fritsch, D., Leissner, J., Davies, R., Remondino, F., Caffo, R. (Eds.)

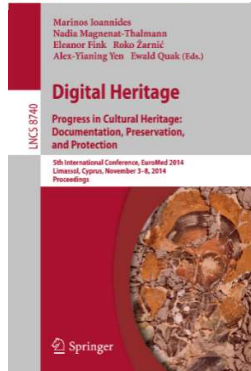
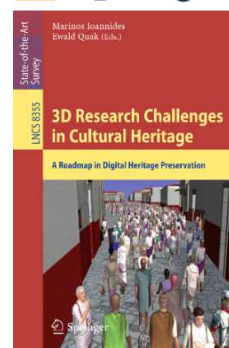
This book constitutes the refereed proceedings of the 4th International Conference on Progress in Cultural Heritage Preservation, EuroMed 2012, held in Lemesos, Cyprus, in October/November 2012. The 95 revised full papers were carefully reviewed and selected from 392 submissions.

3D Research Challenges in Cultural Heritage

A Roadmap in Digital Heritage Preservation

Editors: Ioannides, Marinos, Quak, Ewald (Eds.)

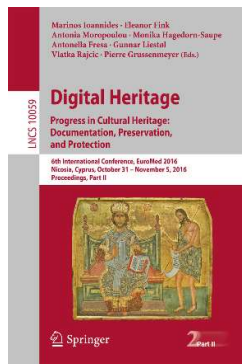
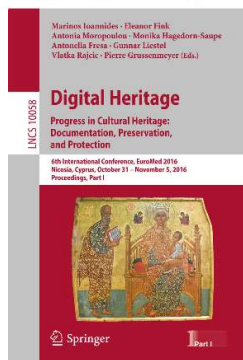
This book contains selected contributions from some of the most renowned researchers in the field of Digital Heritage and 3D representation of the Past, based in large part on invited presentations from the workshop “Computational Geometry and Ontologies for Cultural Heritage 3D Digital Libraries.



Digital Heritage
Progress in Cultural Heritage. Documentation, Preservation, and Protection
5th International Conference, EuroMed 2014, Limassol, Cyprus, November 3-8, 2014, Proceedings

Editors: Ioannides, M., Magnenat Thalmann, N., Fink, E., Zarnic, R., Yen, A.-Y., Quak, E. (Eds.)

This book constitutes the refereed proceedings of the 5th International Conference on Digital Heritage, EuroMed 2014, held in Limassol, Cyprus, in November 2014. The 84 full and 51 short papers presented were carefully reviewed and selected from 438 submissions.



Digital Heritage

Progress in Cultural Heritage: Documentation, Preservation, and Protection

6th International Conference, EuroMed 2016, Nicosia, Cyprus, October 31 – November 5, 2016, Proceedings, Part I & II

Ioannides, M., Fink, E., Moropoulou, A., Hagedorn-Saupe, M., Fresa, A., Liestøl, G., Rajcic, V., Grussenmeyer, P. (Eds.)

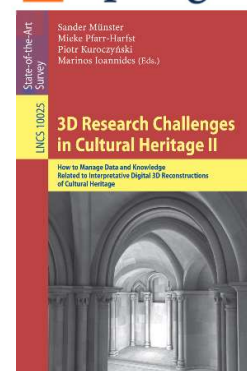
This two-volume set constitutes the refereed proceedings of the 6th International Conference on Digital Heritage, EuroMed 2016, held in Nicosia, Cyprus, in October/November 2016. The 29 full papers, 44 project papers, and 32 short papers presented were carefully reviewed and selected from 502 submissions.

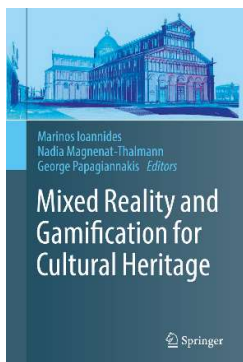
3D Research Challenges in Cultural Heritage II

How to Manage Data and Knowledge Related to Interpretative Digital 3D Reconstructions of Cultural Heritage

Münster, S., Pfarr-Harfst, M., Kuroczyński, P., Ioannides, M. (Eds.)

This book reflects a current state of the art and future perspectives of Digital Heritage focusing on interpretative reconstruction and including as well as bridging practical and theoretical perspectives, strategies and approaches. Comprehensive key challenges are related to knowledge transfer and management as well as data handling within an interpretative digital reconstruction of Cultural Heritage including aspects of digital object creation, sustainability, accessibility, documentation, presentation, preservation and more general scientific compatibility.





Mixed Reality and Gamification for Cultural Heritage

Ioannides, M., Magnenat-Thalmann, N., Papagiannakis, G. (Eds.)

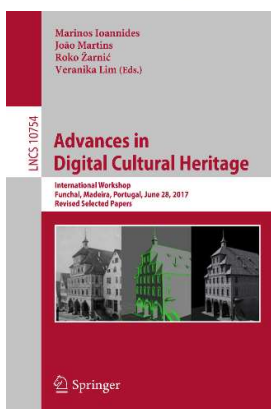
This book offers an essential introduction to the theories, development and applications of enabling technologies for mixed reality and gamified interaction in the context of cultural heritage and creative industries. Following a pedagogical model developed by the focus group of the first EU Marie S. Curie Fellowship Initial Training Network on Digital Cultural Heritage, it presents both enabling technologies and their applications to tangible and intangible cultural heritage.

Heritage and Archaeology in the Digital Age

Acquisition, Curation, and Dissemination of Spatial Cultural Heritage Data

Editors: Vincent, M.L., López-Menchero Bendicho, V.M., Ioannides, M., Levy, Th.E. (Eds.)

Examines and outlines best practices in computational research's applications in cultural heritage, demonstrating where the field is and where it is going. Guides readers through three fundamental stages of interaction with heritage data, demonstrating best practices for acquisition, curation and dissemination chapters bring together experts from North America and Europe, as they present both transdisciplinary and transnational perspectives on heritage and technology



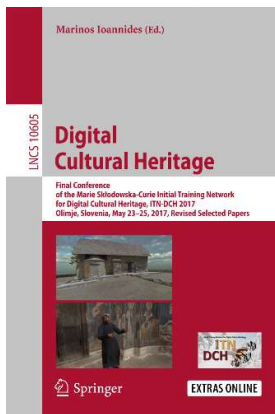
Advances in Digital Cultural Heritage

International Workshop, Funchal, Madeira, Portugal, June 28, 2017, Revised Selected Papers

Editors: Ioannides, M., Martins, J., Žarnić, R., Lim, V. (Eds.)

This book constitutes the papers of the International Workshop on Analysis in Digital Cultural Heritage 2017, held in Funchal, Madeira, Portugal, in June 2017.

The 16 full and 19 poster papers were carefully reviewed and selected from 93 submissions.



Digital Cultural Heritage

Final Conference of the Marie Skłodowska-Curie Initial Training Network for Digital Cultural Heritage, ITN-DCH 2017, Olimje, Slovenia, May 23–25, 2017, Revised Selected Papers

Editors: Ioannides, Marinos (Ed.)

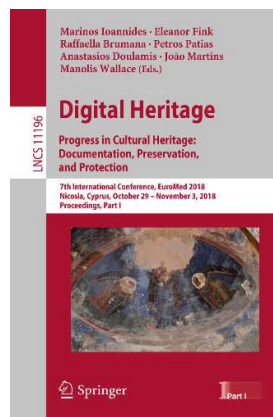
Features the state of the art in digital cultural heritage research presents interdisciplinary and multi-disciplinary research. Focuses on e-documentation and e-preservation of cultural heritage.

Digital Heritage. Progress in Cultural Heritage: Documentation, Preservation, and Protection



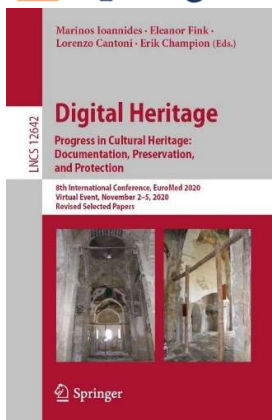
7th International Conference, EuroMed 2018, Nicosia, Cyprus, October 29–November 3, 2018, Proceedings, Part I & Part II

Editors: Ioannides, M., Fink, E., Brumana, R., Patias, P., Doulamis, A., Martins, J., Wallace, M. (Eds.)



This two-volume set LNCS 11196 and LNCS 11197 constitutes the refereed proceedings of the 7th International Conference on Digital Heritage, EuroMed 2018, held in Nicosia, Cyprus, in October/November 2018.

The 21 full papers, 47 project papers, and 29 short papers presented were carefully reviewed and selected from 537 submissions.



**Digital Heritage. Progress in Cultural Heritage:
Documentation, Preservation, and Protection**

**8th International Conference, EuroMed 2020, Virtual Event,
November 7–11, 2020, Revised Selected Papers**

Editors: Marinos Ioannides, Eleanor Fink, Lorenzo Cantoni, Erik Champion

This book constitutes the refereed post-conference proceedings of the 8th International Conference on Digital Heritage, EuroMed 2020, held virtually in November 2020.

The 37 revised project papers and 30 revised short papers presented were carefully reviewed and selected from 326 submissions.

COMMITTEE

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Isto Huvila, Sweden
Andreas Maier, Germany
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Kerle, Norman	NL		

EU PROJECTS & CHAIRS

UNESCO Chair on Digital Cultural Heritage

<https://digitalheritagelab.eu/>



The main objectives of the newly established UNESCO Chair on Digital Cultural Heritage at the Department of Electrical Engineering, Computer Engineering and Informatics at the Cyprus University of Technology over the next years are to:

- Carry out a wide-reaching program of awareness raising and knowledge-sharing programs on the role of Digital Cultural Heritage (DCH) in the Eastern Mediterranean region and beyond, utilizing conferences and events, web and social media channels, academic exchanges and all possible media publicity vehicles.
- Introduce model DCH curricula ('Cultural Informatics') at vocational, undergraduate and postgraduate levels and extend course availability, teaching and study facilities to students internationally through state-of-the-art e-Learning.
- Define, extend and carry out a program of research in digital heritage which will further UNESCO's cultural heritage agenda in the region and to impact its key objectives.
- Extend to communities across the region usable and affordable systems for telling the stories of their own heritage and expressing their identity online, in a context of inter-communal cooperation.

EU ERA CHAIR on Digital Cultural Heritage – MNEMOSYNE

<http://erachair-dch.eu>



Mnemosyne is a project for a single-stage Coordination and Support Action submitted under WIDESPREAD-03-2017 – ERA Chairs.

Cultural Heritage is a strategic resource for Europe with high cultural, social, environmental and economic value. The era of Digital Cultural Heritage (DCH) is now well underway and the European research resource for DCH has grown significantly in recent years. But the visible contribution of the Widening countries to this effort remains relatively weak. The Digital Heritage Research Laboratory (DHRLab) at Cyprus University of Technology (CUT) has been an exception in this respect, becoming a beacon in the Eastern Mediterranean and for Europe in general, in particular through its leadership of key initiatives in DCH research training and in policy co-ordination and support. While the Cypriot economy gradually recovers, in order to maintain and expand its leading role in DCH research, the DHRLab needs further investment. This project is an ideal opportunity to ensure this by means of a well-designed and iterative process of strengthening its research capacity and restructuring of its role. Mnemosyne will proceed from the appointment of an outstanding researcher and research manager as the ERA Chair holder in 2018 who will attract, direct and maintain high quality human resources and negotiate and implement the necessary structural changes to achieve excellence on a

sustainable basis. The project will be carried out over a period of 5 years. Following recruitment of the ERA Chair Research Team, a three-phase research programme centred on the holistic documentation of the DCH lifecycle in support of existing and potential user needs will be carried out and extensively evaluated, with strong attention paid to exploitation. Communication activities will be strategically planned and refined from the outset of the work and will last throughout the project duration.

European Study on quality in 3D digitization of tangible Cultural Heritage – VIGIE 2020/654



<https://digitalheritagelab.eu/>

The overall aim of this study is to improve the quality of 3D digitisation projects for tangible cultural heritage, in support of European Union cultural heritage strategies. This study will enable cultural heritage professionals, institutions, content-developers, and academics to define and produce high-quality digitisation standards for tangible heritage.

ViRTUAL MULTIMODAL MUSEUM PLUS



<https://www.vi-mm.eu/>

The **ViMMPlus** initiative is the successor to the ViMM Coordination and Support Action, funded under the European Union (EU) Horizon2020 programme, October 2016 - March 2019, in order to define and support high quality policies, strategic decision-making, the utilisation of breakthrough technological developments and to nurture an evidence-based view of growth and development impacted by Digital Cultural Heritage (DCH). ViMM was selected as a success story and its Manifesto, Action Plan and Roadmap were influential in the Member States Declaration Cooperation on Advancing Digitisation of Cultural Heritage in connection with EU digital day 2019. All the results of ViMM are visible on its platform <https://www.vi-mm.eu>. ViMMPlus continues to be coordinated by the Digital Heritage Research Laboratory at Cyprus University of Technology, holder of the UNESCO Chair in Digital Technology and the Horizon 2020 European Research Area Chair in Digital Technology, through its emphases on promoting international cooperation between digital heritage agencies and its work on standardisation for the holistic documentation of advanced 3D digitisation.

Interreg V-A (Greece – Cyprus) DigiArc: Preservation and promotion of medieval cultural heritage of Aegean and Cyprus area.



<http://digiarc.eu/>

The challenge that the partnership needs to encounter recommends an implementation of a colossal project for the preservation and promotion medieval age monuments, which their significant value determines the cultural and

generally the natural environment of the area. The implementation will happen using cutting-edge technology (terrestrial and aerial digital capture) that will document the monument and their natural environment with excellent precision. A significant challenge is the possibility of digital reconstitution, in part with digital rehabilitation techniques and according to bibliographic documentation, where it's needed. The project focuses on medieval fortification works and castles on the islands of Rhodes and Cyprus.

MARIE SKŁODOWSKA-CURIE ACTIONS (ITN) – CHANGE: Cultural Heritage Analysis for New Generations.



<https://change-itn.eu/>

The CHANGE project will train a new generation of early-stage researchers towards a common goal, namely the assessment of changes of tangible cultural heritage (CH) objects and their monitoring in the atmosphere and/or during their conservation treatment using multimodal imaging techniques in complement to more traditional analytical techniques. Their research will consist of optimised data capture and their analysis, visualisation and management to ensure a better documentation and long-term preservation of our common EU CH. This work will be carried out within an interdisciplinary environment involving 5 CH and 4 Information & Communication Technologies (ICT) beneficiary institutions as well as 9 CH, ICT and industrial partners from 8 EU countries.

European Open Badges Platform (EU-OBP).

<http://eu-obp.eu/>



European Open Badges Platform, funded under the Erasmus+ program of the European Commission, wants to assess, develop and promote the common EU platform for digital badges, targeted at adult education organizations, adult educators and adult learners that also represent the main target groups. The first result of the project; the reader about the implementation of badges in adult education is now available. Click on the image to read the full document in English, German Spanish, Romanian, Slovenian, French, Greek and Swedish.

OPening cultural HERitage to communities during the central-Italy post-earthquake long-term restoration process: digital technologies and new competencies for professionals (OPHERA).



<https://ophera.beniculturali.it/>

OPHERA-OPening cultural HERitage to communities during the central-Italy post-earthquake long-term restoration process: digital technologies and new competencies for cultural professionals.

Cultural heritage damaged due to natural disasters, represents a loss of artistic and historical materials and in the same time is an immaterial loss of memory and people identity. One of the most impacting events both on communities and on cultural heritage was the 2016/2017 Central-Italy earthquake.

In Marche Region, the most affected territory, 1664 historical listed churches and 1223 listed buildings (including castles, palaces and archaeological areas) were damaged or destroyed. From those listed buildings more than 13000 movable artworks with different levels of damage were removed and stored in temporary conservation centres. In terms of landscape impact, 285 historical villages were damaged.

The OPHERA project concept is based on the awareness that the restoration of this cultural heritage is a long-term process, and will be therefore dedicated to the next generations. The project idea is therefore to make accessible part of the damaged cultural heritage and cultural-artistic contents associated to the restoration activity throughout the restoration process by mean of traditional and advanced interactive methods and tools. OPHERA project aims to reveal the restoration process cultural values, which are characterized by a rich pattern of skills and creative steps usually shared among restoration professionals (architects, artwork restorers, researchers, art managers, historians) including the most advanced technologies about preventive methods for heritage conservation in order to increase the people culture of prevention.

The project, through the training of a European team of cultural operators and artists and the organization of two Openyards events in the restoration sites, aims to foster a cultural exchange between restoration professionals and a wider audience represented by citizens, visitors, local administrators, students, cultural association in order to transform the restoration process in a cultural event.

IMproving Sustainable Development Policies and Practices to access, diversify and foster Cultural TOURism in European regions and areas (IMPACTOUR).



<https://www.impactour.eu/>

The EU-funded IMPACTOUR project is connecting Cultural Tourism stakeholders and researchers, envisaging new approaches and methods that will support European Cultural Tourism, reinforce a feeling of belonging, value minority

cultures and promote Europeanisation. The project will elaborate on an advanced and adaptable methodology to estimate the impact of Cultural Tourism on EU regional economic growth. It will combine data analytics algorithms with machine learning and AI approaches to improve policies and actions on Cultural Tourism.

Europeana Common Culture.

<https://pro.europeana.eu/project/europeana-common-culture>



Europeana Common Culture, lasting throughout 2019 and 20, has aimed to develop a harmonised and coordinated environment for Europeana’s national aggregators of digital cultural heritage, collaborating, share resources and technical means, agreeing on common recommendations and standards and improving the quality of content and four million metadata records to increase user satisfaction. Experiments in semantic enrichment have been conducted to improve discoverability and indexing of Europeana records in order make them better findable and useful. An innovative pilot for a Linked Open Data Aggregator (LODA) data demonstrate is also being concluded. In its role as an Activity Leader, CUT has contributed through coordinating a rich programme of training webinars in order to increase awareness of Europeana and capacity building in the cultural sector. A wide-ranging survey of digital heritage crowdsourcing activities across Europe and their future potential within the Europeana ecosystem has also been conducted by CUT.

Europeana Archaeology.

<https://europeanaarchaeology.carare.eu/>



The Europeana Archaeology project, which ran from February 2019 until October 2020, aimed to increase the amount of high-quality digital content for Europe’s rich heritage of archaeological monuments, historic buildings, cultural landscapes and artefacts that is accessible online through Europeana and available for reuse. During the project, partners enriched the quality of existing collections, added new collections and carried out targeted digitisation. Work to map vocabularies and to increase the use of multilingual Linked Open Data has helped to raise the quality of the metadata and provided a set of services for archaeology available to Europeana aggregators and content providers. The content provided by the project is directly available to users through Europeana’s Archaeology thematic collection. The project is led by the University of Vilnius. As a partner, Cyprus University of Technology has contributed with a presentation of the cultural wealth of Byzantine church of Asinou, namely its frescoes. Also the Digital Heritage Research Lab successfully enriched the quality of digital content of Europeana by creating 3D models for two of Asinou church’s icons, namely the icon of Virgin Mary, known as the *Asinou icon*, and the icon of John the Baptist. Finally, Cyprus University of Technology has contributed to the promotion of the archaeological discipline with one of the most important photographs in Europe related to the excavation process the discovery of ‘Horned God’ in Enkomi by Porphyrios Dikaios.

RESEARCH INFRASTRUCTURES

CLARIN - European Research Infrastructure for Language Resources and Technology - CYPRUS



<https://www.clarin.eu/>

CLARIN stands for "Common Language Resources and Technology Infrastructure".

It is a research infrastructure that was initiated from the vision that all digital language resources and tools from all over Europe and beyond are accessible through a single sign-on online environment for the support of researchers in the humanities and social sciences.

In 2012 CLARIN ERIC was established and took up the mission to create and maintain an infrastructure to support the sharing, use and sustainability of language data and tools for research in the humanities and social sciences. Currently CLARIN provides easy and sustainable access to digital language data (in written, spoken, or multimodal form) for scholars in the social sciences and humanities, and beyond. CLARIN also offers advanced tools to discover, explore, exploit, annotate, analyse or combine such data sets, wherever they are located. This is enabled through a networked federation of centres: language data repositories, service centres and knowledge centres, with single sign-on access for all members of the academic community in all participating countries. Tools and data from different centres are interoperable, so that data collections can be combined and tools from different sources can be chained to perform complex operations to support researchers in their work.

DIGITAL RESEARCH INFRASTRUCTURE FOR THE ARTS AND HUMANITIES - CYPRUS



<http://www.dariah-cy.eu/>

DARIAH Cyprus is the Cypriot Digital Research Infrastructure for the Arts and Humanities, which aligns its activities with those of the central European Digital Research Infrastructure for the Arts and Humanities DARIAH-EU (www.dariah.eu), to which Cyprus is a member state. DARIAH-EU is one of the 12 largest research infrastructures of the European Research Infrastructure Consortia (ERIC) which aims to promote and support Arts and Humanities sector on a research level. As member of this European research network, Digital Heritage Research Laboratory, dedicated to the research on the specific areas of digitization, archiving and promotion of tangible and intangible Cultural Heritage, as well as to the modelling of knowledge, actively contributes to the infrastructure of DARIAH-EU, and highlights Arts and Humanities through Culture.

INTERNATIONAL ORGANISATIONS

- PHOTOCONSORTIUM

www.photoconsortium.net

International association spin-off of Europeana Photography project, a thematic aggregator about early photography that digitized and made accessible online nearly half a million historic photographs. Within the legacy of Europeana Photography, Photoconsortium is also the curator of the travelling exhibition All Our Yesterdays.



 PHOTOCONSORTIUM

- CARARE ASCOSIATION

www.carare.eu

CARARE aims to advance professional practice and foster appreciation of the digital archaeological and architectural heritage through the promotion for public benefit of digitisation, connection. Enhancement, and use of digital content nationally and internationally. It supports the creation, connection, enhancement and use of digital archaeological and architectural heritage resources, for work, research, learning and for enjoyment



- MICHAEL CULTURE ASSOCIATION

<http://www.michael-culture.eu/>

Michael Culture Association constitutes a non-profit organization that supports European and national cultural policies by gathering a strong network of more than 100 public and private organizations from all over Europe.



- EUROPA NOSTRA

<http://europanostra.org>



Europa Nostra was founded on 29 November 1963 in Paris. For over 50 years, we have celebrated, protected and lobbied for cultural heritage. Europa Nostra is today recognised as the most representative heritage organisation in Europe with members from over 40 countries.

- Marie Curie Alumni Association - Cyprus Chapter

<https://www.mariecuriealumni.eu/groups/cyprus-chapter>



The group has been created to bring closer all the Marie Curie fellows and Alumni that live in the geographical area of Cyprus under a common goal, to enhance the image of the MCAA within the Cypriot territory.

the user experience for a more in-depth and immediate knowledge of the heritage. In this way, we intend to participate spontaneously in the development of the involvement of populations in the discovery of a cultural path, the Route of St. Augustine, recently formed.

▪ **Digital Technology and Cultural Itineraries in the context of "Smart" Cities (Project Paper)**

Christina Keramida Papadatou et al.

Abstract:

Smart cities are no longer a science fiction "utopia" but an augmented reality. More and more cities are making use of digital technologies, developing the appropriate "intelligence" with the aim of facing the challenges of intense urbanization, towards a more efficient governance and the improvement of the quality of life of the inhabitants. Cultural tourism has taken different forms over the centuries revealing its multiple - social, political, geographical, economic, religious and cultural background. From commercial routes to pilgrimage trails and from guided tours of museums and galleries to walks around world famous attractions. More and more tourists travelling on a cultural motivation are choosing alternative destinations as well as alternative means of touring and education. With the rapid technological advance, various research programs have funded the design and development of applications and other technological tools to present a different experience to tourists, while offering the promise of new destinations. The paper aims to highlight a digital dimension of cultural routes, as well as the impact of technologies for urban accessibility and inclusiveness.

▪ **The wine and cultural regions of Vinhos Verdes and Douro: analysis of the website's usability and accessibility (Project Paper)**

Fatima Matos Silva et al.

Abstract:

Viticulture is historically linked to Portugal, being an integral activity of its culture and heritage, promoting the several demarcated regions. This article discusses this issue, aiming to contribute to a better perception of the levels of accessibility provided by websites related to two important wine regions. In this context, we analysed the websites of the demarcated regions of Vinhos Verdes (Sub-regions of Melgaço and Monção, Lima and Amarante) and Douro (Baixo and Cima Corgo), in the specific case of the websites of the municipalities of these regions, as well as the Portal of Vinhos Verdes and the Instituto dos Vinhos do Douro e Porto. To achieve our goal, we have verified compliance with the World Wide Web Consortium (W3C) Web Content Accessibility Guidelines 2.0 (WCAG). As we analyse it from the point of view of the wine tourist and considering the poor results obtained, we encourage constructive suggestions, highlighting some examples of good practices, using the five senses, to improve the personal experiences of users of this type of cultural heritage.