



ALMA MATER STUDIORUM
UNIVERSITÀ DI BOLOGNA



Higher education project in the technological, economic and cultural field for a European and attractive region of knowledge approved and co-financed by the Emilia-Romagna Region with Regional Council Resolution no. 1625/2021

DIGITARCH

Digital Collection Curator for Archaeology

In anticipation of the second edition of its Summer School, the DIGITARCH project presents the first series of meetings with the protagonists of the multifaceted synergy between archaeology and *digital humanities*.

PROGRAMME AND GUESTS

Tuesday 31 January 18.00

Tommaso Emler, architect, associate professor at Sapienza University of Rome.

An expert in BIM and HBIM, he has for years dedicated his activity as a lecturer and researcher to forms of representation evolved by means of electronic processing.

The use of ICT for the communication and enhancement of cultural places

Zoom live event: <https://us02web.zoom.us/j/84689330866>

Tuesday 18 April 18.00

Gabriel Zuchtriegel, archaeologist, Director of the Archaeological Park of Pompeii from 2021.

Director of the Archaeological Park of Paestum, Zuchtriegel represents one of the faces of renewal in Italian archaeology.

OPEN POMPEII: the digital archives of the Archaeological Park of Pompeii

Zoom live event:

<https://us02web.zoom.us/j/88256099323>

Tuesday 30 May 18.00

Francesco Sirano, archaeologist, Director of the Archaeological Park of Herculaneum since 2017. He has many years of experience in directing museums and archaeological parks for which he has designed important excavation, restoration and enhancement projects. He has curated events and exhibitions with innovative layout proposals and didactic devices.

MuDe. A digital museum for Herculaneum

In - person event (Università di Bologna, Piazza S. Giovanni in Monte 2)

and Zoom live: <https://us02web.zoom.us/j/82568462833>

Tuesday 27 June 18.00

Fabio Viola, game designer e founder of TuoMuseo.

Expert in museum narration with digital technologies and curator of exhibitions on the new languages of art, he collaborates with important realities in the world of culture, including the National Archaeological Museum of Naples, for which he developed the videogame Father & Son.

Video game archaeology - video games are the tenth art form

In - person event and Zoom live event: <https://us02web.zoom.us/j/85754283202>

