

Call for Papers Workshop

Dynamic Perspectives – Advancing Archaeology with 3D Tools

Venue: Berlin (Germany), Abguss-Sammlung Antiker Plastik

Date: June 13, 2025

Keywords: Archaeology, 3D, Computer Modelling

Application Deadline: March 15, 2025 (abstract max. 300 words)

Digital, computer-based methods are currently transforming archaeological research by offering innovative tools to address research questions. This workshop invites contributions that explore the potential of technologies such as mixed reality, serious gaming, daylight simulation, etc. in advancing archaeological research.

While the application of these technologies has traditionally been centered on public outreach, this workshop seeks to expand the discussion by highlighting their role in answering research-driven questions. Participants are encouraged to showcase how these tools enable archaeologists to revisit established questions from new perspectives or pose entirely novel questions about well-studied material.

The goal of the workshop is to foster an interdisciplinary dialogue, examining how digital methods can enrich the methodological repertoire of archaeology and lead to transformative insights. We welcome submissions that critically assess the current state of the field, present case studies, or propose future directions for integrating 3D technologies into archaeological research.

Join us to explore the dynamic possibilities that lie at the intersection of archaeology and cutting-edge digital innovation!

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