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| Disciplina | 363.69 |
| Soggetti | Application software |
| | Information storage and retrieval systems |
| | Computer networks |
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| Nota di contenuto | Unmanned Aerial Vehicles and the Multi- temporal Mapping Results of the Dispilio Lakeside Prehistoric (Kastoria, Greece) -- Unmanned Aerial Vehicles and the Multi-temporal Mapping Results of the Dispilio Lakeside Prehistoric (Kastoria, Greece) -- Digital Survey and Documentation of La Habana Vieja in Cuba -- Application of Multi-sensory Technologies for Resolution of Problems in the Field of Research and Preservation of Cultural Heritage -- Map Portal as a Tool to Share Information on Cultural Heritage Illustrated by the National Heritage Board Geoportal -- Knowledge based Recommendation of Spatial Technologies for Optimal Documentation of Buildings -- New |

Horizon of Digitization in Serbia. Improvement of Digitization Through Cooperation with World Leading Institutions and the In-house Development of Digital Tools -- An Application to Improve Smart Heritage City Experience -- Interactive Gallery: Enhance Social Interaction for Elders by Story Sharing -- PLUGGY: A Pluggable Social Platformfor Cultural Heritage Awareness and Participation -- Interactive Lapidarium – Opportunities for Research and Training -- Ontologizing the Heritage Building Domain -- Designing Postdigital Curators: Establishing an Interdisciplinary Games and Mixed Reality Cultural Heritage Network -- 4D Modeling in Cultural Heritage -- Dissemination of Intangible Cultural Heritage Using a Multi-Agent Virtual World -- Dissemination of Intangible Cultural Heritage Using a Multi-Agent Virtual World -- A Tour in the Archaeological Site of Choirokoitia Using Virtual Reality: a Learning Performance and Interest Generation Assessment -- Preparing Student Mobility Through a VR Application for Cultural Education.

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| Sommario/riassunto | 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. The main objective of the Workshop was to present recent developments and applications of IT technologies for Cultural Heritage preservation, namely: Demonstration of the advantages of new generation of equipment for mapping, digital survey and documentation of heritage assets and sites; Presentation of technologies for digitalization, optimal documentation and information sharing on Cultural Heritage; Tools and procedures for social interaction enhancing, fostering awareness and participation; Rising of the knowledge level in domain of IT applications for Cultural Heritage preservation; Usage of virtual reality for better understanding and learning on Cultural Heritage. |