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	Nota di contenuto	Ethics of digital representation in Egyptology / Willeke Wendrich -- The contribution of photogrammetry and computer graphics to the study and preservation of monuments in Alexandria, Egypt / Mohammed Abdelaziz, Mohamed Elsayed -- The Digital Rosetta Stone project / Miriam Amin, Angelos Barmpoutis, Monica Berti, Eleni Bozia, Josephine Hensel, Franziska Naether -- Mythological landscapes and real places : using virtual reality to investigate the perception of sacred space in the ancient city of Memphis / Nevio Danelon, David J. Zielinski -- "Mythophor" : a digital tool for the collection and analysis of mythical metaphor in ancient Egypt / Katja Goebs -- Mapping the ancient mind : iClassifier, a new platform for systematic analysis of classifiers in Egyptian and beyond / Haleli Harel, Orly Goldwasser, Dmitry Nikolaev -- Not just another photogrammetry report : using modern technology to help solve ancient riddles / Mark D. Janzen, Terrence J. Nichols -- The 3D digital documentation of Shaft K24 in Saqqara / Matthias Lang, Ramadan Hussein, Philippe Kluge -- Digital archaeology and ancient

Egypt : reflections on the results of the 2017 el-Hibeh Digital Archaeology Project / Jean Li, with contributions by Jimmy Tran and Devin Ostrom -- Digitizing and annotating ancient Egyptian coffins : the Book of the Dead in 3D / Rita Lucarelli, Mark-Jan Nederhof -- Photogrammetry and face carvings : exploring the 'face' of the Egyptian anthropoid coffins by 3D-modelling / Stefania Manieri -- VEgA (Vocabulaire de l'egyptien ancien) : a new definition of a dictionary / Anais Martin -- The Egyptian road most taken : mapping the least cost path routes from the Nile to the Red Sea coast / Morgan E. Moroney -- Secondary epigraphy in Egypt : a case for a research infastructure / Hana Navratilova -- SIGSaqqara : a digital project to understand the spatial occupation of Saqqara / Eloise Noc -- 'Where did that come from?' : the Giza Project's development of citation and referencing documentation for 3D archaeological visualizations / Nicholas Picardo -- All words and no play : identifying paronomasia in New Kingdom texts with pattern matching / Julia Viani Puglisi, Daniel Dakota -- Gaining new perspectives on the Hypostyle Hall at Karnak through the use of an unmanned aerial vehicle (UAV) and other emerging techniques / Jean Revez, Peter J. Brand, Emmanuel Laroze, Owen Murray -- Representing Ancient Egyptian inscriptions of the Old Kingdom digitally : dynamic visualizations of poetic form and inscriptional layout / Julie Stauder-Porchet -- Puzzling tombs : virtual reconstruction of the Middle Kingdom elite necropolis at Dayr al-Barsha (Middle Egypt) / Toon Sykora, Roberto de Lima, Marleen de Meyer, Maarten Vergauwen, Harco Willems -- Project Croato-Aegyptiaca (2002-2020) / Mladen Tomorad, Goran Zlodi -- Virtual reality storytelling : pedagogy and applications / Julia Troche, Eve Weston -- Cleo : the artificial intelligence Egyptology platform / Heleen Wilbrink, Joshua Aaron Roberson.

| Sommario/riassunto | "This volume of collected studies take stock of most recent developments in Egyptology and the Digital Humanities, considering future directions for the application of new technologies in Egyptology. The book presents the results of an international conference held in 2019 at Indiana University - Bloomington, in which Egyptologists and digital humanists with interest in Egyptology gathered in 2019 to present current projects in 3D modeling, virtual and augmented reality, game technology, digital pedagogy, database projects, computational and corpus linguistics and E-publications. Those projects, along with a selection of others that were not presented in Bloomington, are now described and discussed in this volume"-- |