











Workshop II, III
Use of technology in archaeological field
Archaeology and Gamification
Catania, 14-17.12.2021
Palazzo Ingrassia, Lentini and Sciacca-Favara



























Grant Scheme for Common Cultural Heritage: Preservation and dialogue between Turkey and the EU-II (CCH-II)

1º Day II Workshop Use of technology in archaeological field

Catania, 14.12.2021 Aula Riunioni, Palazzo Ingrassia

15.45 Greetings **Pietro Militello**, DISUM, University of Catania

16.00 Technological perspectives for Cultural Heritage *Ilde Rizzo*, DEI, University of Catania

16.30 Technology and Storytelling on Cultural Heritage. Some European experiences *Francesca Buscemi*, CNR-ISPC, Catania

17.00 Integrated 3D digital survey to documentation and visualization of complex archaeological sites: the case study of the Hypogeum of Calaforno (Ragusa, Sicily) *Graziana D'Agostino*, DICAR, University of Catania

17.30 - 17.50 Coffee Break

17.50 Virtual Unrolling **Dario Allegra**, DMI, University of Catania

18.20 PH3DRA labs of UNICT: Physics for Cultural Heritage *Giuseppe Politi*, DFA, University of Catania

18.50 Sustainable practices in restoration: the example of geopolymeric innovative materials *Maura Fugazzotto*, DSBGA, University of Catania

19.20-19.30 Pause

19.30-19.45 Discussion

















2º Day Catania-Lentini, 15.12.2021

- 08.30 Meeting at the point of departure
- **09.30** Visit at the Archaeological site of Lentini 10 minutes by bus from the Archaeological site to the archaeological Museum
- **11.00** Visit at the Archaeological Museum of Lentini 15 minutes walk from the Museum to the Badia neighbourhood
- 12.15 Visit at the "Badia Lost & Found" Urban Street Art Park (Lentini)
- 14.00 Lunch in Lentini

III Workshop Archaeology and Gamification Aula Magna Vincenzo La Rosa, Palazzo Ingrassia

- **16.30** Greetings *Giovanni Gallo*, DMI, University of Catania
- **16.45** Cultural Heritage and serious game: an overview *Luigi Viagrande*, DMI, University of Catania
- **17.15** History and fun: how to fill the gap *Giuliana Lantino*, QUADRIVIUM GAME SRL
- 17.45 Coffee Break
- **18.15** "Peri peri" The game augments the city *Carmelo Lombardo*, DISUM, University of Catania
- **18.45** Storytelling and gamification strategies for cultural heritage enhancement. The experience of AUGUSTUS Project

Fabiana Cerasa, Mario Indelicato for Daniele Malfitana, Antonino Mazzaglia, Fabiana Cerasa, Mario Indelicato, Lucrezia Longhitano, Giusi Meli, Salvatore Vinci, DISUM, University of Catania - CNR-ISPC, Catania

19.15-19.30 Discussion

















3º Day Sciacca, 16.12.2021 Daily Trip Visit to the Open-Air Museum of 5 Senses and to Favara Farm Cultural Park

- **08.00** Meeting at the point of departure
- 11:15 Arrival at the Museum and project presentation
- **11:45** Visit at one of the InfoPoints operated by the Beauty's storytellers of the Open-Air Museum of 5 Senses
- 12.15 Visit of a handmade pottery workshop and of a Coral craft workshop
- 13:45 Lunch
- 15:30 Visit at the Monte Kronio's Caves
- 17.30 Visit of Favara Farm Cultural Park
- 18.30 Return

Heritage Alive is an international workshop that has been selected and funded under the Common Cultural Heritage: Preservation and dialogue between Turkey and the EU-II programme. The initiative is coordinated by the Conservation and Development of City Values Association of İzmir and the project partners: the University of Catania, the Santagata Foundation and the Asia Minor Association of Aigaleo (Greece).

The event for the University of Catania is coordinated by *Pietro Maria Militello* for the (Department of Humanities, PhD in Sciences of Cultural Heritage and Production) in collaboration with the Department of Informatics and Mathematics.

The days are curated by Dario Allegra
Thea Messina
Erica Platania
Giovanna Santaera
Luigi Viagrande.











