

BOOK OF ABSTRACTS

LOST AND TRANSFORMED CITIES: A digital perspective
International Conference, November 17-18, 2016
Faculty of Social Sciences and Humanities,
Nova University of Lisbon, Portugal



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Welcome

The city is by definition a living entity. It translates itself into a collectiveness of individuals who share and act on a material, social and cultural setting. Its history is one of dreams, achievements and loss. As such, it also bears a history of identity.

To know the history of cities is to understand our own place in the contemporaneity. The past is always seen through the eyes of the present and can only be understood as such.

Time erases memory through development and disaster. Cities can simply disappear because they lost their status in society, suffered severe catastrophes or transformed themselves so radically that their history is no longer materially traceable. They can also exemplarily absorb the built and cultural heritage through rehabilitation and re-use. Archaeologists, historians, art historians, geographers, anthropologists and sociologists try to decipher and interpret a diverse but comparable amount of data in order to translate remote realities into a contemporaneous discourse. The more interconnected the research is the more efficient it becomes.

Digital technology is playing a major role in the study of the city and the preservation of its built and cultural heritage. It allows the collecting, processing and testing of an extensive amount of data in a swift and proficient manner. It also enables interdisciplinary research teams to work collaboratively, often in real time. Digital technology applied to the study of cities and their cultural heritage not only widens the scope of the research, but also allows its dissemination in an interactive fashion to an extensive and diverse audience.

Through the intersection of digital technology with historical practice it is possible to convey a perspective of the past as a sensorial-perceptive reality. The resulting knowledge furthers the understanding of the present-day city and the planning of the city of the future. Cities in the digital realm are, therefore, presented in their historical continuum, in their comprehensive and complex reality and are opened to interaction in a contemporary social context.

On the occasion of the 261st anniversary of the 1755 earthquake in Lisbon, we invite scholars and experts in the fields of heritage studies, digital humanities, history, history of art and information technology to share and debate their experience and knowledge on digital heritage. We aim for an integrative perspective of the study of lost or transformed urban realities stressing its multidisciplinary character and the impact of the digital in this equation.

We especially welcome papers that address (but are not necessarily limited to) the following topics:

- The historic city from 2D to virtual and augmented reality;
- Cities as virtual museums;
- Cities, tourism and digital heritage;
- Digital Heritage: methodological and epistemological challenges;
- The contemporary city and digital citizenship.

We are very pleased to be hosting you and we wish you a great stay in Lisbon!

Keynote Speakers



António Câmara (CENSE/FCT- UNL, Portugal)

António Câmara is a Professor at Universidade Nova de Lisboa and CEO of YDreams. He obtained a PhD at Virginia Tech (1982) and he was a Post-Doctoral Associate at Massachusetts Institute of Technology (MIT) (1983). He has been a pioneer in the area of geographic information systems having led the development of innovative virtual reality and mobile applications. He has over 150 international publications including the book *Environmental Systems* published by Oxford University Press (2002). António Câmara co-founded YDreams in June 2000. YDreams is a world leader in augmented reality.



Catherine Clarke (University of Southampton, UK)

Catherine Clarke is Professor of Medieval Literature and Culture at the University of Southampton, UK. She has published widely on place, identity and uses of the past, and her work draws on digital, practice-led and collaborative methods, as well as close reading of textual and material evidence. She has led major projects on the cities of Chester (www.medievalchester.ac.uk; <http://discover.medievalchester.ac.uk>) and Swansea (www.medievalswansea.ac.uk), bringing together new research with urban regeneration initiatives, heritage interpretation and public realm transformations. She is interested in the intersections between traditional scholarship and more affective, creative and imaginative idioms, and the ways in which technology can mediate between visible and invisible landscapes.



Maurizio Forte (Duke University, US)

Maurizio Forte, PhD, is William and Sue Gross Professor of Classical Studies Art, Art History, and Visual Studies at Duke University. He is also the founder and director of the DIG@Lab (for a digital knowledge of the past) at Duke. His main research topics are: digital archaeology, classical archaeology and neuro-archaeology. He has coordinated archaeological fieldwork and research projects in Europe, Asia and US. Since 2010 he is director of the 3D-Digging project at Çatalhöyük. He is editor and author of several books including “Virtual Archaeology” (1996), *Virtual Reality in Archaeology* (2000), “From Space to Place” (2006), “La Villa di Livia. Un percorso di ricerca di archeologia virtuale” (2008), “Cyberarchaeology” (2012).



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Practical Information

Venue:

Faculty of Social Sciences and Humanities – Nova University of Lisbon

Room Multiusos 2 and 3, I&D building, 4th floor

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Access:

Metro: Campo Pequeno station (Yellow line), Praça de Espanha station (Blue line),

São Sebastião station (Blue line / Red line)

Bus: Av. de Berna – Rego (Carris, numbers 716, 726, 756)



