# Workshop I

## STANDARDS FOR ARCHAEOLOGICAL DOCUMENTATION

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With the widespread use of information technology in archaeology, standards are playing an increasingly important role in archaeology and standardization is going to become a key issue in the archaeological computing research agenda. Data structure in archaeological documentation cannot be left any more to individual choice if such data are to be shared in archaeological digital libraries. Cross searching and compatibility require a high level of standardization. Showing how this can be achieved safeguarding the investigators' freedom and complying with national regulations about documentation is one of the goals of the session.

It is expected that an in-depth analysis of the role of standards will push forward a reflection to clarify the methodology of archaeological investigation and interpretation, and produce standards better suited for archaeological needs. Suggestions on this regard will be discussed in the session. Additionally, as part of the initiative of Epoch in fostering the use of CIDOC-CRM for documenting Cultural Heritage, the session will discuss the process of implementing CIDOC-CRM for archaeological documentation at national and international levels.

## Workshop II

# THE USE OF 3-DIMENSIONAL VISUALISATION IN THE RESEARCH AND COMMUNICATION OF CULTURAL HERITAGE

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While 3-dimensional visualisation methods are now employed in a wide range of contexts to assist in the research and communication of cultural heritage, it is now recognized that, to ensure that such work is intellectually and technically rigorous, and for its potential in this domain to be realised, there is a need both to establish standards responsive to the particular properties of 3d visualisation, and to identify those that it should share with other methods. Moreover, standards recently introduced in the 3D area, such as X3D or COLLADA, and related software tools may easily allow add-ons that take into account particular exigencies of heritage applications, for instance time-variability and reliability. Such standards will be discussed from the perspective of the needs of the heritage sector. Usage of such standards will furthermore help the creation of public repositories of archaeological 3D models. The "London Chart", aiming to define the basic objectives and principles of the use of 3d visualisation methods in relation to intellectual integrity, reliability, transparency, documentation, standards, sustainability and accessibility, will be presented and discussed during the session.

Papers in this session will focus on:

- **Definition of a benchmark** having widespread recognition among stakeholders.
- **Identification of intellectual and technical rigour** in such uses.
- **Enable appropriate evaluative criteria and methods** to be determined and applied.
- **Stimulate debate** on methodological issues.
- **Offer a robust foundation** upon which specialist subject communities can build detailed standards and guides.
- **Ensure appropriate accessibility and sustainability strategies** to be determined and applied.
- **Enable 3d visualisation authoritatively to contribute** to the study, interpretation and management of cultural heritage assets.
- **Standards in 3D visualization**
- **Quantifying reliability of 3D models**