

MAURIZIO FORTE

PhD, William and Sue Gross Distinguished Professor of Classical Studies Art, Art History, and Visual Studies

Director of the Dig@Lab

Bass Chair

Director of the “Vulci 3000” Project

Director of the Techno-Archaeology of Landscapes Project

Italian Academy Fellow 2024

AAAS-STPF Fellow (2025), State Department Bureau of Overseas Building Operations

Duke University

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[profilehttp://www.linkedin.com/profile/view?id=18330193&trk=tab_pro](http://www.linkedin.com/profile/view?id=18330193&trk=tab_pro)

<https://diglab.duke.edu/>

<https://sites.duke.edu/ccma/>

<https://sites.duke.edu/vulci/>

[Vulci 3000 // MorphoSource](#)

NeuroArchaeology: [NeuroARTifact](#)

<https://trajanspuzzle-static.trinity.duke.edu/>

[http://duke.academia.edu/MaurizioForte,](http://duke.academia.edu/MaurizioForte)

Citizenship

American and Italian

Ancient Languages

Latin (10 years of study)

Greek (7 years of study)

Etruscan (10 years of study)

Modern Languages

Italian (native ILR 5)

English (ILR 5)

French (ILR 2+)

Spanish (ILR 3+)

Education

- 1993 (April) Ph.D. in Archaeology (Etruscology) at the University of Rome "La Sapienza". Dissertation title: “Le fasi arcaiche della citta’ etrusca di Marzabotto” (The Archaic Phase of the Etruscan City of Marzabotto). Supervisor: Prof. Giovanni Colonna.
- 1988 (March) Diploma of specialization in Archaeology at the University of Bologna (70/70).
- 1985 (March) Degree in Ancient History at the University of Bologna (110/110 *cum laude*, thesis in Etruscology).
- 1980 Diploma of Classical studies (“liceo classico”, 60/60).

Employment history

- William and Sue Gross Distinguished Professor of Classical Studies Art, Art History, and Visual Studies (2013-present). Director and founder of the Dig@Lab at Department of Visual Studies at Duke. Bass Chair at Duke University, 2013-present
- Special Advisor for neuroaesthetics and cultural heritage, Bureau of Overseas Building Operations (heritage office) at the State Department (starting in January 2025)
- Italian Academy Fellow, Columbia University (Fall 2024)
- Research associate at the Harvard Metalab (2022-present)
- Associate member of Research Laboratory Trajectories, Sorbonne (CNRS/Université Paris 1, 2023-present)
- Professor of World Heritage at the University of California, Merced and Director of the UCM Virtual Heritage Lab (2008-2012)
- Visiting professor at the University La Sapienza of Rome (Sept.2021-June 2022)
- Visiting scholar at the University La Sorbonne Pantheon (April 2022)
- Visiting scholar at the University of Pisa (May 2022)
- Coordinator of the World Heritage Program at UC Merced (2008-2012)
- Visiting Professor at Duke University (appointment: Professor of Classics and Visual Studies)
- Director of the CNR (National Research Council) Research Area, Virtual Heritage: integrated digital technologies for knowledge and communication of cultural heritage through virtual reality systems (2005-2007).
- Senior Scientist at the Institute for Technologies Applied to the Cultural Heritage, CNR, National Research Council, Rome, (1998-2007).
- Director of the Virtual Heritage Lab (2000-2007), National Research Council, Institute for Technologies Applied to the Cultural Heritage.
- Professor of "Virtual Environments for Cultural Heritage", at the Master of Science in Communication Technology-Enhanced Communication for Cultural Heritage (TEC-CH), University of Lugano, 2007, <http://www.tec-ch.unisi.ch/> (2006-current)
- Member of the Doctorate’s Council in Technologies and Management of the Cultural Heritage at the University of Lucca, IMT (2004-current).
- Professor of Virtual Heritage at the Master in Management of Art and Culture at Trento School of Management and MART (Museum of Contemporary Art of Rovereto 2002-2008).
- Research Fellow at the CINECA Supercomputing Center of the University of Bologna (1990-2000) [Home | Cineca](#)
- Founder and president of the cultural heritage company Arché srl (1993-1997)

- Founder and CEO of the archaeological professional organization Archeosistemi s.c.r.l.(1984-1993)
- Scientific Tutor of the European ICARUS program and researcher at CINECA (1989-1997) □ Director of the International School of Remote Sensing in Archaeology, University of Siena, (Certosa di Pontignano, december 1999).
- Co-director and lecturer of the Master GIS in Archaeology and Cultural Heritage, Scuola Normale Superiore di Pisa (1998, 1999, 2000, 2001, 2002).
- Professor of “Museum informative system” at the University of Siena (1998-99, 1999-2000, 2000-2001).
- Research Fellow of the 1st Finalized Project for the Cultural Heritage, geological and archaeological sector, National Research Council (CNR, 1995-1997).
- Professor of Computing in archaeology for the International Cooperation Project Italy-China promoted by ISMEO (Istituto Italiano per il Medio ed Estremo Oriente) and Italian Foreign Minister, at the Xian Center for the Conservation and Restoration of Cultural Property, Xian, China (1995-1996).
- Contract Archaeologist (1981-1997)

Honorary Offices and Services

- Scientific advisor and board member of the Neurohumanities Initiative Lab, University of Ca’ Foscari, Venice. 2023
- AIA invited lecturer 2023 (AIA-SFO, UC Berkeley)
- Duke CLST tenure committee review committee for Jed Atkins, 2023
- AIA Cinelli lecturer 2020-2021
- Director of the Dig@Lab at Duke University 2013-present
- Bass Chair at Duke University, 2013-present
- Duke APC committee full and subcommittee A, 2015-2017
- Duke A&S scientific committee 2016-17
- National Geographic Explorer (2016 award)
- Duke CLST grad committee 2013-present
- Duke CLST Archaeology Track committee 2015-present
- Duke CMAC board members 2014-present
- Duke CMAC MA committee 2014-present
- AAVHS Monuments and Sites’ study group, 2019
- Review Committee of Art & Science grant, Duke University 2019
- Ludwig Boltzmann Institute Arch Pro, international advisory board 2006-2023
- VSMM, Virtual Society and Multimedia Systems, international advisory board 2003-2016
- Director of the Graduate Studies Program in Classical Studies at Duke University (2016)
- Director of the Dig@Lab at Duke University (2013-current)
- University Committee of the Master and Graduate Program in Computational Media, Art and Science (2016-current)
- Review Committee of Art&Science grants, Duke University (2015-2018)
- Board member of the Master in Digital Art History, Duke University, 2015-17
- Member of the tenure track committee of Alicia Jimenez, 2020-21

- Organizer and proposer of the Humanities Futures Series, Classics Reborn and NeuroArchaeology Series, 2017
- AB Scholar Lecturer, 2018-23
- Academic Senate Duke University (2015-2018)
- Academic Programs Committee. Duke University (2015-2018)
- Visiting Scholar at Stanford University, Spring semester, 2015.
- Innovation Fellow, Duke University, 2016
- NEH (National Endowment for the Humanities) Panelist and Reviewer, 2012, 2015
Director of the Summer Program, Duke in Tuscany, Global Education Program 2014.
- Editorial board of the International Journal Heritage in the Digital Era' (IJHDE)
- Editorial Board of SCIRES-IT" (SCientific RESearch and Information Technology. Ricerca Scientifica e Tecnologie dell'Informazione), 2014
- Editorial board of the International Journal "Archeomatica", 2010-22
- Duke representative of ARIT, American Research Institute in Turkey, 2013-present
- Director and founder of the Virtual Heritage Lab at the University of California, Merced, 2009-2012
- Member of the Colloque Scientifique International "Evaluer et mesurer l'impact du Serious game"
- NSF reviewer for archaeology/anthropology (2017)
- Member of the international Scientific Board of the European Project V-Must, Virtual Museum Transnational Network, <http://www.v-must.net/m> 2011-2013
- Associate Partner of the European Project V-Must, Virtual Museum Transnational Network, <http://www.v-must.net/> 2011-2013
- Member of the international board of the exhibit "Archeovirtual", "Virtual Heritage and Digital Art", Paestum (IT), November 15-18, 2012
Member of ICOMOS (expert member of International Scientific Committees on: Interpretation and Presentation of Cultural Heritage Site and Monuments), 2012
- Member of UC Merced Committee on Research Computing, 2008-2012
- Member of the UCCC Committee of the University of California (UC Merced representative)
Member of the UCM Committee for Supercomputing, 2008-2012.
- Member of the International Forum of Virtual Archaeology 2007-2012
- Member of the Editorial Board of the Journal of Cultural Heritage. A multidisciplinary Journal of Sciences and Technology for Conservation and Awareness (Elsevier, Paris), 2008-2011
- Scientific Reviewer for the JSC "National Centre of Science and Technology Evaluation" of Kazakhstan, 2010-2024
- Scientific Reviewer for the National Endowment for the Humanities, 2009, 2011, 2019, 2022
- Board of the International Center on Space Technologies for Natural and Cultural Heritage (WHIST) under the auspices of UNESCO in Beijing, China, 2008-11.
- Visiting Professor at the Jiaotong University, Xi'an, China (June-July 2011)
- ICAHM expert member (International Committee of Archaeological Heritage Management), 2011
- Board of International Advisory Group of Experts Institute for Heritage and Landscape (Instituto del Patrimonio y el Paisaje, IPPAIS), Peru, 2009
- Expert and Reviewer for the European Community for the "Marie Curie Program" 2008, 2010
- Vice Director VSMM, Virtual Society and Multimedia Systems, 2003-2012.

- Member of the Scientific Committee of the Virtual Congress World Heritage in The Digital Age Technology and New Media for Documentation, Preservation, Management, Sustainable Tourism and Education, 2002.
- Member of the scientific committees of: VAST, VSMM, CAA, New Heritage, 2002-2007.
- Member of the Scientific Committee of the international conference Space Applications for Heritage Conservation Strasbourg, FRANCE [5-8 November 2002].
- Member of the Scientific Committee 3D Virtual Heritage Workshop, MiraLab, University of Geneva, 2002.
- Member and Italian Delegate of UNESCO “Remote Sensing Archaeology. Open Initiative”, 2007-2012
- ECAI (Electronic Cultural Atlas Initiative) Director, 2006-2012
- Scientific member of the Italian committee of Artificial Intelligence for the Cultural Heritage, 2001-2007.
- President of AIACE International Association of Computing in Archaeology, 1995-2000.
- Scientific consultant and Tutor for European Projects (ICARUS PROGRAM, interdisciplinary research on the computer applications in archaeology) at the Visual Lab, CINECA (1987-1997).
- Visiting Professor at the University of Granada (academic year 2002-2003)
- Visiting Scholar at the Boston University, Center for Remote Sensing, Department of Archaeology (October 2000).

Fellowships and awards

- 1997 Regione Toscana, Fellowship on Etruscan archaeology Italy (research fellow)
- 1994-2000 CINECA, tutor for the European projects ICARUS and MINOS Special mention for the archaeological documentary “Marzabotto: una città etrusca” at the International Film Festival of Rovereto (1995-96)
2002 Best paper award for the cultural merit at the world conference “Creative and digital culture”, (VSMM 2002, <http://www.vsmm.org/2002/> Gyeongju, South Korea)
- 2005 E-content Award, 1st prize, category e-learning, www.e-contentitaly.org
- 2008, Best Paper Award for Cultural Merit, category *Short paper*, International conference VSMM 2008, Cyprus.
- 2008 E-content Award Italy, 1st prize, Category e-learning.
- 2008 E-content Award Italy, 1st prize, Category e-culture.
- 2008-2009 Tartessos Prize on Virtual Archaeology, from the Spanish Society of Virtual Archaeology (SEAV).
- 2010 Best Paper Award at the 16th International Conference on Virtual Systems and Multimedia, Seoul, Korea, with the paper “Cyberarchaeology: Experimenting with Teleimmersive Archaeology”
- 2012. Special Award “High Tech Heritage”, UMass University, Massachusetts. □ 2013
Bass Chair for teaching excellence
- 2013 Thomas Langford Lectureship Award for the academic year 2013-14 for the excellence on teaching and research
- 2015 Melvin Jones Fellowship for the Regium@Lepidi Project 2200
- 2015 SPARC Award

- 2015 Associated Member of the Lions Club International China International Tangible Interaction Design and Innovation Exhibition, 2015 outstanding work award, (top 21 pieces out of 70 nominated works)
- China International Tangible Interaction Design and Innovation Exhibition, 2015 outstanding work award, (top 21 pieces out of 70 nominated works)
- <http://en.tangibleinteractiondesign.com/>
- <http://en.tangibleinteractiondesign.com/detail/2>
- <http://en.tangibleinteractiondesign.com/events/10>
- National Geographic Explorer Award 2016
- NEH-AIA research award for archaeological research 2018
- NEH-Mellon Fellowships for Digital Publication Program., “Publishing Archaeology in 3D: Waterscapes in Etruscan and Roman Times (Vulci) (only 8% of applications awarded)
- Fullbright Scholar finalist 2020
- Visiting professor fellowship at the University “La Sapienza” Rome January-March 2022
- Visiting professor fellow at the University Sorbonne Pantheon (Paris) April 2022
- Visiting professor fellowship at the University of Pisa (April 2022)
- NEH-Mellon Fellowships for Digital Publication Program., “Publishing Archaeology in 3D: Waterscapes in Etruscan and Roman Times (Vulci) \$35,000 (only 8% of applications awarded)
- Visiting Scholar at the University of Pisa (April-May 2022)
- Visiting Professorship at La Sapienza (2022)
- Visiting scholar at La Sorbonne-Pantheon (2022)
- Climate Change Fellow, Duke University (2023-24)
- Harvard University Metalab Research Associate (2023-present)
- Saint Francis Prize in Techno-Humanities 2023 (Culture). The prize consists of a trophy, a certificate and \$15,000 award
- Jefferson Science National Academies Fellow finalist (top 20 at national level, January 2024)
- AAAS (Science and Technology Policy Fellowship) Finalist and selected for the Executive Branch at the State Department (April 2024)
- Visiting Senior Research Scholar in the Italian Academy for Advanced Studies in America at Columbia University, beginning September 1, 2024

Research, Administrative and Professional Positions

- Founder and CEO of the professional archaeological company ArcheoSistemi srl (1986-1994), Reggio Emilia, Italy
- Founder and President of the company Arche’ srl, professional services for archaeology (1993-1997), Bologna, Italy.
- Director of the Xi’an Digital Lab and responsible for the Italy-China cultural cooperation, Italian Foreign Ministry (1994-96)
- Italy-US scientific programs’ representative and coordinator, Italian National Research Council (2000-2005)
- Epoch EU Project, European Research Network on Excellence in Processing Open Cultural Heritage (2002-2006, 8MM euro), research coordinator, CNR unit
- Scientific Director of the EU Icarus Project for Supercomputing applications in archaeology at the CINECA, Interuniversity Center for Supercomputing Applications, Bologna, Italy, 1990-2000.

- Founder and Director of the Virtual Heritage Lab at the Italian National Research Council, Institute for the Technologies Applied to Cultural Heritage, Italy, 1998-2007.
- Director of the Virtual Heritage National program (a network of 20 institutions, 300 researchers and staff), National Research Council, Italy, 2002-2007
- Director of the US research unit (associated partner) of the V-Must European Project , Virtual Museums Transnational Network¹, 2011-2015.
- Director of the CNR Research Unit of the EU Epoch Project, European Research Network on Excellence in Processing Open Cultural Heritage², 2004-2008.
- Director and Founder of the World Heritage Program and World Virtual Heritage Lab at the University of California Merced, 2008-2012
- Director of the 3D Digging Excavation and Research Project at Catalhoyuk, Turkey (2009-2014)
- Director of the Vulci 3000 Project, Italy, 2014-present
- Bass Chair at Duke University, 2014-present
- Director of the Archaeo-Morphosource Digital Repository (2016-present), [Vulci 3000 // MorphoSource](#)
- Director of the Flying over the Temples Project, Valley of the Temples Park (Agrigento), Italy 2018-19
- Director of the Smart Archaeology Project, Bass Connections· 2019 - 2020
- Director of the Virtual Reality and Neuroarchaeology Project, Bass Connections, 2020 - 2021
- Director of the Ruinscapes and Neurocities Project, Bass Connections³, Duke University
- Chair and Scientific Advisory Board Director of the [LBI-ArchPro](#) (Ludwig Boltzmann Institute for Archaeological Prospection and Virtual Archaeology⁴), 2010-2023.
- Co-Director of the Catalhoyuk Landscape and Environment Project (2022-present)
- Director of the Neurocities and Ruinscapes: Reconstructing Ancient Cities and Ruins Using Virtual Reality Project· 2023 - 2024
- Founder and Director of the ArcheoDrone Lab, Chianciano Terme, Italy (2021-present). The ArcheoDrone lab is a joined US-Italy enterprise.
- Co-Founder, Board member and administrator of the VANHub Lab, Ca' Foscari University of Venice, 2023-present
- Scientific Co-director of the Italy-US research Project *Analisi della cognizione spaziale per comprendere il patrimonio culturale ed aumentare il benessere*. (Spatial cognition analysis for cultural heritage and promoting well-being), 2024-26.

Main Exhibitions (Curator and/or organizer)

1. “La pianura bolognese nel Villanoviano” (The Bologna plain in the Villanovan Period), 1994-95, Bologna, Italy.
2. ArcheoExpo in association with the XIII International Congress of Prehistoric and Protohistoric Sciences, Forli, Italy, September, 1996.
3. Il Dono delle Eliadi, Ambre eoreficerie dei principi etruschi di Verucchio (The Gift of the Eliads, Ambers and Gold of the Etruscan Princes of Verucchio, Verucchio, Italy 1994.
4. The Virtual Museum and Multimedia Room of the Scrovegni Chapel of Giotto, March 2003 (the first public virtual museum in Europe).

¹ V-Must, supported by 4.550 MM euro

² EU contribution 7.880 MM euro

³ Bass Connection is a \$50 MM endowment for interdisciplinary research and education.

⁴ Supported by 15MM euro grant

5. Immaginare Roma Antica. Expo mondiale di archeologia virtuale. *Building Ancient Rome. World expo of virtual archaeology*. Museum of Imperial Fora, Rome (2005)
6. ArchoVirtual, International Expo of Virtual Archaeology, Paestum (1st edition 2006, then replicated for 18 years)
7. 3D Digging at Catalhoyuk, UC Merced Library, 2010
8. The Via Flaminia Project, National Roman Museum, 2012
9. The Villa of Livia VR, National Roman Museum, 2012-13
10. Rhizome of the Western Han Dynasty (in collaboration with S. Kenderdine and J. Shaw), Hong Kong, 2010.
11. Villa of Livia – DiVE immersion (Duke Immersive Virtual Environment), Duke University, 2013.
12. The Roman Landscape, Duke University, October-December 2014
13. Traces of the Past. Archaeology, Technology, Imagery, Duke University, 2014
14. Etruscan Cities, Duke University, 2014.
15. Regium@Lepidi 2200, Virtual Museum, Reggio Emilia, a new virtual museum specifically designed for the reconstruction of the Roman city of Reggio Emilia Italy (sponsored by the Lions Club), 2016-2019.
16. Traiano. Costruire l’Impero, Creare l’Europa. Trajan. Building the Empire, Creating Europe. (November 29, 2017, November 2018), 6 digital installations
17. Vulci, Il Patrimonio Disperso e Ritrovato. Vulci. Lost and Found Heritage. Rome, Sapienza University, Etruscan Museum, May-December 2022
18. Etruscan Death and the Etruscan Pediment of Pyrgi, AI-VR exhibition. Field Museum of Chicago, May 2023.
19. Vulci. Produrre per gli uomini. Produrre per gli dei, Vulci. Humans and gods’ production. March 20, Fondazione Rovati, Milan, Italy, March 20 - August 4, 2024.
20. AI Rethinks the Past: Etruscan and Roman Landscapes Reimagined (April-May 2024, Duke Art Center). The exhibition will travel to Paris at the Musée National d’Archeologie in June 2024 and to Modena, Italy in 2025.
21. From Screen to Stone: The Etruscan Stele of Vicchio, New York, Institute for the Study of the Ancient World, April 2025
22. RuinScapes: a Journey through Human Perception, Central Institute for Graphic Design, Rome, 2026.

Commitment to Diversity, Equity, and Inclusion (DEI)

My work is aimed to make scientific and archaeological results comprehensible and significant to a wider spectrum of people, in addition to expanding the breadth of ancient world research. This is done in the field by engaging local communities with the mission of archaeological research and by translating scientific and technological language for a broad audience. Every fieldwork project is open to local communities with specific didactic activities for promoting an interdisciplinary engagement.

At Duke University I collaborate with the BRIDGE (Building Research Inclusion and Diversity in Graduate Education) Program, specifically aimed to foster a diverse community of trainees and encourages applications from members of underrepresented communities.

Keynote/invited speeches (1996-2023, a selection)

- Stanford University, 1998
- Berkeley University, 1999
- Virtuality, Turin, 2000.
- CAA 2000, Lubiana, 2000
- CityU, University, Hong Kong, 2005
- Boston University. Department of Archaeology, Center for Remote Sensing, 2003.
- Archeodrome de Bourgogne (Lyon, France) 2003
- Brown University. Shape Lab. Providence. 2003
- Circolo Italiano of Boston. 2003
- Harvard University. Department of Anthropology 2003
- Harvard University GIS center 2003
- Berkeley University. Department of Anthropology. San Francisco 2003
- MIT Media Lab, Boston, 2003
- VSMM 2003, Kyengiou
- University “La Sapienza” , 2004
- Scuola Normale Superiore of Pisa. 2004
- Polytechnic of Milan 2004
- VSMM 2005, Ghent, Belgium
- University of Lecce, 2005
- University of Catania, 2005
- University of Florence, 2006
- University of Bologna-Ravenna, 2006
- CINECA, Visual Lab, University of Bologna, 2007
- Archeodrome, 2007
- University of Siena, 2007
- University of Naples, 2008
- Getty Institute, Los Angeles, 2008
- UCLA. Los Angeles, 2008
- Duke University, November 2010
- CityU, Hong Kong University, 2010
- Bilbao, Guggenheim Museum, *Fun & Serious Game Festival*, keynote speaker, November, 8-9, 2011.
- Jiaotong, Xi’an University, June, 2011, Visiting scholar and keynote speech
- Berkeley University, Berkeley, 2011
- University of South California, Los Angeles, 2011
- Campeche (UNESCO workshop), 2012
- UNESCO Quarters, Paris, 2012
- IUAV, University of Venezia, 2012
- International Conference on Virtual Archaeology, Sevilla, 2012
- University of New Mexico, 2012
- Arqueologica 2.0, International Conference, Sevilla, Spain, 2012
- Venice, Italy, International conference “New Perspectives, New Technologies”, October, 13-15, Invited speaker, 2012

- UMass, University of Massachusetts, International Conference, “High Tech Heritage”, keynote speaker <http://scholarworks.umass.edu/hightechheritage/>, Amherst Center for Heritage and Society, May 2 - 4, 2012, UMass Amherst Campus.
- 4th International conference on “Remote Sensing in Archaeology”, 24-26 October, 2012, keynote speaker, <http://www.icrsa4.org/dct/page/65581>
- Invited Chair (track Digital Cultural Heritage) at the international conference VSMM 2012, 18th International Conference on Virtual Systems and Multimedia *Virtual Systems in the Information Society*, Milan, Italy, 2-5 September 2012.
- Invited speaker at the PNC Annual Conference and Joint Meetings “New Horizons Information Technology connecting Culture, Community, Time and Place”, Berkeley, December 7-9, 2012.
Invited speaker at the 1st International Workshop on *Virtual Archaeology, Museums and Cultural Tourism*, 25-28 September, 2013, Delphi, Greece, <http://vamct13.syros.aegean.gr/aimsscope.shtml>.
- Invited speaker at the Ecole Normal Superior Istituto "Archéologie et Philologie d'Orient et d'Occident" CNRS, Paris,
- Invited and keynote speaker at Simposio del Laboratorio di Archeologia Romana Provinciale, del Museo di Archeologia e Etnologia dell' Università di São Paulo, November, 17, 2013.
- Keynote Speaker at the CAA 2015, Computer Applications in Archaeology, International Conference, Siena, Italy, March 30 - April 3, 2015, University of Siena, <https://caaconference.org/ocs/index.php?conference=caa&schedConf=caa2015>
- Yale University, <https://isysaa.wordpress.com/2014/11/13/immersive-archaeology-maurizioforte-at-yale-center-for-british-art-lecture-all/>
- Calgary – Chacmool Conference, 47th Annual Chacmool Archaeology Conference, University of Calgary, Nov.7-9, 2014
- Sao Paulo, University of Sao Paulo, Dept. of Classical Studies.
- Invited Chair and Co-Organizer ASOR Conference, UCSD, Nov.19-23 2014
- EAA conference 2014, Invited contribution in the session Assembling Çatalhöyük, organized by I. Hodder and A. Marciniak.
- RomArché 2014, 23/05/2014 - Mercati di Traiano - Museo dei Fori Imperiali Sessione "Il racconto delle collezioni e dei loro "contenitori", <https://www.youtube.com/watch?v=duAq54IEHjU>
- Challenging the Past, *A critical approach to Visual and Multisensory Representations fro History and Culture March*, 19-21, 2015, Gothenburg, Sweden; keynote speaker. <http://www.challengethepast.com/>
- CAA 2015, Computer Applications in Archaeology, Keynote speaker, Siena, Italy, March 30, April 2, 2015.
- Nebraska Forum on Digital Humanities, Institute of Digital Technologies at the University of Nebraska, April, 8-10, 2015.
- Virtual Archaeology Conference 2015, St Petersburg (RU), June 1-3, invited speaker
- NEH Summer Institute 2015 in Digital Archaeology, June 2015.
- International Conference, “The State and Its Past: Consolidating National Identities Through History, Archaeology, and Politics (19th-20th centuries)” on Saturday, October 10, 2015. The Franke Institute of Humanities at the University of Chicago.
- International Conference WAC 8, 2016, Kyoto, Japan, Session Organizer
- Keynote speaker at the international conference Lost and Transformed Cities. A digital perspective. Lisbon, November 16-18, 2016.

- Invited speaker at the international workshop on 3D Visualization at the Old Dominion University, 2016
- AB Scholar Invited Lecturer, Duke University, 2016
- Invited lecturer at the University of Gothenburg (Sweden), December, 13, 2016
- Invited lecturer at the University of Stockholm (Sweden), December 15, 2016
- Principal organizer of the international workshop on Cyberarchaeology at the WAC Conference (World Archaeological Congress) in Kyoto, August 29, Sept. 2, 2016.
- Co-Chair and Co-organizer of the session *Cyber-archaeology in the Middle East Today*, 2016 ASOR Annual Meeting, November 16-19, at La Cantera Hill Country Resort, San Antonio, Texas.
- Wesleyan University, invited lecture, February, 2017.
- AIA international conference, Toronto 2017,
- HerMA Conference, Eleusi, Athens, Sept. 22-24, 2017.
International workshop on Technologies Applied to the Trajan's exhibition in Rome (Nov.29, 2017)
- AB Scholar Lecturer, Duke University, 2017
- Intermezzo, Duke University, 2017
- Keynote speaker at Berkeley international conference *The Past is Present: Virtuality, Archaeology, and the Future of History*, April 5-7, 2018
- Invited speaker at the international workshop on Cityscapes, SAA conference, Washington DC, April 11-15, 2018.
- 12th IEMA conference, The Institute for European and Mediterranean Archaeology, SUNY Buffalo, April 6-7 2019.
- XIX Brazilian Symposium on Remote Sensing, April 14-17, 2019
- AIA Workshop on Water Management and Cults in Etruria (IV-I century BCE), January 4, 2020 organized by Ugo Fusco
- Presentation of the book *Digital Cities* at the University of Ca' Foscari, 2020
- VeDPH Seminars in Digital Public Humanities, University of Venice Ca Foscari, 2021
- National Geographic: Water Explorers Meet-up! 2021
- Etruscan Tarquinia (UNESCO Heritage Site): Interdisciplinary Approaches to Protection and Conservation", 2021
- Recent advancements and breakthroughs in cyberarchaeology, Senior Seminars University of Bologna, (the Senior Seminars are the premier archaeology and heritage seminar series in English language at the University of Bologna, and are connected to the Master course "Applied Critical Archaeology and Heritage"), 2021
- Keynote Speech, *Digital Cities, NeuroArchaeology and Cyberarchaeology. Conference on Cultural Heritage and New Technologies, ICOMOS Austria, November 2-4, 2021*
- Invited speaker at Fondazione Luigi Rovati, Milano, March 2022 Invited speaker to the international conference, Archeologia Condivisa per tutti, University of Bologna, Nov.28/22
- Sorbonne-Pantheon, Paris, Vulci 3000 Project - a digital challenge in cyberarchaeology UMR 8546 CNRS, 2022
- Invited speaker at the University of Florida at the Dept. of Classical Studies and AI initiative (March 29-31 2023)
- Invited speaker for the Armour lectures series at the Field Museum of Chicago 2023 (April 26, 2023)
- Invited speaker at Graduate School of Design, Harvard University (May 1, 2023)
- Invited speaker at the MIT CAV Lab (May 4, 2023)

- Invited keynote speaker at the SMU Dallas (October 2023)
- Invited speaker at the University of Texas, Dallas (October 2023)
- Invited keynote speaker, Quantum Conference, Rome, Villa Giulia, December 2023
- Invited keynote speaker, Summer School in Digital and Public Humanities, Ca' Foscari University, Venice, Italy, July 6, 2024,
- Invited speaker at the international workshop “The urban space in Etruria) dedicated to Larissa Bonfante, Columbia University, November 14-15, 2024
- Invited keynote speaker at the Unesco Conference in Cagliari, Italy, November 29, 2024
- Invited speaker at Stanford University, Environmental Social Sciences Department at the Stanford Doerr School of Sustainability

Software and Digital Production

- AI-VR-XR and digital production and curation of the exhibition “AI Rethinks the Past: Etruscan and Roman Landscapes Reimagined”, Duke University
- AI-VR production of the VR-AI project *Death in the Etruscan World*, Field Museum of Chicago in collaboration with the start-up FollowFox.ai
- 3D model, 3D printing and VR app of the Etruscan stele of Vicchio. The VR simulation facilitates the interpretation of the inscription and the identification of many letters not visible in the real stele.
- 3D model and VR app of the Etruscan Sarcophagus of the Spouses (Etruscan National Museum)
- 3D model and VR app of the Etruscan pediment of Pyrgi (Etruscan National Museum)
- 3D print and virtual simulation of the Vulci landscape by warping and visual projection
- Vulci VR app developed for Oculus Rift
- Hidden Archaeology App (developed in collaboration with Antonio LoPiano): a remote sensing application for the visualization of ancient buildings in the underground □
- GIS development for the Vulci 3000 Project, Season 2019-2023.
- 3D holographic print of the Basilica Ulpia (in collaboration with Zebra Imaging)
- 3D print of the plastico of the Basilica Ulpia (in collaboration with 3D System) in Rome
- 3D prints of the frieze of Weapons (Basilica Ulpia)
- 3D modeling and simulation in Unity of the Basilica Ulpia
- Tangible Interactive Table for Archaeology developed with Todd Berreth for the exhibition “Traiano” in Rome
- Basilica Ulpia AR, App developed for the Apple store in augmented reality.

Teaching

- Professor of Classical and Visual Studies at Duke University. Courses: *Roman Landscape; Principles of Archaeology, Principles of Etruscan Archaeology, Etruscans myth and society, Reconstructing Ancient Worlds, Pre-Roman and Etruscan Archaeology; Etruscan Cities, Introduction to Digital Archaeology, Virtual Museums, The Ancient Mind, Etruscans, Why Art. Etruscan cities, Reconstructing Ancient Worlds, Virtual Museums*. Summer courses on Digital Landscapes (Duke in Tuscany)
- Director of the Summer Field School Techno-Archaeology of Landscapes, Cortona, Italy 2024, , Institute of Field Research [Italy: Cortona Survey - Institute for Field Research \(ifrglobal.org\)](https://ifrglobal.org)

- Director and creator of the online program Introduction to Digital and Cyberarchaeology, Institute of Field Research, 2020-23.
 - Visiting Professor at the University La Sapienza of Rome. Special seminars on digital archaeology
 - Visiting Professor at the University of Pisa – Introduction to digital and cyber archaeology
 - Visiting scholar the University La Sorbonne-Pantheon (Paris)- Teaching seminars on virtual reality and neuro-archaeology
- Professor of World Heritage at the University of California, Merced, courses: *Introduction to World Heritage, Reconstructing Ancient Worlds, Mindscapes, Cyber Heritage, Memetics in Archaeology, Virtual Heritage; 3D Digging* (Summer Course), *Digital Archaeology, Landscape*
- Professor of "Virtual Environments for Cultural Heritage", at the Master of Science in Communication Technology-Enhanced Communication for Cultural Heritage (TEC-CH), University of Lugano, 2007-2011. <http://www.tec-ch.unisi.ch/>
 - PhD Scientific Board (Technologies and Cultural Heritage), IMT, Lucca, Italy.
 - Professor of Computing Applications in Archaeology at the University “La Tuscia” of Viterbo (2006-2007), <http://www.beniculturali.unitus.it/index.htm>
 - Professor of Multimedia in Archaeology at the II University of Naples (2004-2005)
 - Professor of Virtual Heritage at the Master of Art and Culture Management, Trento-Rovereto, 2003-2008, http://www.tsm.tn.it/jsp/masters/master.jsp?id_master=20
 - Member of the PhD board in “Technology and management of cultural heritage” and professor of Virtual Heritage, at IMT, Lucca, http://www.imtlucca.it/phd_programs/cultural_heritage/index.php.
 - Lecturer of “Virtual Museums” at the University of Siena, <http://www.unisi.it/> 1996-1999.

IT Skills

Remote Sensing (data capturing and image processing)
UAV pilot with EU license
GIS and spatial analysis
3D modelling
Image modelling
Virtual Reality
Augmented Reality
Laser scanning (optical and time of flight)
Immersive environments
Drones and aerial photography (drone pilot, EU certificate A2)
3D Printing
Game engines
Paperless documentation for archaeological excavations
Virtual museums
Landscape reconstructions
Eye-tracking and EEG tools

Activities and Services at UC Merced

My appointment started in January 2008 as full professor and general coordinator of the World Heritage Program. At that time UCM was planning the creation of an Institute of World Heritage and the program was very ambitious in terms of international connections (UNESCO, ICOMOS – International Council of Monuments and Sites, ICCROM – International Centre for the Study of the Preservation and Restoration of Cultural Property, etc.). In fact I was able to host at SSHA also the Scientific Secretariat of the ICOMOS ICIP International Scientific Committee on Interpretation and Presentation of Cultural Heritage Sites.

The creation of the World Heritage program involved from the beginning several international institutions and collaborations such as: UNESCO World Heritage Center, Xian Jiaotong University, University of Beijing, University of Siena, Yosemite Park, California State Parks, Ludwig Boltzmann Institute of Vienna, Duke University, Stanford University, Bonn University, Fraunhofer Institute, Italian National Research Council, Berkeley University and many others.

It is important to remind that the creation of a World Heritage Program in the Californian Central Valley was particularly challenging given the local context (San Joaquin Valley, one of the most impoverished regions of the country) and the fact that the entire program is based on just single professor and temporary lecturers. For this reason, I invited on campus several lecturers from California and Italy which have helped the program to grow up, achieving a good number of enrolment (last WH introductory classes hosted even 45 students).

From the Spring Semester 2010 I have planned a special and international series of talk, the World Heritage Series, open to all SSHA students and faculty (the WH series were supported 80% by WH program and 20% by CRHA). The creation of a special series of seminars on interdisciplinary topics (World Heritage, Digital Archaeology, New Media, Cognitive Science, Virtual Heritage) at international had a relevant impact in the UCM community since many students have no chance to understand and be exposed to the state of the art in the field of WH and related disciplines. Distinguished scholars from Stanford, Berkeley, University of New Mexico, Poznan University, UCLA, UNESCO, Siena, Leuven, Parma and other international institutions visited UCM and met students and faculty. In the last two years WH series hosted 24 speakers.

In the last years (2010-12) I have served several UC and UCM Committees: the UCCC (University of California Computing Committee, 2 years); the Research Computing and SuperComputing Facilities (UCM) and the WC Grad Group Progress Reporting (SSHA). In 2012 I have also served the selection committee for 2 GASP-ARTS positions (SSHA).

Teaching

The WH courses were really multidisciplinary, offering the students a strong theoretical background but also very advanced and experimental activities in lab and virtual reality systems. Courses such as “Cyberheritage”, “Reconstructing Ancient Worlds” and “Digital Archaeology” involved very advanced use of digital technologies in labs and in simulation environments (Immersive Powerwall, TeleArch, 3D Teleimmersive and collaborative system for archaeology). For the course of Cyberheritage but also for increasing the impact of the digital education in the WH program the UCM Virtual Heritage Island has been created in Second Life and was active for several years. The virtual island served as digital collaborative environment of interaction and simulation for students, professors and lecturers: a space for teaching and discussion made and implemented by students.

Grads and undergrad students were involved in several interdisciplinary activities on and off campus. They have participated to the organization of digital archaeological exhibits in the UCM library, in Stanford and in Berkeley. The exhibit “Archaeology@Reality: the Western Han Dynasty” was one of the key events during the Calday at Berkeley in 2011 and hosted more than 5000 visitors in a day. In 2012 I headed a team

of 3 students (2 MA and 1 post-doc) focusing of the development of a serious game on the historical site of Fort Ross (project supported by California State Parks).

In addition grad and undergrad students had the chance to attend three seasons of archaeological fieldwork (2010-2012) with the use of 3D digital technologies in the famous archaeological site of Catalhoyuk in Turkey, from June 2012 World Heritage site (<http://www.catalhoyuk.com/>).

Grants

The World Heritage Program was quite successful in fund raising (see the specific itemized list): from 2008-2012 more than \$800k were collected through grant applications and sponsorships. The Virtual Heritage Lab has more than 500k of value in hardware and software equipment, the Powerwall, about 300k; TeleArch system around 20k. All the facilities are available for students and faculty of SSHA and SE.

Exhibits

- In 2010-2011 he has directed and organized 3 exhibits; 3D Archaeology at Catalhoyuk (UCM library and Stanford Archaeological Center) and Archaeology@Reality: the Western Han Dynasty (UC Berkeley, key event at Calday). There is also a permanent digital installation at CITRIS Center, UC Berkeley, concerning the exhibit on the Western Han Dynasty (China). The three exhibits were characterized by 3D virtual installations (with 3D TVs and stereo projectors), 3D prints (replica of archaeological objects recorded by laser scanners during archaeological fieldworks), videos, multimedia data and visual posters.
- In April 2013 he has organized the exhibit at Duke University (East building) “The Roman Landscape” in conjunction with CLST 590 (Spring semester class). The exhibit was focussed on the interpretation and reconstruction of the Roman landscape by remote sensing applications. It involved the participation of all the students of CLST 590: during the grand opening a micro-drone assembled by Duke students in Visual Studies and a 3D desktop virtual reality application (developed by students in archaeology) have been presented to the public.
- In April 2014 he has organized the exhibit “Etruscan Cities” at Duke University (Smith Warehouse). The exhibit was organized with the students of the grad class “Etruscan Cities” and it was hosting 14 panels and 4 digital installations (including the Italian “Etruscanning Project”)
- Development of a 3D repository for the Museum of Roman Fora on the Basilica Ulpia
- Director of the project, organization and design of the exhibition “The Trajan’s Puzzle”, for the Museum of Roman For a, Rome
- Scientific consultant and collaborator of the Field Museum of Chicago for the exhibition *Interaction in the Ancient Mediterranean – Etruscans, Romans, and Egyptians in Contact*. (scientific coordinator for the Etruscan collection).
- Director of the exhibition on the Digital Reconstruction of a Roman Domus, scheduled in Reggio Emilia, Italy, on January 28, 2017.
- Co-organizer of the archaeological exhibition Urban Vulci at the University La Sapienza of Rome (May 26-November 30 2022)

International Workshops and Conferences

- Co-organizer and Chair of the III International Conference on remote Sensing in Archaeology, 17th21st August 2009. Tiruchirappalli, Tamil Nadu, India, <http://www.spacetimeplace2009.org/>
- Co-organizer and Chair of the international workshop *From Space to Place*, University of California Berkeley – Joint Meeting of the 2012 PNC Annual Conference, December 7-9 University of California Berkeley – USA.

- Co-organizer of the workshop *Reading the Past: Mind, Brain, and Archaeology*, Duke University, <http://dibs.duke.edu/events/2014/04/1180-workshop-with-dibs-workshop-reading-the-past-mindbrain-and-archaeology>, April, 10, 2014, <http://space2place.classicalstudies.duke.edu>
- Organizer and Chair of the conference “The Age of Sensing”, Duke University, October, 13-15 2014.
- Organizer and Co-Chair of the international workshop on Cyberarchaeology at the WAC 8 conference (World Archaeology Congress) in Kyoto, August 29, September 3, 2016, <http://wac8.org/>

Media

- [Digital Archeology at the Museum of Fine Arts: 3D Scanning Etruscan Sarcophagi \(youtube.com\)](#)
- [disegnare con... MAURIZIO FORTE | Ferdani | DISEGNARECON \(univaq.it\)](#) On line interview about virtual and cyberarchaeology (in Italian)
- [\(144\) Maurizio Forte, Principles of Cyberarchaeology - YouTube](#)
- [\(144\) Maurizio Forte \(Duke Univ.\), Vulci 3000 Project - a digital challenge in cyberarchaeology - YouTube](#)
- Article on “Current Archaeology Magazine”
- *Reggio Emilia. Creating a Virtual Roman World*, pp.36-40
- Interview on Cyber-archeology at ABC Australia
- <http://www.abc.net.au/radionational/programs/futuretense/archaeology3a-current-threats2cfuture-possibilities/6633840>
- Cyber Archaeology – 3D Modeling unpeels the Neolithic at Çatalhöyük
- in “World Archaeology”, n.61 Oct.-Nov.2013
- Virtual Archaeologists Recreate Parts of Ancient Worlds,
- Michael Bawaya
- Science 8 January 2010: 140-141.
- A high tech look to ancient civilizations
- <http://today.duke.edu/2013/03/maurizioforte>
- Under the Tuscan sun
- <http://today.duke.edu/2014/06/etruscan>
- Cyber Archaeology at Çatalhöyük, VoiceAmerica Radio show
- <http://www.voiceamerica.com/episode/74248/cyber-archaeology-at-catalhoyuk>
- Keynote speech at Calday (UC Berkeley)
- <http://www.youtube.com/watch?v=E1DRlvrg7Ts>
- The Past: Digital Archeology and History - Our Digital Life (Ep. 1)
- Our Digital Life - UCTV Prime
- <http://www.uctv.tv/search-details.aspx?showID=23716>
- Preserving and sharing the past in 3D
- <http://www.youtube.com/watch?v=hVFbtFar9BM>
- Teleimmersive Heritage
- <http://www.youtube.com/watch?v=skdgeUB3mJk>
- New Perspectives, New Technologies (keynote speaker at IUAV, University of Ca' Foscari, Venice, Italy)
- <http://www.youtube.com/watch?v=skdgeUB3mJk>
- Reconstructing China: the Virtual Western Han Dynasty (video documentary made in collaboration with the grad students M.Valesi, P. Di Giuseppantonio Di Franco, F.Galeazzi)
- <http://www.youtube.com/watch?v=RPnxBJTAVw8>
- Cyberarchaeology at the Duke University
- <http://www.youtube.com/watch?v=D1rKCycuE6E>
- Second Life and Cyberarchaeology Part2-3
- <http://www.youtube.com/watch?v=yemyLVK9VHk>
- <http://www.youtube.com/watch?v=9X8b2joPKG8>
- Q&A with “Cyber-Archeologist” Maurizio Forte
- <http://myuctv.tv/2012/06/14/qa-with-cyber-archeologist-maurizio-forte/>
- World Heritage Class Digitally preserves Fort Ross

- <http://www.ucmerced.edu/news/world-heritage-class-digitally-preserves-fort-ross>
- 3-D Archaeology at Çatalhöyük UC Merced Library November 15 - December 17, 2010
- http://crha.ucmerced.edu/sites/crha/files/public/3Dexhibit_cata_flyer_rev.pdf
- The Western Han Dynasty Exhibit Debuts at UC Berkeley
- http://worldheritage.ucmerced.edu/western_han_dynasty
- <http://worldheritage.ucmerced.edu/sites/worldheritage/files/public/acknow%20hanok.pdf>
- Ancient Roman Road Gets Virtual Life
- <http://newsok.com/ancient-roman-road-gets-virtual-life/article/3190256>

Supervision and Examination

- **Phd Primary Supervisor:** Nicolo dell'Unto (IMT Lucca, Italy), Elena Bonini (IMT, Lucca, Italy), Carlos Bazua (III-IV year, UCM), Fabrizio Galeazzi (I-III year, UCM), Paola Di Giuseppantonio Di Franco (I-III year, UCM), Marco Valesi (I-III year, UCM), Katherine McCusker (Duke University), Antonio Lo Piano (Duke University), Caitlin Childers (Duke University)
- **International Graduate Advising and Examination:** Bernadette Flynn (University of Western Wales), Laja Pujol, (University of Barcelona), Lola Vico (University of Grenada)
- **MA Advisor,** Llonel Onsurez, Justine Issavi, Alfonsina Pagano • **MA examiner,** Llonel Onsurez, Justine Issavi, Caitlin Childers
- **Mentoring and supervision** of over 100 undergraduate students at Uc Merced and Duke University

Awarded Grants at UC Merced (2008-2012)

Start-up funds

150k + lab facilities

GRC 2008

PI, Maurizio Forte

“The Virtual Museum of Western Han Dynasty Tombs and Mural Paintings of Xi'an” (5k)

Outcome: 2 years of archaeological fieldwork, 10 Tb of digital data recorded, 70 3D models of artifacts, 2 3D models of wall painting tombs, 1 imperial mausoleum (documented and reconstructed), 5 research papers, 10 international presentations of the project (Stanford University, University of Lugano, Hong Kong City U, Jiaotong University, VSMM 2010, TAG Conference, Stanford, Duke University, U-Penn, CAA 2011). In April 2011 a special exhibit on the project will be organized at the Tech Museum, CITRIS, UC Berkeley.

GRC 2009

PI, Maurizio Forte, CO-PI, Ruth Mostern

“Shared Equipment Grants: GPS Equipment for Spatial Analyses and Data Processing in World Heritage” (10k)

Outcome: multidisciplinary use of the equipment GPS Trimble® GeoXH™ for research and education. For education the device was used in the courses of World Heritage and History and during the summer course *WH 120 3D-Digging at Catalhuyuk*. Thanks to this equipment the students were able to integrate spatial data in GIS and remote sensing systems, to draw digital maps of different archaeological landscapes and sites: in class during lab sessions and in the fieldwork in California, China and Turkey. In terms of research project the equipment was used in China at Xi'an for documenting and positioning imperial mausoleums of the Western Han Dynasty, at Fort Ross (California) and in Turkey in the Neolithic site of Catalhuyuk. Thanks to the differential correction, it was possible to reach a high level of spatial accuracy (4-6 cm in 2D coordinates).

GRC 2011

PI, Maurizio Forte

“3D-Digging at Catalhuyuk” (5k)

The title of the project *“3D-[D]igging”* (three-dimensional digging) recalls the main research and educational goals of the project: to interpret an archaeological excavation in 3D using advanced technologies for visualizing and interpreting structures, objects, artifacts and stratigraphic layers. In order to reach this goal all the fieldwork activities will be based on 3D data recording by laser scanning, digital stereo cameras, digital photogrammetry, computer vision and remote sensing.

A first phase of the project started in the summer 2010 (supported by Stanford University in 2010) and it was linked with a UCM summer course, WH 120. The outcome of the first experimental phase was quite meaningful: students learned 3D technologies during the semester and, in the summer; they experienced archaeological excavations in the Neolithic site of Catalhuyuk; and finally UC Merced became a formal partner of the broader Catalhuyuk Research Project (<http://www.catalhoyuk.com/>) together with 10 top world universities.

The results of the first phase of the project were displayed at UC Merced library through the public exhibit *3D Archaeology at Catalhuyuk* (November-December 2010) organized by M.Forte with a team of grad and undergrad students (<http://www.ucmerced.edu/featuredetail.asp?featureid=675>).

Project/Proposal

Collaborative Virtual Environments for Virtual Heritage

Title:

Source of Support: **CITRIS - Center for IT Research in the Interest of Society Seed Funding** Period
8/1/08-

Award Amount: \$ **\$75,000**

Covered: **9/24/10**

Location of Project: **UC Merced**

Role in Project: **CO-PI**

Other PI's: **Marcelo Kallmann**

Person-Months Committed to the

Cal: **0.00** Acad: **0.0** Summ: **0.00**

Project:

Project/Proposal Title: **Digital Documentation and Reconstruction of an Ancient Maya Temple
and**

Prototype of Internet GIS Database of Maya Architecture

Source of Support: **NEH**

Period

Award Amount: \$ **\$ 10500**

04/30/10 - 1/03/11

Covered

Location of Project: **UC Merced**

Other Co- **J.von Schverin, A.Grun,**

Role in Project: **Co-PI**

PI's: **F.Remondino**

Person-Months Committed to the

Cal: **0.00** Acad: **0.00** Summ: **0.00**

Project:

Archaeo-Pedia 3d: Collaborative Research in Cyber-Archaeology

Project/Proposal Title:

Source of Support: **CITRIS**

Period

Award Amount: \$ **\$ 73000**

09/01/10 - 08/31/11

Covered

Location of Project: **UC Merced**

Other Co-

Role in Project: **PI**

Ruzena Baijcsy

PI's:

Person-Months Committed to the

Cal: **0.00** Acad: **0.00** Summ: **5.00**

Project:

Project/Proposal Title: **Development of multiuser domains in the web for learning and communication in the field of Virtual Heritage using Second Life/Open Sim**

Source of Support: **CNR-ITABC (Italian National Research Council)**

Award Amount: \$ **\$ 19,000** Period **12/1/10 - 10/31/110**

Location of Project: **UC Merced** Covered

Role in Project: **PI** Other Co-PI's:

Person-Months Committed to the Project:

Cal:	0.00	Acad:	0.00	Summ:	5.00
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Pending Support:

Project/Proposal Title: **Virtual Fort Ross**

Source of Support: **California State Parks**

Award Amount: \$ **\$150,000** Period Covered **01/03/11 -**

Location of Project: **UC Merced**

Role in Project: Other CoPI PI's:

Person-Months Committed to the Project:

Cal:	0.00	Acad:	0.00	Summ:	0.00
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Cyber-Archaeology: Reconstructing and Communicating the Ancient World

Project/Proposal Title:

Source of Support: **UCCP Innovation grant**

Award Amount: \$ **\$25,000** Period Covered **06/01/08 - 08/31/08**

Location of Project: **UC Merced**

Role in Project: **PI** Other Co-PI's:

Person-Months Committed to the Project:

Cal:	0.00	Acad:	0.00	Summ:	0.00
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Activities and Services at Duke University

Director and Founder of the Dig@Lab,
 Member of the CMAC program
 Scientific Member of the Franklin Humanities Institute
 Member of the academic Senate

Awarded Grants at Duke University (2013-2023)

Startup research grant \$250,000

The Ancient Mind: Mind, Brain and Society, Franklin Humanities Institute, series of workshops and lectures on Neurosciences and Archaeology, \$22,000, 2015-2017.

Classics Reborn, Franklin Humanities Institute, series of workshops and lectures on Neurosciences and Archaeology, \$20,000, 2017.

Archaeology and Polisensing Environments, Bass Connection Grant, Duke University, \$22,000

Trajan's Virtual Museum (2017 Rome exhibition) grant, \$60,000 (Duke University Provost Office)

Delmas Foundation \$10,000

Trent Award, \$2,500

Bass Connection 2017, \$20,000

A&S, 2017, \$5,000

DDI, Digital Duke Initiative, \$22,000 (as equipment, 3D laser scanner)

The Trajan's Puzzle (exhibition in Rome), \$22,000 (several Duke sponsors)

\$1800, Technological Class improvement (social innovation) Bass

Connection 2016-17 \$22,500

Bass Connection 2014, *The Digital Landscape*, \$24,000.

HWL, Humanities Writ Large, 2014 \$25,000, Duke in Tuscany Program

Trent Foundation, International Conference *The Age of Sensing*, Duke University, \$3,000

Trimble navigation 2014, Trimble VX Station, \$50,000 (gift) – Technical Support and Free loan of equipment for 3 years, \$25,000.

Lyons Club Host Reggio Emilia (Italy), *Regium@Lepidi 2200 Project* € 55,000, sponsorship - 2014 Bass

Connection 2015, *Digital Archaeological and Historic Landscapes: Laboratory and Fieldwork* \$19,000

Duke Innovation & Entrepreneurship (laser scanner DPI-7 and Z-space 200) for developing new courses on Virtual Museums, \$8500

Duke Digital Initiative - \$6500 for developing the TITA Project (Tangible Interactive Table for Archaeology) and \$11,500 for the project "Digital Flying in Archeology"

SPARC 2015, Spatial Archaeometry Research Collaborations, NSF Program for sponsoring on-site data collection. Vulci 3000 Project was sponsored for the summer fieldwork 2015. A SPARC team will record the Western Roman Forum of Vulci by Terrestrial Laser Scanner. The grant is estimated in technical support and data recording/processing.

Z-Space Inc. sponsorship for the *Regium@Lepidi 2200 Project*. Z-space company will donate 2 devices (zspace 100, estimated value around \$15,000) to the virtual museum designed by Duke University. FHI (Franklin Humanities Institute), *The Ancient Mind: Mind, Brain and Society*, Working Groups in Historical, Global, and Emerging Humanities 2015-2018, \$18,000.

The Ancient Mind: Mind, Brain and Society, Franklin Humanities Institute, series of workshops and lectures on Neurosciences and Archaeology, \$22,000, 2015-2017.

Archaeology and Polisensing Environments, Bass Connection Grant, Duke University, \$22,000
 Trajan's Virtual Museum (2017 Rome exhibition) grant, \$60,000 (Duke University Provost Office)

Delmas Foundation \$10,000

Trent Award, \$2,500

Bass Connections Grant 2016, \$22,000

Bass Connection 2017, \$20,000

A&S, \$5,000

DDI, Digital Duke Initiative, \$22,000 (as equipment, 3D laser scanner)

Waitt National Geographic Award, \$15,000

Bass Connection 2019-2020: \$20,000

Bass Connection 2020-21: \$15,000

Fondazione Luigi Rovati 2018-2020: \$60,000

David L. Paletz Call for Innovative Course: \$500

Duke What Now: \$4,200

Duke Innovation Grant

NEH-Mellon Fellowships for Digital Publication Program., "Publishing Archaeology in 3D: Waterscapes in Etruscan and Roman Times (Vulci) \$35,000 (only 8% of applications awarded!) Bass Connections Grant 2020-21, \$20,000

Fondazione Luigi Rovati Grant, \$65,000 (letter of support for 2022-2024 coming by the end of the year)

Delmas Foundation Grant \$15,000

Sensefly sponsorship, free loan of the drone e-bee X, \$28,000

Wordlviz Sponsorship \$5000 in software release

Rangevision Laser Scanner Sponsorship \$10,000 for the free loan of a 3D laser scanner

LAP, Laser Aided Profiler, \$5,000 free loan of the device for the entire year

Alto-Drone LIDAR, \$5000 of co-sponsorship

NEH-AIA research award for archaeological research \$9,700

Parrot Drones, sponsorship of an Anafi Thermal (value \$3500)

LIDAR US, sponsorship and donation of a drone equipped by a LIDAR for archaeological prospections (\$150,000)

Delmas Foundation for the *project AI and Etruscan Landscapes: a virtual exhibition on ancient environments* 2023-24 \$15,000

Luigi Rovati Grant for the Vulci 3000 Project 2022-24 \$60,000 Duke

Art and Science grant, Virtual Etruscans \$5,000 (2023-24)

Archaeological fieldwork

Non-invasive remote sensing investigations in Cortona-Valdichiana (Italy, summer 2024)

Archaeological excavations in the Etruscan-Roman site of Vulci (2014-present)

Archaeological survey and mapping of the Etruscan Park of Sodo (Cortona, IT)

Doganella (Orbetello), remote sensing by drone and geophysical prospections (2019-22)

Direction and organization of the IFR field school in archaeology in Vulci (2017-present)

Drone's mapping of the UNESCO site of Cerveteri and Tarquinia (2019)

Agrigento, Italy, archaeological onsite survey and digital mapping by multispectral drones

Virtual Museums and VR applications

Pyrgi VR (National Etruscan Museum)

The sarcophagus of the Spouses (University La Sapienza)

The Vulci excavation (app for Oculus Rift)

The Basilica Ulpia and the Forum of Trajan (opening in 2017)

Regium@Lepidi 2200 Project. Virtual Museum at the Archaeological Museum of Reggio Emilia, Italy (2015)
Basilica Ulpia AR, app developed for the Apple store (in collaboration with Nevio Danelon and Vijay Rajkumar),
<https://itunes.apple.com/app/id1317616418>

International Research Projects and Training Programs (1994-2014, a selection)

Xian, (China), 1994-96

Partners: Italian Cooperation, Foreign Ministry,

Goal: Cultural cooperation between Italy and China for the creation of the Italy-Chinese Center for the Conservation and Preservation of the Relics of Xi-an

Troina Project (Italy), 2000-2001

Partners: University of Cambridge, University of Oxford, University "La Sapienza", CNR-ITABC.

Goal: Archaeological survey and mapping of the archaeological landscape of Troina (Catania)

Tell Mozan (Syria), 2003-2004

Partners: UCLA (US), CNR-ITABC (IT)

Creation of a desktop virtual reality system dedicated to multimedia and immersive access to the archaeological data of the ancient Urkesh according to a cybernetic approach of virtual reconstruction.

Chavin (Perù), 2003

Partners: Stanford University (US), Virtual Heritage Network (IT), CNR-ITABC (IT) DGPS survey of the archaeological site

Tambo Colorado (Peru) 2003-2004

Partners: University of Berkeley (US), CNR-ITABC (IT)

Tambo Colorado at your Fingertips: An Integrated Approach to the Study and Digital Communication of Archaeological Sites. 3D documentation of the site and organization of a summer school in integrated technologies for students (Berkeley University and Universidad de Lima)

INTAS 699 (Kazakhstan) 2002-2005

Partners: Academy of Science of Almaty (KZ), University of Kemerovo (Russia), University of Southampton (UK); CNR-ITABC (IT).

Land use and irrigation works in Kazakhstan in present and historical times. Geoarchaeological investigations.

Aksum (Ethiopia) 2001-2002

Partners: Istituto Universitario Orientale (IT), Boston University (US), CNR-ITBAC (IT)

Virtual and diachronic reconstruction of the archaeological landscape: GIS, Remote Sensing and virtual reality simulations. Geospatial documentation, remote sensing analyses (DGPS, topographical survey) for the reconstruction of the archaeological landscape.

Paris, UNESCO Headquarters (France) 2003

Partners: UNESCO

EURISY Workshop (Oct 2003) Use of Space Technologies to Cultural and Natural Heritage Management

Beirut (Lebanon) 2003

Partners: UNESCO

Contribution of Remote Sensing to the Management of Cultural and Natural Heritage Sites, 15-17 December, 2003

Cairo (Egypt) 2004

Partners: UNESCO, CULTNAT (Cultural and Natural Heritage Center, Egypt)

Arab Capacity Building: Training Workshop on the use of Information Technology For World Heritage Sites

Campeche (Mexico) 2005

Partners: UNESCO, ESA (European Space Agency) INAH, Eurisy, CNR-ITABC

Workshop and training course on Use of Space Technologies for the Conservation of Natural and Cultural Heritage.

Ancient Appia Project 2002-2006

Partners: Archaeological Superintendence of the City of Rome, Archaeological Superintendence of Rome (IT), CNR-ITABC (IT).

Survey, topographic relief, GIS, 3D documentation, GIS and VR applications on Ancient Appia, in collaboration with the Archaeological Superintendence of Rome.

Flaminia antica 2005-2008

Partners: Arcus Spa (IT), CNR-ITABC (IT), Archaeological Superintendence of Rome (IT). Creation of a virtual reality system and a GIS for the reconstruction of the ancient landscape of Via Flaminia antica (Rome).

FIRB 2005-2008

Partners: Ministry of Research and Education, CNR-ITABC (IT).

Integrated Technologies of Robotics and Virtual Environments in Archaeology, 2006-2007

(www.ricercaitaliana.it/grandi_temi/dettaglio_sezione-65.htm). Digital and virtual “musealization” of three archaeological sites and landscapes: the Theban tomb 14, (Gurna, Luxor, Egypt) the monumental complex of Fayum Medinet Madi, (Fayum, Egypt) and the ancient city of Khor Rori (Oman).

The Virtual Museum of the West Han Dynasty 2008-2011 (supported by Pacific Rim Research Program), Xi'an, China.

Partners: University of California, Merced (US), ECAI (Electronic Cultural Atlas Initiative, Berkeley, US), Xi'an Jiaotong University, Xi'an Municipal Cultural Relics Conservation and Archaeological Research Institute (China), CNR-ITABC, Italian National Research Council (Italy), CityU Hong Kong University. A general scientific agreement between the University of California – Merced, Xi'an Jiaotong University and the Xi'an Municipal Cultural Relics Conservation and Archaeological Research Institute provided a plan for digital documentation of archaeological sites, artefacts and cultural relics of the West Han Dynasty, starting in 2008. The outcome of this process was the creation of a virtual museum, dedicated to the West Han Dynasty and able to integrate new archaeological datasets coming from the fieldwork activities (most part of them unpublished), monuments, and famous collections of artefacts of the Xi'an archaeological museums.

Çatalhöyük (2009-2016): 3D Digging Project

Partners: Stanford University (US), Duke University (US)

The project is focussed on the 3D documentation and reconstruction of all the stratigraphic excavations of Çatalhöyük, using 3d scanning, photogrammetry and virtual reality technologies

Copan: Digital Documentation and Reconstruction of an Ancient Maya Temple and Prototype of Internet GIS Database of Maya Architecture, (2009-2011, supported by the National Endowment for Humanities)

Partners: University of New Mexico, ETH of Zurich, German Archaeological Institute, University of California, Merced

The project employed existing digital collections on Maya architecture at the UNESCO World Heritage Site of Copan, Honduras and a highly-accurate, hybrid 3D model to be developed by the project that would test and demonstrate the platform's capabilities. Art historians, archaeologists, and museum staff from the University of New Mexico (UNM) and the Honduran Institute of Anthropology and History will worked with computer experts from ETH Zurich and the University of California to design an online tool for research and teaching.

Virtual Fort Ross (2011-2012 supported by California State Parks)

Partners: California State Parks, Fort Ross Interpretative Association, University of California, Merced.

Virtual Fort Ross is a 3D web-based interactive and multiplayer game, based on curriculum designated by California State Standards, to be used by students, schools, and teachers worldwide who are studying the history and culture of Fort Ross. Virtual Fort Ross is intended to be an educational game, with a high level of engagement to make it attractive to students and young learners. It can be made available to anyone who has a computer.

FAS, Mellon Virtual Worlds, 2011

Partners: Los Alamos Lab, University of La Plata, Argentina, UCLA, University of Virginia, University of Dublin, University of California, Merced, Kings College, London.

The project was aimed at the implementation of a network of 3D virtual worlds (concerning the reconstruction of ancient sites) for a virtual community of scholars using Unity3D as development platform.

Akrotiri, 2014

Partners: Ludwig Boltzmann Institute, Duke University

Goals: development of virtual reality applications using the digital documentation of the site of Akrotiri (Greece)

Knossos, Gypsades, 2014

Partners: University of Cincinnati, Oxford University, University of Sheffield, Duke University
Goals: archaeological excavation of the site of Knossos-Gypsades and 3D documentation of the site and surrounding landscape

Vulci 3000 (2013-ongoing)

Partners: Soprintendenza Archeologica all'Etruria Meridionale, Duke University

Goals: remote sensing and geophysical prospections, VR applications, archaeological excavations of the Etruscan city of Vulci.

Selected Workshops and Conferences

- "Secondo Congresso Internazionale Etrusco", Firenze, 1985.
- XVI Convegno di Studi Etruschi ed Italici "La coroplastica templare etrusca fra il IV e il II secolo a.C.", Orbetello-Manciano 25-29 aprile 1989.
- "Produzione artigianale ed esportazione nel mondo antico. Il bucchero etrusco". Colloquio internazionale, 10-11 maggio 1990,
- "Archéologie et Informatique", Colloque Européen, Saint-Germain-en-Laye, 21-24 novembre 1991.

- "Icographics '91", VI Convegno Internazionale e mostra sulle applicazioni della computer graphics nella produzione, progettazione e gestione, Milano, 1991.
- "L'archeologia del paesaggio" IV Ciclo di Lezioni sulla Ricerca applicata in Archeologia", Certosa di Pontignano, Siena, 1992
- "Icographics '92", VI Convegno Internazionale e mostra sulle applicazioni della computer graphics nella produzione, progettazione e gestione, Milano, 1992.
- "Icographics '93", VI Convegno Internazionale e mostra sulle applicazioni della computer graphics nella produzione, progettazione e gestione, Milano, 1993.
- "Computer Applications and Quantitative Methods in Archaeology", CAA 1992, Aarhus.
- "The impact of Geographic Information System on Archaeology: a European perspective", European University Centre for Cultural Heritage, Ravello, 1-2 october 1993.
- International Workshop on application of remote sensing for archaeology and related disciplines" che si è tenuto nel dicembre 1993 a Hyderabad in India, e promosso dal National Remote Sensing Agency - Department of Space di Hyderabad e dall'Istituto Italiano per il Medio ed Estremo Oriente di Roma.
- "Realtà Virtuale Expò" Applicazioni professionali e della ricerca. Convegno Internazionale, Roma, 1994.
- "Interfacing the past" - Computer Applications and quantitative methods in archaeology" - Leiden Univesity, 31 march-2 april 1995.
- "Virtual Project" Seconda giornata internazionale sulle applicazioni della realtà virtuale e delle tecnologie avanzate all'edilizia ed all'architettura, SAIE '95, Bologna.
- "Archeologia e Informatica", III Convegno internazionale, Roma, 1995.
- XIII Congresso Internazionale di Preistoria e Protostoria, Forlì, 11-15 settembre 1996. CAA 98, Computer Applications in Archaeology (Barcellona, 1998)
- L'esperimento Vivara, Nuove tecnologie per lo studio, la conservazione e la valorizzazione del patrimonio culturale archeologico nel golfo di Napoli. Tavola rotonda Napoli-Procida, 16-18 aprile 1998
- IV International Symposium of Computing in Archaeology (Bilbao, 6-10 maggio 1998) □ I Workshop di Archeologia Computazionale, Napoli, 1999.
- Relatore invitato alla tavola rotonda internazionale sul tema "Virtual Archaeology", Archéodrome de Bourgogne, 25-26 marzo 1999.
- NATO Conference, Leszno (Poland), 15-17 November 2000.
- Convegno nazionale di Mondo Gis Conferenza MondoGIS 2001 "USI E CONSUMI DELL'INFORMAZIONE GEOGRAFICA", Roma, 23 - 25 maggio 2001
- Convegno nazionale ESRI Italia
- Convegno internazionale di Parigi "2nd International Congress on "Science and Technology for the Safeguard of Cultural Heritage in the Mediterranean Basin", luglio 1999
- Convegno internazionale di Eurographics EG 99, Milano
- Convegno Internazionale della World Bank, Firenze Financing, Resources, and the Economics of Culture in Sustainable Development, 4-7 ottobre 1999
- Workshop internazionale di Ravello Beyond the Map, 1-2 ottobre, 1999

- CAA 1999
- Gradoc Graphic Documentation Systems in Conservation of Mural Paintings, Research seminar, ICCROM, Roma, 16-20 November 1999.
- CAA 2000, Computer Applications in Archaeology.
- CAA 2001, Computer Applications in Archaeology.
- Culturalia 2000 Promozione e Valorizzazione del Patrimonio Culturale, Roma, 2000. CNR Università di Roma Tor Vergata Accademia di Francia, Città: Frascati (Roma) Anno: 2000.
- EVA 2001, Florence, 26-30 March 2001.
- Festival Internazionale del Cinema di Sorrento – giornata dedicata alle immagini di sintesi
- Workshop Italia-Canada, Workshop on 3D Digital Imaging and Modeling Applications of heritage, industry, medicine & land, 3-4 April, 2001.
- Workshop su Intelligenza Artificiale per i Beni Culturali e le Biblioteche Digitali, University of Bari, 25 September 2001.
- International Conference, the archaeology of landscapes and geographic information systems: predictive maps, settlement dynamics and the organization of space in prehistory", Berlin, Wünsdorf (Berlin), Germany, October 15-19th 2001.
- Archaeology and Computer, Wien, November, 5-6 2001
- VSMM 2001. Seventh International Conference on Virtual Systems and Multimedia. Enhanced Realities
- “The Reconstruction of Archaeological Landscapes through Digital Technologies”, Boston, Massachusetts, USA, 1-3 Novembre, 2001, bilateral workshop Italy-USA (chair and chief organizer)
- VAST Conference, “VAST 2001. Virtual Reality, Archaeology and Cultural Heritage” Athens, 2001.
- Ut Natura Ars, Bologna University, May 2002.
- Heritage, New Technologies, And Local Development, Authenticity, Intellectual Integrity, and sustainable Development in the Public Presentation of Archaeological and Historical Sites and Landscapes. International Conference, Ghent, East-Flanders, September 11-13, 2002 □ VSMM 2002, “Creative and digital culture”, Gyeongju, South Korea.
- “Virtuality”, Turin, MIMOS Conference, 28-29 October, 2002.
- CAA2003: “Enter the Past. The E-way into the four dimensions of Cultural Heritage. Vienna Apr. 2003
- 2nd Workshop Italy/USA, “The reconstruction of Archaeological Landscape”, Rome Nov, 2003 (invited speakers)
- II Incontro Scientifico “Strumenti della salvaguardia del patrimonio culturale: Carta del rischio archeologico e Catalogazione informatizzata; esempi italiani ed applicabilità in Albania”, Parma 27 – 29 Marzo 2003
- EVA2003: “Electronic Imaging and the Visual Arts, Eva 2003 Firenze
- WORKSHOP “BENI AMBIENTALI E CULTURALI e GIS”, Firenze 18 novembre 2003
- FUTURO SEMPLICE: Complesso monumentale di San Michele a Ripa, Roma, 3 dicembre 2003 □ Eurisy Conference “Space Applications for Heritage Conservation”, Strasbourg, France, 5-8 November 2002.
- CAA2004: “Beyond the artefact, digital interpretation of the past”, 13-17 April, 2004, Prato, Italy
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- “Congress of Cultural Atlases: The Human Record”, May 7-10, 2004, University of California, Berkeley (invited speakers)
- DigiCULT forum IST-2001-34898: Expert Meeting DigiCULT Forum 5 - Napier University, Collaboration and Virtual Communities, 20 October 2003 (invited speakers)
- CONVEGNO “GEOESPLORA WORKSHOP”
Convegno “ il distretto culturale e le strategie del turismo in terra jonica”, Taranto, 29 febbraio 2004 (invited speakers)
- EPOCH - WP 2.1 Stakeholder Need. Interim meeting, Bruxelles, 2004 (invited speakers)
- Convegno Nazionale “Matematica e Tecnologia per la Difesa e Valorizzazione dei Beni Ambientali e Culturali”, Relazione “Realtime 3D multimedia system per la fruizione a distanza dei beni culturali” al Lecce, 17-19 febbraio 2005. (Partecipanti: Gabellone - Giannotta)
- XX Int. Symp. CIPA 2005, International Cooperation to Save the World’s Cultural Heritage, Turin (Italy) 26 September -01 October 2005 Poster (Partecipanti: Gabellone – Giannotta)
- ECAI Cultural Atlas Congress - May 2005, Shanghai
- Convegno "Matematica, Arte ed Industria Culturale", Cosenza, 2005
- MIDECH, Milano, 2005
- Raccontare i musei. Pedagogie innovative per rafforzare le competenze degli operatori, Torino
- Paesaggi Archeologici e Tecnologie Digitali: GPS e Laser Scanner, Grosseto, 2005
- 6th International Conference on Archaeological Prospection, Roma, 2005
- ISPRS Workshop 3D-ARCH'2005 Call for Paper: 3D Virtual Reconstruction and Visualization of Complex Architectures”, 2005
- Seminari Internacional d'Innovació i Turisme "INTO“, Baleari, 2005
- ComunicArte. Tecnologie innovative per la valorizzazione dei beni culturali, Frosinone, 2005
- Cultural Tourism: the Challenge of European Integration, Luxembourg, 2005
- CARVI 2005, Congress on Virtual Reality Applications, Vitoria-Gasteiz, Spain.
- ECAI Cultural Atlas Congress and Conference May 9 - 13, 2005 in Shanghai, China, 2005.
- Workshop on Recording, Modeling and Visualization of Cultural Heritage, Ascona Switzerland, 2005.
- VSMM2005 : VIRTUAL REALITY AT WORK IN THE 21ST CENTURY, Ghent, 2005
- VAST 2005, PISA, 2005
- ECAI CONFERENCE, Hawaii, 2005
- La mente del Museo, Roma, 2005
- XVIII CONVEGNO INTERNAZIONALE DI AMERICANISTICA, Perugia
- VAST 2006, The e-volution of Information Technology in Cultural Heritage, Where Hi-Tech Touches the Past: Risks and Challenges for the 21st Century 30th of October to the 4th of November, 2006 focused on building regional capacity in Cultural Heritage.
- Eva 2006, Firenze, Electronic Imaging the Visual Arts ‘The Foremost European Electronic Imaging Events in the Visual Arts’, 3 - 7 April 2006.
- Making 3D Visual Research Outcomes Transparent, Invitation Symposium and Expert Seminar, 23-25 February 2006, London, UK.
- Open Source, Free Software e Open Formats nei processi di Ricerca Archeologica, Grosseto, 8 maggio 2006.
- Ravenna-Bologna, SATELLITE IMAGERY AND HISTORICAL LANDSCAPE:

- APPLICATIONS, LIMITS AND POSSIBILITIES FOR FUTURE RESEARCH, 21-23 January 2006.
- Roma, 14 Marzo 2006: presentazione del progetto “Experience Roma: creazione di un laboratorio per l’innovazione del turismo culturale”.
- III International conference ICOM-AVICOM, Mytilene, 5-9 June.
- International Symposium on Remote Sensing and Assisting Systems, Damasco (Syria), 18-21 September 2006.
- Eva 2006, Firenze, Electronic Imaging the Visual Arts ‘The Foremost European Electronic Imaging Events in the Visual Arts’, 3 - 7 April 2006.
Making 3D Visual Research Outcomes Transparent, Invitation Symposium and Expert Seminar, 23-25 February 2006, London, UK.
Open Source, Free Software e Open Formats nei processi di Ricerca Archeologica, Grosseto, 8 maggio 2006.
- Ravenna-Bologna 21-23 January 2006 SATELLITE IMAGERY AND HISTORICAL LANDSCAPE: APPLICATIONS, LIMITS AND POSSIBILITIES FOR FUTURE RESEARCH.
- Roma, 14 Marzo 2006: presentazione del progetto “Experience Roma: creazione di un laboratorio per l’innovazione del turismo culturale”.
- Digital Earth workshop, Beijing, May, 20-21, 2006 .
- Virtualizzare i beni culturali, ADUC (Associazione per i diritti degli utenti e consumatori), 20th May 2006, Roma, Piazza Montecitorio.
- FORUM UNESCO - UNIVERSITY AND HERITAGE, 11TH INTERNATIONAL SEMINAR Documentation for Conservation and Development: New Heritage Strategies for the Future 11-16 September 2006 (invited speaker and board committee).
- IASTE, Bangkok, December, 4-7, 2006.
- VAST 2007,
- VAST 2008, Portugal
- VESAK conference, Hanoi, 2008 (keynote speaker).
- "ICT in cultural heritage" which will take place at Ioannina, Greece on October 16-18, 2008 (Keynote speaker).
- VSMM 2008, Cyprus, International Conference on Digital Heritage: Our Hi-tech-STORY for the Future Technologies to Document, Preserve, Communicate, and Prevent the Destruction of our Fragile Cultural Heritage, October 20. – 26th, 2008. www.vsmm2008.org (keynote speaker for the panel on Virtual Communities)
- MetaverseU Conference, Stanford, 2008.
- UCM International Education Week festivities on November 17-21, 2008.
- 3D, Science et Patrimoine Culturel / 3D, Science and Cultural Heritage", scheduled in Metz, Lorraine, France, November 2008 (keynote speaker)
- DMACH conference, 2008,
- Virtual Worlds in Education Conference, Conference in SecondLife on the East Carolina University’s Islands, during November 10-11, 2008. <http://vwec.ecu.edu/index.php/VWEC>,
CYBER-ARCHAEOLOGY IN SECOND LIFE: AN EXPERIMENT OF TEACHING AND RESEARCH
- UCM Teaching and Technology Seminars Series.
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- California Archaeology (SCA) annual meeting (keynote speaker)
- CENIC, March, 9 2009: Riding the Waves of Innovation conference (Los Angeles)
- TAG conference (Theoretical Archaeology Group). Organization of a special session on Cyber Archaeology (organizer and keynote speaker), 2009.
- CAA, Computer Applications in Archaeology, Colonia Williamsburg
- Virtual Heritage and Ethics" University of Stanford (invited speaker)
- 1st International Meeting on Graphic Archaeology and Informatics, Cultural Heritage and Innovation ARQUEOLÓGICA 2.0 (keynote speaker), 17th to 20th June, 2009.
- Organization of the III International Conference on Remote Sensing in Archaeology "Space, Place, Time", Tiruchirapalli (Chennai, India), August, 17-20, 2009 (chair, co-organizer).
- ARQUEOLÓGICA 2.0 (keynote speaker), 17th to 20th June, 2011
- AIA international conference, San Francisco, 2016
- WAC 8 conference, Kyoto, 2016.
- AIA international conference, Toronto 2017
- *New Approaches and Technologies in Pre-Roman and Etruscan Archaeology*, January 4, 2020. *Cyberarchaeology, Remote Sensing and Digital Landscapes* for the 6th Landscape Archaeology Conference, LC2020 in Madrid, <https://lac2020.cchs.csic.es/>
- AIA International Conference 2021 (online)
- International Conference 2022 (online)
- AIA International Conference 2023 (online)

Organization of workshops, exhibits and scientific events (a selection)

- Organization of the lecture+demo event “Death in the Etruscan World”, Field Museum of Chicago, April 26, 2023.
- Co-Organization of the exhibition “Cronache Vulcenti”, Rome, Sapienza University, June-November 2023
- *New Approaches and Technologies in Pre-Roman and Etruscan Archaeology*, January 4, 2020.
- *Cyberarchaeology, Remote Sensing and Digital Landscapes* for the 6th Landscape Archaeology Conference, LC2020 in Madrid, <https://lac2020.cchs.csic.es/>
- Chair and organizer of the session on Cyberarchaeology at the WAC 8 conference in Kyoto, Japan.
- Chair and organizer of the international conference *Regium@Lepidi 2200: Exchanging archeologies for the reconstruction of the Roman city*, Reggio Emilia, Italy, May, 30, 2015, in collaboration with the Archaeological Superintendence of Emilia Romagna.
- Session Chair CAA 2015, Computer Applications in Archaeology, Siena, Italy
- Co-organizer and Session Chair (with Thomas Levy) of the ASOR International Session on CyberArchaeology, ASOR, November, 19-22, <http://www.asor.org/am/2014/call-4.html>
- Organization of the International Conference, The Age of Sensing, Duke University, October 1-3, 2014.
- Organization of the Workshop on Remote Sensing in Archaeology at Digital Heritage 2013 in Marseille.
- Organization of the exhibit “The Roman Landscape”, Duke University, April-July 2013.
- Organization of the International Workshop *From Space to Context*, University of California Berkeley - December, Saturday 8, 2012.
- Organization of the exhibit “Western Han Dynasty. Archaeology@Reality, Berkeley, April 15 (Cal Day) – 24, 2011, http://worldheritage.ucmerced.edu/western_han_dynasty
- Organization of the exhibit *3D Archaeology at Catalhuyuk* (revised edition), Archaeological Center at Stanford University, April, 2011
- Organization of the exhibit *3D Archaeology at Catalhuyuk*, UC Merced Library (November-December 2010)
- Co-Organization of the Exhibit, UC Science in Motion: Sensor and Cyber Adventures, promoted by University of California, Berkeley-Merced. Location: National Mall, Washington DC, USA Science & Engineering Festival, October 23-24, 2010
- Workshop Organizer “Museum Futures: Emerging Technological and Social Paradigms”, November, 8-13, 2010.
- Session Organizer at the VSMM 2010, Seoul, Korea, October, 20-23, 2010 □ 2009 International Workshop hosted at PNC 2009, Taipei (Taiwan), October, 8.
- Co-organizer and Chair of the III International Conference on remote Sensing in Archaeology, 17th-21st August 2009. Tiruchirappalli, Tamil Nadu, India, <http://www.spacetimeplace2009.org/>
- 2009 International Workshop on “Cyberarchaeology”, TAG Conference, Stanford
- 2008 International Workshop on Heritage 3.0: Virtual Communities and 3D Worlds, VSMM 2008, Cyprus.
- 2008, International Summer School in 3D Modelling in Archaeology and Cultural Heritage. Monte Verita', Ascona, Switzerland; in collaboration with ETH Zurich, University of Siena, UC Merced. 2006. Organization (as chair) of the II International Conference on Remote Sensing in Archaeology, Rome, December, 4-7, www.space2place.org

- 2006, Organization and scientific direction of the international Exhibition “ArcheoVirtual”, Paestum, 16-19 December (Italy): exhibition of 15 installations of Virtual Archaeology (VR, haptics, multimedia) and 42 movies of computer graphics.
- 2005 Curator of the International Exhibition “Building Virtual Rome” (Immaginare Roma antica), Trajanus Market, Rome, September, 15th-November, 20th 2005.
- Organization of the 3rd Italy-United States Workshop, “The reconstruction of archaeological landscapes through digital technologies” Berkeley, USA, May, 2004.
- Organization of the 2nd Italy-United States Workshop, “The reconstruction of archaeological landscapes through digital technologies” Rome, Italy, November 3-5, 2003.
- Organization of the international workshop 3D GIS and Visualization at the VSMM conference “Creative and digital culture”, Gyeongju, South Korea,
- Organization of the 1st Italy-United States Workshop, Boston, Massachusetts, USA, “The reconstruction of archaeological landscapes through digital technologies” November 1-3, 2001.
- 1999 Gradoc Graphic Documentation Systems in Conservation of Mural Paintings, Research seminar, ICCROM, Roma, 16-20 November 1999 (Organisation of the day 4 dedicated to the digital technologies, editing of the CD ROM of the workshop). Co-organisation ICCROM-CNRITABC.
- 1999 Co-organiser of Archeovirtua, Espace Muséographique de l’Archeodrome de Bourgogne.
- 1998 Co-organiser of the 1st Festival of Virtual Reality in Archaeology, Universitat Autònoma de Barcelona, CAA ’98, Computer Applications in Archaeology, Barcelona, 1998.
- 1996 Organization and scientific direction of ArcheoExpò, of the 1st International Exhibition of Technologies in Archaeology, Forlì.
- 1994 Scientific direction and organization of the archaeological exhibition “Il dono delle Eliadi. Ambre e oreficerie dei principi etruschi di Verucchio”, Museo Civico Archeologico di Verucchio (Rimini).
- 1993 Scientific direction and organization of the archaeological exhibition “La pianura bolognese nel Villanoviano”, Municipality of Villanova di Castenaso, Archaeological Museum of Bologna, Soprintendenza Archeologica dell’Emilia Romagna.

Archaeological fieldworks and survey (a selection, 1981-present)

- Cortona, Sodo Archaeological Park, drone mapping and survey, 2023.
- Vulci, Italy. Duke in Tuscany Program and Envisioning Digital Landscape Project, Vulci 3000 Project. Survey and archaeological prospections 2014-current.
- Cerveteri and Tarquinia. Mapping and 3D modeling of the urban sites (2019)
- Knossos-Gypsades (Greece), Digital recording my computer vision of archaeological excavations and aerial photogrammetry by drone (in collaboration with Sheffield University), 2014
- Çatalhöyük (Turkey), Excavation of midden areas and of a Neolithic house (B.89), 2010-2015.
- Xi-an, China, 2008-2010. Digital recording by laser scanners of wall painted Western Han tombs
- Co-director and employed in archaeological excavations (Bronze Age, Iron Age, Roman, Etruscan, Medieval, Post-Medieval) in North and South Italy in the period 1981-1996 (list of all the excavations available).
- Collaboration in international projects of archaeological investigations in:
 - China (Xian-Baoji, 1996-97),
 - Ethiopia (Aksum, 2001-2002),
 - Syria (Tell Mozan, 2003-2006)

- Peru (Tambo Colorado, 2003-2004, Chavin, 2003)
- Egypt (Luxor, Fayum, 2004-2006, 2007)
- Egypt (Giza, Saqqara, 2004)
- Oman (Khor Rori, 2007)
- Xi'an, China, 2008-2009
- Syria, Tell Mozan, 2008
- Honduras (Copan, 2009)
- Italy (Rome, Marzabotto, Modena, Reggio Emilia, 1998-2007)
- Turkey (Çatalhöyük, 2009-2015)
- Italy (Vulci, 2014-2023)
- Italy (Doganella, 2022)
- Italy (Cortona, 2024)
- Turkey (Ephesus, 2025)

Videotapes

- Image processing applications in archaeology (CINECA, 1990)
- The Etruscan town of Marzabotto: landscape navigation (CINECA, 1991) □ The terramara of S.Rosa (Reggio E.): intra-site navigation (CINECA, 1991-92).
- Marzabotto, l'altopiano degli Etruschi (Archeosistemi, Karmal video, 1992-93)
- Immagini di vita quotidiana nel Villanoviano (Karma Video 1994)
- Navigazione virtuale nel paesaggio archeologico: la Rocca di Entella (CINECA, 1994-95)
- Rock of Entella (Palermo): archaeological landscape navigation (CINECA, 1995)
- Il paesaggio archeologico di Jaen (CINECA, 1995)
- L'isola di Vivara: gli insediamenti di età micenea (CINECA, 1996)

CD and DVD

- Archeoexpo 96, Congresso Internazionale di preistoria e protostoria (Forlì, 1996)
- Il castello estense (Ferrara, 1998)
- Padova. Tourist Guide (Padova-Bologna, 1999).
- DVD Rom, Immaginare Roma Antica-Building Virtual Rome (Roma, 2005) □
- DVD Video The Cultural District of Salerno

Virtual Museums

- The Basilica Ulpia and the Forum of Trajan (2017-2018)
- Regium@Lepidi 2200 Project. Virtual Museum at the Archaeological Museum of Reggio Emilia, Italy (2015)
- The Virtual Via Flaminia Project, The Villa of Livia, Rome, Italy, 2007-8
- The Scrovegni Chapel of Giotto (2002-2003)
http://www.padovanet.it/salamultimediale/esplorazione_english.htm
- The Appia Antica Project (2004-2005) <http://www.appia.itabc.cnr.it/>
- The Ancient Flaminia Project (2008) <http://www.vhlab.itabc.cnr.it/flaminia/> □ Virtual Rome (2008) www.virtualrome.net

Other activities

In February 2008 he participated as part of a Mellon-funded study Assessing the Future Landscape of Scholarly Communication. Details about the project can be found at <http://cshe.berkeley.edu/research/scholarlycommunication/index.htm>

PUBLICATIONS

Journal articles

1. *Fotointerpretazione aerea digitale e archeologia*, in "Pixel", n.10, ottobre 1991, 11-14
2. *Archeologia e tecniche di eidologia informatica*, in "Archeologia e calcolatori", 3, 1992, 37-76.
3. *Archeologia e calcolatori tra passato e futuro*, in "Le scienze", n.284, aprile 1992.
4. *I calcolatori per l'archeologia del paesaggio*, in "Le scienze", n.287, luglio 1992.
5. *L'immagine processing per l'archeologia del paesaggio: sistemi di classificazione del territorio*, in "Bollettino d'informazioni del Centro di Ricerche Informatiche per i Beni Culturali", II, 1992, n.1, Scuola Normale Superiore, Pisa, 53-96.
6. *Un esperimento di visualizzazione scientifica per l'archeologia del paesaggio: la navigazione nel paesaggio "virtuale"*, in "Archeologia e Calcolatori" 4, 1993, 137-152.
7. *Il paesaggio archeologico al calcolatore*, in "Le Scienze", giugno 1993, 46-54.
8. (M.Forte, A.Guidazzoli) *Archeologia e visualizzazione scientifica*, in *Notizie dal CINECA*, n.17, maggio-agosto 1993, 1-3.
9. *Problemi storici e urbanistici della necropoli orvietana di Crocifisso del Tufo*, in Bollettino dell'Istituto Storico Artistico Orvietano, XLIV-XLV, 1988-1989 Orvieto, 1992, 81-193.
10. (M.Forte, M.Cattani) *Il ceramigrafo: un sistema integrato per il disegno della ceramica al calcolatore*, in "Archeologia e Calcolatori", 5, 317-332.
11. (M.Forte, M.Cremaschi, A.Ferretti) *Tecniche digitali e di visualizzazione in geoarcheologia: il caso di studio della terramara di S. Rosa di Poviglio (RE)*, in "Archeologia e Calcolatori", 5, 1994, 305-316.
12. *Tra archeologia e realtà virtuale: verso l'archeologia virtuale*, in "Archeologia e calcolatori", 6, 1995, 105-118.
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Morphosource: [Vulci 3000 // MorphoSource](#)

MorphoSource, based at Duke University, is a publicly accessible 3D data repository where subject experts, educators, and the general public can find, view, interact with, and download 3D and 2D media representing physical objects important to the world's natural history, cultural heritage, and scientific collections. Media data are contributed by a community that includes museums, institutions, researchers, scholars, and other subject experts who use MorphoSource to archive data, share findings, and increase scholarly impact. Contributed media represent both biological objects such as fossils and representatives of living species, as well as artifacts and objects created by humans that are critical to our shared cultural heritage. Data users can find media through searching and browsing and can interact with media directly in the browser through preview tools that support viewing, inspecting, and measuring 3D models, volumetric CT/MRI scans, 2D images, and videos. Data are commonly viewed or downloaded for research or education purposes, but there are many other possible usage examples, such as using data as inspiration for art or for 3D printing replicas of anatomical elements. Institutions or individual data contributors determine how and for what purposes their media may be used.

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