"The Virtual & the Real: Immersive Technologies in Cultural Heritage Research & Practice" training event - SGSAH Discipline+ Catalyst in Cultural/Museum Studies

Training Event Programme - Tuesday 20 April 2021

Duration	Start Time		End Time		Title	Speaker	Institution
00:15	09:45		10:00				
00:25	**10:00**		**10:25**	**Opening session**			
00:10	10:00	-	10:10	WELCOME AND OUTLINE OF THE DAY		**Maria Economou**	Information Studies & Hunterian Museum, University of Glasgow
00:15	**10:10**	-	**10:25**	**KEY NOTE: Immersive Technologies in Cultural Heritage Research and Practice: Opportunities and Challenges**		**Sarah Kenderdine**	École polytechnique fédérale de Lausanne (EPFL), Switzerland
00:55	**10:25**	-	**11:20**	**Experts & Practitioners Panel 1:**		Chair: Thea Stevens	Glasgow School of Art
00:15	10:25	-	10:40	EXPERT TALK 1	Practice – Design – Values	**Rachel Opitz**	Archaeology & Co-Director of Immersive Experiences ArtsLab, University of Glasgow
00:15	10:40	-	10:55	EXPERT TALK 2	Historic Virtual Environments: Collaborative Immersion in Heritage	**Sofia Mirashrafi**	Historic Environment Scotland
00:15	10:55	-	11:10	EXPERT TALK 3	Using immersive technology to help individuals and communities to tell their story	**Chris Walker**	Bright White Ltd
00:20	11:10	-	11:30	Q&A and roundtable discussion with all panel 1 speakers			
00:10	*11:30*	-	*11:40*		*Break*
00:55	**11:40**	-	**12:45**	**Experts & Practitioners Panel 2:**		Chair: Ian Ruthven	Department of Computer and Information Sciences, University of Strathclyde
00:15	11:40	-	11:55	EXPERT TALK 4:	Digital Laocoon	**Stuart Jeffrey**	School of Simulation & Visualisation, Glasgow School of Art
00:15	11:55	-	12:10	EXPERT TALK 5:	Engaging in social interaction at hands-on interactive museum exhibits	**Loraine Clarke**	School of Computer Science, University of St Andrews
00:15	12:10	-	12:25	EXPERT TALK 6:	The Fallen Oak: Visualising HMS Royal Oak after 80 years underwater	**Chris Rowland**	Duncan of Jordanstone College of Art & Design, University of Dundee
00:20	12:25	-	12:45	Q&A and roundtable discussion with all panel 2 speakers			
01:00	**12:45**		13:45		*Lunch break*
Duration	Start Time		End Time		Title	Speaker	Institution
	13:45	-	**15:45**		**PhD Research Showcase: Immersives and …**
00:55	**13:45**	-	**14:40**	**PhD Showcase Session 1: Collections, Sites, Archives**		Chair: Thea Stevens	Glasgow School of Art
00:10	13:45	-	13:55	PhD TALK 1	Tears of Our Lady: Digital Engagement with Burrell's Late Medieval Collection	**Lynn Verschuren**	University of Glasgow (Information Studies) & Strathclyde (Computer and Information Sciences)
00:10	13:55	-	14:05	PhD TALK 2	Technology, Touch and Transmission – Object Handling in the Age of COVID	**Alison Hadfield**	University of St Andrews (School of Classics and School of Psychology and Neuroscience) & University of Glasgow (Information Studies)
00:10	14:05	-	14:15	PhD TALK 3	Recomposing the Archive: remediating memories of Iraqi diaspora in Virtual Reality	**Basil Al-Rawi**	Glasgow School of Art (School of Simulation & Visualisation) & University of Glasgow (Information Studies)

00:10	14:15	-	14:25	PhD TALK 4	Cognition and Religion: the Mithraic Cult in Roman Gaul	**Florence Felsheim**	University of St Andrews (School of Classics and School of Computer Science)
00:15	14:25	-	14:40	Q&A & Discussion			
00:10	*14:40*	-	*14:50*			*Break*	
00:55	**14:50**	-	**15:45**	**PhD Showcase Session 2: Sound, Space, Landscape**		Chair: Maria Economou	Information Studies & Hunterian Museum, University of Glasgow
00:10	14:50	-	15:00	PhD TALK 5	Immersive Soundscapes: Exploring the embodied experience of the in-between	**Lise Olsen**	University of Aberdeen (Department of Music)
00:10	15:00	-	15:10	PhD TALk 6	Recreating sound and place in Scottish Highland landscapes	**Lizzie Robertson**	University of Glasgow (Archaeology)
00:10	15:10	-	15:20	PhD TALK 7	The Digital Otherworld	**Shona Noble**	Glasgow School of Art (School of Simulation & Visualisation)
00:10	15:20	-	15:30	PhD TALK 8	The intersection of technology and ocean cultural heritage: A Namibian case study	**Marly Muudeni Samuel**	Glasgow School of Art (School of Simulation & Visualisation)
00:15	15:30	-	15:45	Q&A & Closing discussion			