



# Theme: Virtual Heritage Monday 24th

## Programme

Time	Speaker	Title
<b>9am Day Convenor :: Sarah Kenderdine</b>		
<b>The Loft</b>		
Opening ceremony		
Welcome Chair		
9:00 - 9:10	Professor Jeff Jones	
Official Opening		
9:10 - 9:20	Brian Anker, Deputy Director General, Dept. of Tourism, Regional Development and Industry	
Welcome VSMM Board		
9:20 - 9:30	Hal Thwaites	
Keynote:		
9:30 - 10:30	Radical new opportunities for interactive cinema, cultural embodiment and industrial training	Professor Jeffery Shaw
<b>10:30 - 11:00 Break + Posters</b>		
<b>The Loft</b>		
Virtual Heritage I: International Perspectives		
Chair: Mario Santana Quintero		
Reconstructing the West Mebon Vishnu: A Marriage of Traditional Artefactual Analysis with Digital 3D Visualization		
11:00 - 11:25	Mamie Feneley, Tom Chandler, Nils Gleissenberger, Ben Alexander	
3D City Model of the Ancient Hue, Vietnam		
11:25 - 11:50	Fausto Pugnalone, Giovanni Issini, Nam Dang Minh	
The Irreducible Ensemble: Place-Hampi		
11:50 - 12:15	Sarah Kenderdine	
The Lara Croft Conundrum: Conceptual Limitations in Virtual Heritage Research		
12:15 - 12:40	Erik Champion	
Questions and Discussion		
<b>13:00 - 14:00 LUNCH</b>		
<b>The Loft</b>		
Virtual Heritage II: Australian Spaces		Z2-315
Chair: Jeff Jones		14:00- 15:30
Round Table I: Virtual Heritage: Theory and Praxis		Chair: Sarah Kenderdine
14:00- 15:30	A Conversation on the Efficacies of the Game Engine to Address Notions of Sacred Space: the Digital Songlines Project and Transgressions of Sacredness.	Think Outside the Square You Live In: Issues of difference and nation in virtual heritage
14:00 - 14:20	Theodor Wyeld, Patrick Crogan, Brett Leavy	Mia Thornton
Improvements to the Standard Torque Game Engine for Australian Indigenous Storytelling: Developing the Digital Songlines Game Engine.		Digital Knowledge as Archaeological Spatial Praxis
14:20 - 14:40	Theodor Wyeld, Brett Leavy, Joti Carroll, Craig Gibbons, Brendan Ledwich, James Hills	Bernadette Flynn
Beyond the Map: Issues in the Design of a Virtual 3D Knowledge Space for Aboriginal Knowledge.		Place and Time: Creating Contextualised Presence for Virtual Heritage
14:40 - 15:00	Malcolm Pumpa	Kit Devine
Giri Travels the Songlines		Evaluating the Digital Songlines Game Engine for Australian Indigenous Storytelling
15:00 - 15:20	Catharine MacIntosh	Theodor Wyeld, Brett Leavy, Joti Carroll, Craig Gibbons, Brendan Ledwich, James Hills
		Subverting the Tyranny of Tolkien: Integrating 3D Virtual Heritage Projects in the Undergraduate IT Curriculum
		Tom Chandler, Derrick Martin
<b>15:30 - 16:00 Break</b>		
<b>The Loft</b>		
Virtual Heritage III: New Management and New Paradigms		
Chair: Hal Thwaites		
Digital Storytelling and History Lines: Community Engagement of a Master-Planned Development		
16:00 - 16:20	Helen Kläebe, Marcus Foth, Mark Bilandzic, Jean Burgess	
Digital tools for heritage information management and protection: the need of training		
16:20 - 16:40	Mario Santana Quintero, Alonzo C. Addison	
Using a Dance Pad to navigate through the Virtual Heritage environment of Macquarie Lighthouse, Sydney		
16:40 - 17:00	Eric Fassbender, Debbie Richards	
Closing Keynote:		
17:00 - 17:40	Australian Indigenous Virtual Heritage	Brett Leavy
<b>Performance</b>		