

**Costas Papadopoulos** BA, MSc, PhD

Assistant Professor in Digital Humanities & Culture Studies (Tenured/UD1)

**Institutional Address**

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**EDUCATION**

**PhD in Digital Archaeology**

Department of Archaeology, Faculty of Humanities, University of Southampton, UK, Award June 2014.

**MSc in Archaeological Computing (Virtual Pasts) – Distinction**

Department of Archaeology, Faculty of Humanities, University of Southampton, UK, Award January 2009.

**BA in History and Archaeology (major in Archaeology & History of Art) – First Class**

Department of History and Archaeology, University of Crete, Greece, Award August 2007.

**CURRENT PROFESSIONAL APPOINTMENT**

Assistant Professor in Digital Humanities & Culture Studies  
2018 (Oct)–to date, Maastricht University, The Netherlands.

*Job Responsibilities*

*Research*

- Applying for external funding in collaboration with colleagues from within Maastricht University and external partners to support the research agenda of the Research Group in Arts, Media & Culture.
- Applying for seed funding for proof-of-concept research that could lead to major EU grants.
- Applying for external and/or internal funding to support my own research agenda.
- Managing research projects, including staff, reporting, and finances.
- Presenting and publishing research outcomes in peer-reviewed venues.
- Developing, managing and delivering knowledge exchange and external engagement.

*Teaching*

- Designing and delivering courses and teaching/training programmes in my area of expertise.

- Coordinating courses in undergraduate and postgraduate teaching programmes
- Working with colleagues to improve courses and teaching/training programmes according to students' feedback and the university's strategic priorities.
- Supervising undergraduate and postgraduate work, including PhD research.
- Mentoring undergraduate and postgraduate students and providing pastoral support.
- Designing appropriate assessments and marking.
- Developing collaborations with heritage institutions and industry to support student internships and projects.

#### *Administration*

- Member of the Maastricht Young Academy
- Member of the i-Literacy Strategy Group
- Member of the Working Group on the interfaculty PhD Training programme
- Chair of the Valorisation Prize Committee
- Member of the Task Force Digital Studies Lab
- Serving on Search Committees

### **PREVIOUS PROFESSIONAL APPOINTMENTS**

Lecturer/Assistant Professor in Digital Humanities  
2016 (Jan)–2018(Oct), Maynooth University, Ireland.

Postdoctoral Fellow in Digital Humanities  
2015 (Jan)–2015 (Dec), Maynooth University, Ireland  
Job Responsibilities: 60% postgraduate and undergraduate teaching; 20% research on the project  
Contested Memories: The Battle of Mount Street Bridge; 20% other research.

Postdoctoral Researcher at 'Corporeal Engagements with Clay'  
2013 (Dec)–2015 (Jan), University of Southampton/ The British School at Athens. Funded by the British Academy/ Leverhulme Research Grants (PI: Yannis Hamilakis).  
Job Responsibilities: 100% research on the project

Supervising Archaeologist  
2010–2015, Excavation at the Neolithic Site Koutroulou Magoula, Phthiotida, Greece  
Excavation Directors: Yannis Hamilakis & Nina Apostolika-Kyparissi  
British School at Athens, Ephorate of Palaeoanthropology and Speleology of Southern Greece

Field Director/ IT manager  
2008–2013, Excavation at the Bronze Age Zominthos Central Building, Crete, Greece  
Excavation Directors: Yannis Sakellarakis & Efi Sapouna-Sakellarakis  
Archaeological Society at Athens & 23rd Ephorate of Prehistoric and Classical Antiquities

Surveyor  
2007, Survey of the island Thirasia, Greece  
Survey Director: Iris Tzachili  
University of Crete & 21st Ephorate of Cyclades

Supervising Archaeologist  
2004–2007, Excavation of the Minoan peak sanctuary of Vrysinas, Crete, Greece.  
Excavation Director: Iris Tzachili

**RESEARCH GRANTS (Successful)****Current**

2021-2024: PURE3D: An Infrastructure for the Publication and Preservation of 3D Scholarship

Funding Body: Platform Digitale Infrastructuur – Social Sciences and Humanities

Role: PI

Amount of the Action: €1.000.000

2020: Social Justice in the Digital Humanities: Diversifying the Curriculum

Funding Body: DARIAH

Role: Co-PI (European Consortium)

Amount of the Action: € 10,000

2018-2021: IGNITE: Design Thinking & Making in the Arts & Sciences

Funding Body: Connect 2017/European Commission

Role: Co-PI (European Consortium)

Amount of the Action: €500,000

2019-2021: #dariahTeach PROTEUS. A Novel Model for Sustaining Peer-Reviewed Open Access Teaching Materials

Funding Body: DARIAH

Role: PI (European Consortium)

Amount of the Action: € 3,000

**Past**

2018-2019: Scholarship in 3D: A Digital Edition Publishing Cooperative (Planning Grant)

Funding Body: The National Historical Publications and Records Commission (NHPRC) and the Andrew W. Mellon Foundation

Role: Co-PI (International Consortium)

Amount of the Action: \$100,000

2018: eDuCaTE: The Decade of Commemorations and Community Engagement through Technology

Funding Body: Science Foundation Ireland

Role: Co-PI (with Susan Schreibman)

Amount of the Action: €63,353

2016–2017: Easter 1916: The Battle of Mount Street Bridge: New Technologies, Collaborations & Forms of Knowledge Creation

<https://www.youtube.com/watch?v=vjUDuA6j84w>

Funding Body: Irish Research Council – New Foundations

Role: Co-PI (with Susan Schreibman)

Amount of the Action: €10,000

2015–2017: #dariahTeach. An online platform for teaching Digital Humanities <https://teach.dariah.eu/>

Funding Body: Erasmus+ Strategic Partnership – European Commission (European Consortium)

Role: Co-PI

Amount of the Action: €300,000

2015–2016: Contested Memories: The Battle of Mount Street Bridge

<http://mountstreet1916.maynoothuniversity.ie/unity/bmsb.html>

Funding Body: Andrew W. Mellon Foundation (International Consortium)

Role: 3D visualisation advisor/ research assistant

Amount of the Action: \$800,000

2014–2016: Corporeal Engagements with Clay. The Figurines from Koutroulou Magoula

Funding Body: British Academy/Leverhulme Trust (European Consortium)

Role: WP Leader: Computational Imaging and 3D Visualisation

Amount of the Action: £10,000

2011–2012: Tangible Pasts

<https://youtu.be/xcJwAu-mO6I>

Funding Body: University of Southampton, Archaeological Computing Research Group

Role: Co-PI

Amount of the Action: £2,000

2009–2012: Digital Simulations of Light in Ancient Built Spaces

Funding Body: Psychia Foundation, Greece/ Alexander S. Onassis Foundation, Greece

Role: PI

Amount of the Action: €10,000

2007-2009: Ethnography at Abandoned Cretan Villages

Funding Body: Psychia Foundation, Greece

Role: PI

Amount of the Action: €6,000

2003-2004: Ethnoarchaeological Observations: Potters and Pottery Making in Crete

Funding Body: University of Crete, Greece

Role: PI

Amount of Action: €2,000

## **STIPENDIARY SUPPORT FOR RESEARCH**

2012–2013: PhD Scholarship

Funding Body: Matti Egon II, The Greek Archaeological Committee, UK

Grant Value: £7,200

2011–2012: PhD Scholarship

Funding Body: Leventis Foundation, The Greek Archaeological Committee, UK

Grant Value: £6,600

2009–2011: PhD Scholarship

Funding Body: Matti Egon II, The Greek Archaeological Committee, UK

Grant Value: £13,200

2009–2011: PhD Scholarship

Funding Body: Alexander S. Onassis Public Benefit Foundation, GR

Grant Value: £41,400

2012: Fieldwork Bursary Award

Funding Body: British School at Athens, GR

Grant Value: £1,000

2012: Travel Bursary Award

Funding Body: University of Southampton, UK

Grant Value: £1,000

2009–2013: PhD Studentship (Fees)

Funding Body: University of Southampton, UK

Grant Value: £12,000

2012: Travel Bursary Award

Funding Body: Computer Applications in Archaeology – Bursary Committee

Grant Value: £500

### **Prizes / Awards**

2020: CERiM Award: Communicating Europe Award for Research-Teaching Integration for course Creating Digital Collections I/II

2020: Best Paper Award at DARIAH Annual Event for the paper ‘3D Scholarly Editions: Scholarly Primitives Reboot’

2012: 50 Best Papers Award at Computer Applications & Quantitative Methods in Archaeology International Conference 2012 for the paper ‘‘Tangible Pasts’’: user-centred design of a mixed reality application for cultural heritage’

2010: 50 Best Papers Award at Computer Applications & Quantitative Methods in Archaeology International Conference 2010 for the paper ‘Virtual Windows to the Past’

2005–2006: I.K.Y Scholarship for the academic performance and prize for the best performance in the academic year

Funding Body: Greek State Scholarships Foundation, GR

Grant Value: €1,200

2004–2005: I.K.Y Scholarship for the academic performance

Funding Body: Greek State Scholarships Foundation, GR

Grant Value: €1,200

2003–2006: N.A.T. prizes for the academic performance in each academic year

Funding Body: Greek Merchant Seamen’s Fund, GR

Grant Value: €3,000

## TEACHING EXPERIENCE

### Faculty of Arts and Social Sciences (FASoS), Maastricht University, October 2018 – to date

#### Taught Postgraduate

Machines of Knowledge (6 ECTS) – Course Coordinator/ Tutor / Skills Training

Academic year: 2019–20, 2020–21, 2021-22

Programme: MA Digital Cultures

Creating Digital Collections I / II (6+5 ECTS) – Course co-Coordinator/ Tutor / Skills Training

Academic year: 2019–20, 2020–21, 2021-22

Programme: MA Digital Cultures

New Public Spheres (6 ECTS) – Course Coordinator/ Sole Instructor/ Skills Training

Academic year: 2018–19

Programme: MA Digital Cultures

Sharing Practices (6 ECTS) – Skills Training/ Research Methodology

Academic year: 2018-19

Programme: MA Digital Cultures

Transformations in Digital Cultures (6 ECTS) – Skills Training

Academic year: 2019-20, 2020-21, 2021-22

Programme: MA Digital Cultures

Thesis / Internship Thesis (22 ECTS) – Co-coordinator

Academic year: 2020-21

Programme: MA Digital Cultures

#### Taught Undergraduate

Making your Own Online Presence (4 ECTS) – Course Coordinator/ Tutor

Academic year: 2018–19, 2020–21, 2021-22

Programme: BA Digital Society

Maker Cultures (6 ECTS) – Course Coordinator

Academic year: 2020–21, 2021-22

Programme: BA Digital Society

Computational Thinking for the Arts & Social Sciences (5ECTS) - Course Coordinator/ Tutor

Academic year: 2018–19, 2020–21, 2021-22

Programme: University College Maastricht

Entering the Field (6 ECTS) – Tutor

Academic year: 2018–19

Programme: BA Arts & Culture

Virtual Ethnography (3 ECTS) – Coordinator/ Tutor

Academic year: 2018-19

Programme: BA European Studies

Vademecum (3 ECTS) – Tutor

Academic year: 2018–2019

Programme: BA Arts & Culture

### **BA & MA Theses Supervision**

- 14 Postgraduate Students (MA Digital Cultures, MA Arts & Heritage)
- 4 Undergraduate Students (BA Arts & Cultures)

#### *Selected Titles*

2020-21, Immersive Journalism for Social Justice, Nederlands Instituut voor Beeld en Geluid, Camila Valgas, MA Digital Cultures

2020-21, Mediation of Social Presence through Emergency Remote Teaching in Times of COVID-19, Eleni Balaska, MA Digital Cultures (Grade: 8,5)

2019-20, The Work of Art in the Age of 3D modelling: Aura and Authenticity in Digital Objects, Thiago Minete Cardozo, MA Digital Cultures (Grade: 8)

2018-19, Family Learning through Mobile Games in Museums, Silvija Burbaite, MA Arts & Heritage, (Grade 8)

### **Supervision of student group projects**

2021-22: Encapsulating the Era: Ordinary Objects and Extraordinary Stories from the 21<sup>st</sup> Century (Maastricht University, MA Digital Cultures) <https://timecapsule3d-umfasos.nl/>

2020-2021: The COVID Collection: Coping with Quarantine (Maastricht University, MA Digital Cultures) <https://covid3d-umfasos.nl/>

2019-2020: Mining the Netherlands: Intriguing Stories Brought to Light Through a 3D Digital Collection, (Maastricht University, MA Digital Cultures) <https://mining3d-umfasos.nl/>

### **PhD Research Supervision**

Kelly Gillikin Schoueri: 3D Web Infrastructures and the Future of Sustainable Scholarly Research for Digital Heritage (Maastricht University, 2021-2024)

Esther Aminata Kamara: African indigenous knowledge practices for hybrid learning spaces: developing and adapting digitally-inflected, socially and politically inclusive learning content for the Global South (Maastricht University, NWO Mosaic 2.0, Shortlisted for Interview)

**Centre for Digital Humanities, Maynooth University, January 2015 – October 2018**

**Taught Postgraduate**

Digital Heritage: Theories, Methods & Challenges (10 ECTS) – Course Leader/ Sole Instructor

Academic year: 2017–18, 2016–17, 2015–16

Programmes: MA Digital Humanities (elective); MSc Spatial eHumanities (compulsory); PhD Digital Arts & Humanities (elective)

Mapping & Modelling Space and Time (10 ECTS) – Course Leader/ Contributor (50%)

Academic Year: 2017–2018, 2016–2017

Programmes: MSc Spatial eHumanities (compulsory); MA in Digital Humanities (elective); PhD Digital Arts & Humanities (elective)

3D Modelling, Analysis and Interpretation of Three-dimensional Spaces (10 ECTS) – Course Leader/ Sole Instructor

Academic Year: 2017–2018, 2016–2017

Programmes: MSc Spatial eHumanities (compulsory); MA Digital Humanities (elective); PhD in Digital Arts & Humanities (elective)

Modelling Humanities Data (10 ECTS) – Course Leader/ Contributor (50%)

Academic year: 2015–2016

Programmes: MA Digital Humanities (elective)

Remaking the Physical: Recording, Visualising & Disseminating Cultural Heritage (10 ECTS) – Course Leader/ Sole Instructor

Academic year: 2014–2015

Programmes: MA Digital Humanities (compulsory); PhD Digital Arts & Humanities (elective)

Digital Humanities Theory and Practice (10 ECTS) – Course co-leader (30%)

Academic year: 2017–2018, 2016–2017, 2015–2016, 2014–2015

Programmes: MA Digital Humanities (compulsory)

Digital Humanities Practicum/Internship (10 ECTS) – Course co-leader (50%)

Academic year: 2017–2018, 2016–2017, 2015–2016, 2014–2015

Programmes: MA Digital Humanities (compulsory); MSc Spatial eHumanities (compulsory)

Project and Dissertation (30 ECTS) – Course co-leader (50%)

Academic year: 2017–2018, 2016–2017, 2015–2016, 2014–2015

Programmes: MA Digital Humanities (compulsory); MSc Spatial eHumanities (compulsory)

**Taught Undergraduate**

Digital Humanities: Technology Transforming Cultural Heritage (10 ECTS) – Stream Leader/ Contributor (50%)

Academic year: 2017–2018; Undergraduate Elective Stream open to all 2nd year students

Part I: Remaking the Past (5 ECTS)

Presentation Slides available at: <https://www.slideshare.net/KonstantinosPapadopo11>

Analogue Pasts – Digital Futures (10 ECTS) – Stream Leader/ Contributor (50%)

Academic year: 2016–2017; Undergraduate Elective Stream open to all 2nd year students

Part I: Visual, Virtual, and Augmented Realities (5 ECTS)

Methods and Digital Humanities: Analysis and Creation (5 ECTS) – Contributor (30%)

Academic year: 2015–2016; Undergraduate course compulsory for computer science and open to Humanities students

### **Master's Theses Supervision**

- 15 students (Maynooth University)

#### *Selected Titles*

2017–18, Serious Games for Heritage Audiences: The Irish Ringfort, James Byrne

2017–18, Visitor Experience and Engagement in Online Museums, Sarah Roche

2016–17, Digital Storytelling: Improving the Museum Visitor Experience with Technology, Sonia Jedrysiak

2016–17, Enter the HeritAGE. Impact of Crowdsourcing Projects in the GLAM Sector, Edyta Slomka

2014–15, History at the Next Level: Commercial Video Games as Academic Virtual Heritage Objects  
Joshua Savage

### **Internships' Supervision**

#### *Selected Titles*

2017-18, Digital Storytelling for the Irish Jewish Museum: Creating an Interactive Mobile Experience  
2017-18, Irish Jewish Museum, Sean Michael Sourke

2017-18, A 3D Repository for the Busts at the Royal College of Surgeons Ireland, Royal College of Surgeons Ireland, Eleanor O'Brien

2016-17, 3D Imaging of National Archaeological Collections: Best Practice and Case Study, National Museum of Ireland, Archaeology, Sonia Jydrisiak

2016-17, The Battle of Mount Street Bridge Augmented Reality Experience, An Foras Feasa – Contested Memories Project, Shauna Colgan

### **Supervision of student group projects (selected)**

2017–2018: The 3D Cuneiform Project: A 3D Repository for the Cuneiform Tablets at Russell Library, Special Collections, Maynooth (Postgraduate)

2017–2018: MobiScéal: Digital Storytelling for the National Science Museum at Maynooth (Undergraduate)

2016–2017: 3D Science & Ecclesiology: Digitising the Collection at the National Science Museum at St. Patrick's College, Maynooth (Postgraduate)

2014–2015: Bronze Age Ceramics at the national Museum of Ireland, Archaeology (Postgraduate)

### **PhD Research Supervision**

Fionndwyfar Colton: Reconstructing the Neolithic: 3D Digital Imaging and Inscription Enhancement for the Documentation, Analysis, and Dissemination of Irish Neolithic Rock Art (Maynooth University).

### **Department of Archaeology, University of Southampton, October 2009 – December 2013**

Graduate Teaching Assistant

### **Taught Postgraduate**

Constructing Virtual Pasts (40 credits) – c. 8-10 hours/semester

Academic year: 2009–2010, 2010–2011, 2011–2012, 2012–2013

Programme: MSc in Archaeological Computing – Virtual Pasts (compulsory)

Archaeological Computing Systems (20 credits) – c. 3-5 hours/semester

Academic year: 2009–2010, 2010–2011, 2011-2012

Programme: MSc in Archaeological Computing – Virtual Pasts/ Spatial Technologies (compulsory); also open to all archaeology postgraduate students

Core Computing for Archaeology (20 credits) – c. 7-10 hours/semester

Academic year: 2009–2010, 2010–2011, 2011-2012

Programme: MSc in Archaeological Computing – Virtual Pasts/ Spatial Technologies (compulsory); Archaeology postgraduate students (elective)

Research Skills (20 credits) – c. 3 hours/semester

Academic year: 2010–2011

Programme: Archaeology postgraduate students (compulsory)

### **Taught Undergraduate**

Archaeological Science (15 credits) – c. 3-5 hours/semester

Academic year: 2009–2010, 2010–2011

Programme: BA/ BSc in Archaeology; BA Archaeology and History; BA Archaeology and Geography (Compulsory)

## **FACULTY/UNIVERSITY SERVICE**

### *Maastricht University*

2022–to date: Maastricht Young Academy

2021–to date: Member of the Task Force for the FASoS Digital Studies Lab.

2020–2021: Interfaculty PhD training programme.

2019–to date: Chair of the Valorisation Prize Jury Committee, Faculty of Arts & Social Sciences.

2019 – to date: Mock Interview Panel member for NWO PhD applicants, Faculty of Arts & Social Sciences.

2019-2020: i-Literacy Strategic Group.

*National University of Ireland, Maynooth*

2017–2018: Director of the undergraduate elective stream: Digital Humanities: Technology Transforming Cultural Heritage.

2016–2018: Director of the MSc in Spatial eHumanities.

2016–2018: Advice and outreach to the Library and members of the Faculty interested in digital scholarship/projects.

2016–2017: Director of the undergraduate elective stream: Analogue Pasts – Digital Futures.

2016–2018: Co-leader of Digital Arts and Humanities Research Cluster.

2016–2018: Member of the Progress Review Committee for PhD theses.

2016–2018: Mentor of PhD candidates submitting applications to the Irish Research Council.

2016–2018: Mentor of student organisers of the New Perspectives: Postgraduate Symposium in the Humanities.

2016–2018: Reviewing Committee: John & Pat Hume PhD Fellowships.

2015–2018: Outreach and Marketing Coordinator for undergraduate and postgraduate courses in Digital Humanities.

2015–2018: Search Committee Panel member for Digital Humanities technical, administrative, research, and academic positions.

## **SERVICE TO PROFESSION**

### **Editorial Board Membership/Editor**

2020–to date: Editorial Board: Journal of Computer Applications in Archaeology

2020–to date: Editorial Board: Critical Studies in Cultural Heritage

2018–to date: Editorial Board/ Content Editor: #dariahTeach

2017–to date: Editorial Board: AURA. Athens University Review of Archaeology

2016–to date: Advisory Board: Studia UBB Digitalia – Official Journal of the Transylvania Digital Humanities Center, DigiHUBB

2015–to date: Reviewing Editor: Frontiers in Digital Humanities

**Referee for Scientific and Scholarly Journals**

2018–to date: Journal of Computer Applications in Archaeology

2018–to date: Open Archaeology

2018–to date: Journal of Archaeological Science

2017–to date: Journal of Field Archaeology

2017–to date: Journal of Computing in Cultural Heritage

2016–to date: Digital Humanities Quarterly

2016–to date: European Journal of Archaeology

**Referee for International Conferences**

2020–to date: Web3D

2018–to date: The Association for Computers and the Humanities

2016–to date: Digital Humanities Conference

2010–to date: International Conference on Computer Applications & Quantitative Methods in Archaeology

**Membership in National/International Expert Groups**

2019–to date: National Representative for the Netherlands – Management Committee: COST-Action CA18128: SEADDA: Saving European Archaeology from the Digital Dark Age

2019–to date: DARIAH – Co-chair of Working Group: #dariahTeach

2019–to date: Scientific Committee Board Member – International Conference on Computer Applications in Archaeology

2018–2021: National Representative for the Netherlands – Management Committee: COST-Action CA15201: ARKWORK: Archaeological Practices and Knowledge Work in the Digital Environment

2017–2018: National Representative for Ireland – Management Committee: COST-Action CA15201: ARKWORK: Archaeological Practices and Knowledge Work in the Digital Environment

**Advisory Boards**

2019-2024: CAPTURE: CAPturing Paradata for documenTing data creation and Use for the REsearch of the future (ERC Advance)

### Grant Evaluation Committees

2021: e-Science Centre/NWO, Open Science

2021: Arts & Humanities Research Council (AHRC)

2021: Irish Research Council

2016–to date: Expert Evaluator: Trans-Atlantic Platform – Social Sciences and Humanities, National Endowment for the Humanities, USA

2016–to date: Expert Evaluator: European Commission – Horizon 2020, COST-Action, Marie Curie Individual Fellowships

### Elected Membership in Scientific Societies

2017–2020: Management Committee, Digital Archaeology Coordinator: Irish School of Hellenic Studies

2015–2019: Chair: Virtual Heritage Network: Ireland

2012–2018: Publication Officer: CAA Greek Chapter (elected twice)

## PUBLICATIONS

### A. Journals and Conference Proceedings (Peer-Reviewed)

1. Papadopoulos, C. and Schreibman, S. (under review). From Disrupter to Enabler: COVID-19 as Motif and Theme for Project-Based Learning. *Makings: A Journal Researching Creative Industries*. Special Issue: Creative Higher Education Curriculum and Pedagogy.
2. Papadopoulos, C., Rasterhoff, C., Schreibman, S (2022). Open Educational Resources as the Third Pillar in Project-based Learning during COVID-19. *KULA. Knowledge Creation, Dissemination, and Preservation Studies*. Special issue: COVID-19, Online Instruction, and Open Educational Resources, 6 (1):1-16. <https://doi.org/10.18357/kula.205>.
3. Minete Cardozo, T. and Papadopoulos, C. (2021). Heritage Artefacts in the COVID-19 Era: The Aura and Authenticity of 3D models. *Open Archaeology*. Special Issue 'Art, Creativity and Automation. Sharing 3D Visualization Practices in Archaeology. <https://doi.org/10.1515/opar-2020-0147>
4. Papadopoulos, C. and Reilly, P. (2020): The Digital Humanist: Contested Status within Contesting Futures. *Journal of Digital Scholarship in the Humanities* 35(1): 127-145. Oxford University Press. <https://doi.org/10.1093/llc/fqy080>
5. Schreibman, S. and Papadopoulos, C. (2019): Textuality in 3D: Three-dimensional (Re)constructions as Digital Scholarly Editions. *International Journal of Digital Humanities* 1: 223-233. Special Issue: Digital Scholarly Editing. <https://doi.org/10.1007/s42803-019-00024-6>

6. Papadopoulos, C., Hamilakis, Y., Kyprissi-Apostolika, N., Diaz-Guardamino, M. (2019): Digital Sensoriality: The Neolithic Figurines from Koutroulou Magoula, Greece. *Cambridge Archaeology Journal* 29(4): 625-652. <https://doi.org/10.1017/S0959774319000271>
7. Papadopoulos, C. and Schreibman, S. (2019): Towards 3D Scholarly Editions. The Battle of Mount Street Bridge. *Digital Humanities Quarterly* 13(1).  
<http://www.digitalhumanities.org/dhq/vol/13/1/000415/000415.html>
8. Papadopoulos, C., Hamilakis, Y., Kyprissi-Apostolika, N. (2015): Light in a Neolithic dwelling: Building 1 at Koutroulou Magoula (Greece). *Antiquity* 89 (347): 1034-1050.  
<https://doi.org/10.15184/aqy.2015.53>
9. Παπαδόπουλος, Κ., Κυπαρίσση-Αποστολικά, Ν., Χαμηλάκης, Γ. (2015): Ψηφιακή σάρωση, φωτογραμμετρία και ψηφιακές (ανα)παραστάσεις. Αρχαιολογική τεκμηρίωση και ερμηνεία σε τρεις διαστάσεις η περίπτωση της Κουτρούλου Μαγούλας – In Greek [Transl. Laser scanning, photogrammetry and digital (re)constructions. Archaeological documentation and interpretation in three dimensions; the case of Koutroulou Magoula]. In: *Πρακτικά 4ης συνάντησης για το έργο Θεσσαλίας – Στερεάς Ελλάδα 2009-2011*, Βόλος, 16-18 Μαρτίου 2012, (Βόλος: Πανεπιστήμιο Θεσσαλίας), 979-988.
10. Chrysanthi, A., Papadopoulos, C., Frankland, T., Earl, G. (2013): ‘Tangible Pasts’: user-centred design of a mixed reality application for cultural heritage. In: *Archaeology in the digital era. Papers from the 40th annual conference of computer applications and quantitative methods in archaeology (CAA)*, Eds. Earl, G., Sly, T., Chrysanthi, A., Murrieta-Flores, P., Papadopoulos, C., Romanowska, I., Wheatley, D. Southampton, 26-29 March 2012. (Amsterdam: Amsterdam University Press), 31-41. [Selected in the 50 best papers of the conference/ out of c. 500 submissions].
11. Papadopoulos, C., Sakellarakis, Y. (2013): Virtual windows to the past: reconstructing the ‘ceramics workshop’ at Zominthos, Crete. In: *CAA 2010. Fusion of cultures. Proceedings of the 38th annual conference on computer applications and quantitative methods in archaeology*, Eds. Contreras, F., Farjas, M., Melero, F.J., BAR International Series 2494 (Oxford: Archaeopress), 47-54. [Selected in the 50 best papers of the conference/ out of c. 500 submissions].
12. Papadopoulos, C. (2013): An evaluation of human intervention in abandonment and post-abandonment formation processes in a deserted Cretan village. *Journal of Mediterranean Archaeology* 26.1: 27-50.
13. Chrysanthi, A. Murrieta Flores, P., Papadopoulos, C. (2012): Archaeological computing: towards prosthesis or amputation. In: *Thinking beyond the tool: archaeological computing and the interpretive process*, Eds. Chrysanthi, A., Murrieta Flores, P. and Papadopoulos, C. BAR International Series 2344. (Oxford: Archaeopress), 7-13.
14. Chrysanthi, A. Papadopoulos, C., Frankland, T. (2011): Evaluating ‘Tangible Pasts’: a mixed reality application for cultural heritage. In: *EVA London 2011. Electronic visualisation and the arts*, Eds. Bowen, J.P., Dunn, S., Ng, K. (London: BCS).
15. Papadopoulos, C. (2010): Illuminating the burials in the Aegean Bronze Age: natural and artificial light in a mortuary context. In: *CAA 2009, UK chapter of computer applications and quantitative methods in archaeology*, Ed. Wilson, A.T., BAR International Series 2182 (Oxford: Archaeopress), 67-74.

16. Papadopoulos, C., Kefalaki, E. (2010): At the computer's edge. The value of virtual constructions to the interpretation of cultural heritage. *Archeomatica* 1.4: Guest Paper, 46-51.

17. Papadopoulos, C., Earl, G. (2009): Structural and lighting models for the Minoan cemetery at Phourni, Crete. In: *Proceedings of the 10th VAST international symposium on virtual reality, archaeology and cultural heritage*, Eds. Debattista, K., Perlingieri, C., Pitzalis, D., Spina, S. (Aire-la-ville, Switzerland: Eurographics Association), 57-64.

### **B. Book Chapters (Peer-Reviewed)**

1. Papadopoulos, C. and Schreibman, S. (in press): History in a Box: Bringing Families Together Through Technology. In: Swinnen, A., Kluvend, A., van de Val, R. (eds) *Engaged Humanities: Rethinking Art, Culture, and Public Life*. Amsterdam University Press.

2. Papadopoulos, C. and Moyes, H. (2021): Illuminating Sensory Archaeologies. In: Papadopoulos, C., and Moyes, H. (eds) *The Oxford Handbook of Light in Archaeology*. Oxford University Press.

3. Papadopoulos, C. (2015): The value of digital recordings and reconstructions for the understanding of three-dimensional archaeological features. In: *AEGIS. Essays in Mediterranean Archaeology*, Eds. Theodoropoulou Polychroniadis, Z. and Evely, D. (Oxford: Archaeopress), 1-15.

4. Papadopoulos, C., Earl, G. (2014): Formal three-dimensional computational analyses of archaeological spaces. In: *Spatial analysis and social spaces: interdisciplinary approaches to the interpretation of prehistoric built environments*, Eds. Paliou, E., Lieberwirth, U., Polla, S. (Topoi Berlin Studies of the Ancient World: De Gruyter), 135-165.

5. Earl, G., Porcelli, V., Papadopoulos, C., Beale, G. Harrison, M., Pagi, H., Keay, S. (2013): Formal and informal analysis of rendered space: the Basilica Portuense. In: *Computational approaches to archaeological spaces*, Eds. Bevan, A., Lake, M., (Walnut Creek: Left Coast Press), 265-305.

### **C. Edited Volumes (Peer-reviewed)**

1. Papadopoulos, C., Moyes, H. Eds. (2021): *The Oxford Handbook of Light in Archaeology*. Oxford. Oxford University Press.

2. Paliou, E., Papadopoulos, C., Huggett, J., Huvilla, I. eds (2020). Digital Scholarship in Archaeology. *Journal of Computer Applications in Archaeology*. Special Issue.

3. Papadopoulos, C., Paliou, E., Kotoula, E., Chrysanthi, A. and Sarris, A. Eds. (2015): *Archaeological Research in the Digital Age. Papers from the 1st Conference of Computer Applications and Quantitative Methods in Archaeology - Greek Chapter (CAA-GR)*. Rethymno, Crete, 7-8 March 2014. 245pp.

4. Earl, G., Sly, T., Chrysanthi, A., Murrieta-Flores, P., Papadopoulos, C., Romanowska, I., Wheatley, D. Eds. (2013): *Archaeology in the Digital Era. Papers from the 40th Annual Conference of Computer Applications and Quantitative Methods in Archaeology (CAA)*. Southampton, 26-29 March 2012. Amsterdam. Amsterdam University Press. 483pp.

5. Chrysanthi, A., Murrieta Flores, P., Papadopoulos, C. Eds. (2012): *Thinking beyond the Tool: Archaeological Computing and the Interpretive Process*. BAR International Series 2344. Oxford. Archaeopress. 214pp.

**D. Monograph**

1. Papadopoulos, C. (2010): *Death management and virtual pursuits: a virtual reconstruction of the Minoan cemetery at Phourni, Archanes. Examining the use of Tholos Tomb C and Burial Building 19 and the role of illumination, in relation to mortuary practices and the perception of life and death by the living*. BAR International Series 2082. Oxford. Archaeopress. 156pp.

**E. Doctoral Thesis**

1. Papadopoulos, K. (2014): *Knowledge Production through the Process of Digital Reconstruction: Simulation of Greek Neolithic Space*. University of Southampton. Faculty of Humanities. 490pp.

**F. Encyclopaedia Entries**

1. Papadopoulos, C. (2018): Photorealism and digital reconstruction. *The SAS Encyclopedia of Archaeological Sciences*. Wiley Blackwell.

**G. Web-Based Publications**

1. Hamilakis, Y., Kyprissi-Apostolika, N., in collaboration with Loughlin, T., Tsamis, V., Cole, J., Papadopoulos, C., Zorzin, N. (2012): Koutroulou Magoula in central Greece: from the Neolithic to the present. *Antiquity On-line Gallery* 86.333.

**H. Book Reviews**

1. Papadopoulos, C. (2012): Looking beyond the images. An online response to Emily Miller Bonney's review of the book: *Death management and virtual pursuits: a virtual reconstruction of the Minoan cemetery at Phourni, Archanes*. *American Journal of Archaeology*. <http://www.ajaonline.org/online-review-book/991>.

2. Papadopoulos, C. (2008): Review of archaeology and the media, edited by Timothy Clack and Marcus Brittain. Left Coast Press. June 2007. *Archaeological Review from Cambridge* 23.2: 230-232.

**I. Whitepapers**

1. Papadopoulos, C., Alaoui M'Darhri, A., Baillet, V., Bourineau, B., Calantropio, A., Carpientero, G., & et al. (2019): Share - publish - store - preserve: Methodologies, tools and challenges for 3D use in social sciences and humanities. PARTHENOS Project. <https://hal.archives-ouvertes.fr/hal-02155055>

**J. Other Publications**

1. Παπαδόπουλος, Κ. (2012): Αναζητώντας την Αρμονία των Αντιθέσεων στη Ζώμινθο – In Greek [Transl. Looking for the Harmony of Antitheses at Zominthos]. In: *Θα' θελα αυτή τη μνήμη να την πω, Μνήμη Γιάννη Σακελλαράκη*, Eds. Σαπουνά-Σακελλαράκη, Ε., Δεληγιάννη-Κώτση, Ε. (Ηράκλειο: Βικελαία Δημοτική Βιβλιοθήκη), 188-193.

**K. Other Outputs: Open Educational Resources**

1. Remaking Material Culture in 3D (2020). 10 ECTS Master's Course, #dariahTeach Platform. <https://teach.dariah.eu/course/view.php?id=55>

2. Introduction to Design Thinking and Maker Culture (2020). 5 ECTS Master's Course, #dariahTeach Platform. <https://teach.dariah.eu/course/view.php?id=64>

3. Introduction to Digital Humanities (2016-2020). Video-based Course. 22 Videos, #dariahTeach Platform. <https://teach.dariah.eu/>

#### **L. Filmography**

1. *An Archaeologist's Tale* (2009)

Role: Research and Script

Available at: <https://youtu.be/8dj5Ktce6So>

2. *One Step before Archaeology. The Formation of a Deposition* (2007)

Modern Archaeological Documentaries, M.A.D Productions

Role: Research, (co-)Director, (co-)Editor

Selected for the 'The Archaeology Channel International Film and Video Festival', Eugene, Oregon, USA. May 2011.

Also featured in Archaeology Channel Video News. Available at:

<https://www.archaeologychannel.org/video-guide/video-guide/video-guide-list/2093-one-step-before-archaeology>

3. *Days of Pottery* (2006)

Modern Archaeological Documentaries, M.A.D Productions

Role: Research, (co-)Director, (co-)Editor

Selected for 'The International Festival of Archaeological Movies - Agon', Thessaloniki, Greece, December 2006. Available at: Part 1: <https://youtu.be/Zi1tEH05kko>; Part 2:

[https://youtu.be/HUZ59Rd5T\\_8](https://youtu.be/HUZ59Rd5T_8); Part 3: <https://youtu.be/ChvT3KTIHXg>

4. *Days of Pottery: The Educational Program* (2007)

Modern Archaeological Documentaries, M.A.D Productions

Role: (co-)Editor

5. *Vrysinas: Excavating the Sacred Mountain* (2004)

Modern Archaeological Documentaries, M.A.D Productions

Role: Research, Director, (co-)Editor

Available at: <https://youtu.be/nDXo-8FV6ic>

6. *Thrapsanos: Creating the Tradition of Jars* (2003)

Modern Archaeological Documentaries, M.A.D Productions

Role: Research.

#### **INVITED TALKS/KEYNOTES** (selected)

2022: PURE3D – Archiving 3D Scholarship. Expert Meeting on Archiving Virtual Spaces, Het Nieuwe Instituut, Rotterdam (18 May 2022).

2022: 3D Scholarly Editions: A Paradigm Shift for 3D Scholarship in Cultural Heritage. University of Cologne. Cologne, Germany (26 January 2022).

- 2021: PURE3D. ARKWORK Final Conference (10 February 2021).
- 2020: PURE3D: Towards 3D Scholarly Editions. EuroMed2020, International Conference on Digital Heritage (3 November 2020).
- 2020: *From Academic to Socially-engaged Research: Digital Literacy, Co-creation, & Historical Reasoning for Students and Families*. University of Cologne. Cologne, Germany (29 January 2020).
- 2019: *Open Educational Resources, #dariahTeach*. UM Open Science. Maastricht, Netherlands (25 October 2019).
- 2019: *Scholarship in 3D: Potential and Challenges*. Kick-off Meeting of the NWO-funded 'Virtual Interiors Project'. University Library Doelenzaal (31 January 2019).
- 2018: *Representing the Past in Three-dimensions: Issues, Challenges, and Opportunities*. UCLA Digital Humanities Seminar, UCLA, USA (21 February 2018).
- 2017: *From Analogue Pasts to Virtual Futures: Archaeology and History in the Digital Era*. University of Kent, UK (6 June 2017).
- 2017: *Physical, Digital, and Augmented Realities: Thoughts Towards a New Blended Classroom*. Beijing Normal University, China (26 May 2017).
- 2016: *Is Dirty Archaeology Over? Greek Heritage in the Digital Age*. Irish Hellenic Society, Dublin, Ireland (9 November 2016).
- 2016: *Simulations of Light: Computational Reconstruction of Archaeological Spaces*. Irish Institute of Hellenic Studies at Athens, Day School (2 April 2016).
- 2015: *Three-Dimensional Computational Analysis and Simulation in Archaeological Research*. Launch of Digital Research Infrastructure for the Arts and Humanities (DARIAH) Ireland (18 May 2015).
- 2015: *The Power of the Image*. Three-dimensional Visualisation in Cultural Heritage. Department of Archaeology, University of Athens, Greece (5 March 2015).
- 2014: *Heritage Comes Alive. Novel Technologies for Augmenting the Past*. Maynooth University, An Foras Feasa, Ireland (20 November 2014).
- 2014: *Reconstructions in Archaeology: 3D Visualisations as tools for presenting, studying and interpreting archaeological evidence* [Lecture in Greek]. Department of Archaeology, University of Athens, Greece (11 May 2014).
- 2014: *The Contribution of Digital Reconstructions to the Study of Archaeological Evidence from Minoan Crete: Case Studies from Phourni, Archanes and Zominthos*. Archaeological Society at Athens, Greece (21 February 2014).
- 2013: *Field and Lab Recording in Three-dimensions: Photogrammetry and Reflectance Transformation Imaging*. INSTAP Study Center for East Crete, Greece (12 July 2013).

2013: *The Future of the Past: Computer Applications in Archaeology*. The Greek Archaeological Committee UK, London (13 February 2013).

2012: *The Past, Present, and Future of Digital (Re)constructions in Archaeology* [Lecture in Greek]. Department of History and Archaeology, University of Thessaloniki (14 March 2012).

2012: *Looking beyond the Image: The Contribution of Digital (Re)constructions to the Study and Interpretation of Archaeological Data* [Lecture in Greek]. Department of History, Archaeology and Cultural Resources Management, University of Peloponnese (8 March 2012).

2010: *Reconstructing the 'Ceramics Workshop' at Zominthos, Crete: A Multidisciplinary Research*. Department of Archaeology, University of Southampton (13 May 2010).

2010: *Formal Analysis of Diverse Archaeological Environments*. Interdisciplinary and International Workshop on Spatial Analysis in Past Built Environments. Topoi Building, Free University, Berlin (2 April 2010).

2009: *Virtual Reconstructions and Archaeological Interpretation: From Theory to Practice*. Department of Archaeology, University of Southampton (24 November 2009).

## **KNOWLEDGE EXCHANGE/ CONFERENCE ACTIVITY**

### **Conferences/Symposia Organised**

2020: Design Thinking & Maker Culture: Sticky Learning for the 21st Century, Co-organiser (Online Delivery), 8 April - 11 June 2020.

2020: Dispelling Shadows: Light, Built Spaces, and Archaeological Practices, Co-organiser, Seville, 22 February 2020.

2017: *Creative approaches to e-Assessments in the Digital Arts & Humanities* – Maynooth University, Digital Arts & Humanities Research Cluster, 8 May 2017.

2015: *1<sup>st</sup> Virtual Heritage Network: Ireland* – Maynooth University, Ireland, 19-21 November 2015.

2014: *1st Computer Applications and Quantitative Methods in Archaeology Conference, Greek Chapter* – CAA Greek Chapter, Institute of Mediterranean Studies, Rethymno, Greece, 7-8 March 2014.

2012: *40<sup>th</sup> Annual Conference on Computer Applications and Quantitative Methods in Archaeology* – CAA International, Southampton, UK, 26-30 March 2012.

2010: *Postgraduate Research Archaeology Symposium 9, PGRAS 9* – University of Southampton, UK, 26-27 May 2010.

### **Workshops/Masterclasses/ Training Schools Organised**

2020: Ignite Autumn School, Co-organiser/ Instructor, Maastricht University (Online Delivery) 26 October – 4th December 2020.

2020: RMeS Summer School: The New Normal: Design Thinking and Maker Culture in the Humanities – Constructing Knowledge for Creativity and Impact Instructor, Maastricht University (Online Delivery), 24-25 June 2020

2020: Masterclass: 'Design Thinking and Making', Co-organiser/ Instructor, Maastricht University, 3-5 March 2020.

2020: *Winter School: 'Sharing Practices: Archaeological 3D Visualisation in The Netherlands'*, Archon Training School, Co-organiser, 20-22 February 2020.

2020: Training school: 'Methods of Digital Scholarship', Co-organiser/ Instructor, University of Cologne, 4-7 February 2020

2018: *3D Recording in Archaeological Fieldwork*, University of Thessaloniki, 12 June 2018.

2017: *Computational Imaging for Field and Lab Recording in Archaeology and Cultural Heritage* – University of Kent, UK, 7 June 2017.

2017: *Virtual Worlds as Digital Scholarly Editions* – Maynooth University, An Foras Feasa, Ireland, 13-14 June 2017.

2016: *Computational Imaging for Cultural Heritage* – Irish Institute of Hellenic Studies (part of CAA-GR 2nd Conference), 19 December 2017

2016: *Multimodal Engagements with Cultural Heritage* – Maynooth University, An Foras Feasa, Ireland, 26-28 September 2016.

2016: *Computational Imaging for Research in the Digital Humanities* – Digital Humanities 2016, Krakow, 12-16 July 2016.

2015: *Three-dimensional Recording in Digital Humanities* – Maynooth University, An Foras Feasa, Ireland, 25 February 2015.

2015: *Recording Three-dimensional Information in Archaeological Fieldwork* – Department of Archaeology, University of Athens, Greece, 6 March 2015.

2014: *Remaking the Physical. Computational Imaging: Field and Lab Recording* – Maynooth University, An Foras Feasa, Ireland, 18 November 2014.

2014: *Computational Imaging – Field and Lab Recording*. Institute of Mediterranean Studies, Rethymno, Greece, 6 March 2014.

2010–2011: Workshop Series. *Exploring Archaeological Computing* – Department of Archaeology, University of Southampton.

### **Panels/Sessions Organised**

2021: Problem and Project-based learning in Digital Archaeology Pedagogy. *Computer Applications and Quantitative Methods in Archaeology*, Limassol, Cyprus, 14-18 June 2021.

2021: 3D Scholarly Editions: Potential, Limitations, and Challenges. *Computer Applications and Quantitative Methods in Archaeology*, Limassol, Cyprus, 14-18 June 2021.

2021: Online, Blended, and Flipped Classrooms for Covid-19 and Beyond. *Digital Humanities Benelux*, Leiden, Netherlands, 2-4 June 2021.

2020: Lighting in Archaeology and Cultural Heritage. *Conference on Cultural Heritage and New Technologies*, Vienna, 4-6 November 2019.

2019: 3D Scholarly Digital Editions: Requirements and Challenges For New Publication Models. *Digital Humanities*, Utrecht, Netherlands, 9-12 July 2019.

2018: *How Do We Teach and Share Knowledge in the Area of Virtual Heritage? Four perspectives* – Virtual Heritage Network: Ireland, Royal Irish Academy, Dublin, 12-13 April 2018.

2018: *Untapping the potential of 3D Quantitative Analysis* – 46<sup>th</sup> Annual Conference on the Computer Applications and Quantitative Methods in Archaeology – CAA International, Tübingen, Germany, 19-23 March 2018.

2018: *Digital Archaeology Scholars in a Changing World: Problems, Perspectives, and Challenges* – As above.

2013: *Three-dimensional Computational Analysis and Simulation in Archaeological Research* – 41<sup>st</sup> Annual Conference on the Computer Applications and Quantitative Methods in Archaeology – CAA International, Perth, Australia, 25-28 March 2012.

2012: *Realism and Archaeology* – CAA International, Southampton, UK, 26-30 March 2012.

2011: *Managing Visuals and Visual Data* – Visualisation in Archaeology International Conference – ViA International, Southampton, UK, 18-19 April 2011.

2011: *Illuminating Virtual Reconstructions: Physical Accuracy and Archaeological Interpretation* at the 39<sup>th</sup> Annual Conference on Computer Applications and Quantitative Methods in Archaeology – CAA International, Beijing, China, 12-16 April 2012.

2010: *Thinking beyond the Tool: Archaeological Computing and the Interpretative Process* – 32<sup>nd</sup> Annual Conference of the Theoretical Archaeology Group – TAG 2010, Bristol, UK, 17-19 December 2010.

#### **Papers Presented** (selected)

2021: DARIAH Annual Event: Interfaces (online, 8 September, 2021). *Interfaces for 3D Scholarly Editions: A New Paradigm for Three-dimensional Scholarship*.

2021: DARIAH Annual Event: Interfaces (online, 8 September, 2021). *#dariahTeach: Multimodal Interfaces for Student-Centred Teaching/Learning*.

2020: DARIAH Virtual Annual Event: Scholarly Primitives (online, 11 November 2020). *3D Scholarly Editions: Scholarly Primitives Reboot* (Best Paper Award).

2020: DH in the Time of Virus Twitter Conference (Virtual, 2 April 2020). *@dariahTeach in the Covidsphere*.

2019: Digital Humanities Benelux (Liege, Belgium, 11-13 September 2019). *Design Thinking & Maker Culture: Digital Humanities Meets the Creative Industries. The IGNITE Curriculum*.

2019: Digital Humanities Benelux (Liege, Belgium, 11-13 September 2019). *Problem/Project Based Learning in the DH Classroom: Situated Learning, Empowerment, and Knowledge Creation*.

2019: Digital Humanities (Utrecht, Netherlands, 9-12 July 2019). *#dariahTeach An Open Educational Resource: Where Digital Humanities Meets Maker Culture & Design Thinking*.

2019: Computer Applications & Quantitative Methods in Archaeology Conference (Krakow, Poland, 23-27 April 2019) *Problem- and Project-based Learning in Digital Archaeology: Potential and Challenges*.

2019: Methodologies, Tools, and Challenges for 3D Use in Social Sciences and Humanities (CNRS-MAP Lab, Marseille, France, 25-27 February 2019). *3D Heritage Visualisation: The Challenges of an Undervalued Scholarship*.

2018: European Association for Digital Humanities (Galway, Ireland, 7-8 December 2018). *Digital Scholarly Editions in Three Dimensions*.

2017: The First Annual Conference of the Centre for Public History (Queens University Belfast, 7-8 December 2017). *Utilising the Phygital and Participatory Design to Explore Contested History*.

2017: Digital Humanities 2017 (Montreal, Canada, 8-11 August 2017). *Phygital Augmentations for Enhancing History Teaching and Learning at School*.

2017: Capturing the Senses: Digital Methods for Sensory Archaeologies (Lund University, Sweden, 1-2 June 2017). *Seeing through light: Computational Approaches to Experience and Perception*.

2017: #dariahTeach Workshop Open Education (Lausanne, Switzerland, 22-23 March 2017). *Engaging Audiences with Video-based Modules: An Introduction to Digital Humanities*.

2016: 2nd Computer Applications and Quantitative Methods in Archaeology Conference, Greek Chapter – CAA-GR (University of Athens, 19-21 December 2016). *Digital Engagements with Clay: Computational Imaging and 3D Printing for the Study, Interpretation, and Dissemination of the Neolithic Figurines from Koutroulou Magoula, Greece*.

2016: Virtual Heritage Network: Ireland (Cork, 8-10 December 2016). *Mixed Realities for Enhancing History Teaching and Learning: The Battle of Mount Street Bridge*.

2016: Multimodal Engagements with Cultural Heritage (Maynooth, 26-28 September 2016). *3D Recording, Analysis and Publication for Heritage datasets*.

2016: Digital Humanities 2016 (Krakow, 12-16 July 2016). (1) *The Computer Graphic Simulation of the Battle at Mount Street Bridge. Problems, Perspectives, and Challenges*; (2) *#dariahTeach: online teaching, MOOCs and beyond*.

- 2016: Advances Challenges in Theory and Practice in 3D Modeling of Cultural Heritage Studies (UCLA, 21-23 June 2016). *Phygital Augmentations of History in the Classroom: The Battle of Mount Street Bridge*.
- 2015: Virtual Heritage Network: Ireland (Maynooth, 19-21 November 2015) *The Battle of Mount Street Bridge: Digital Simulation for Historical Research*.
- 2014: European Association of Archaeologists (EAA), (Istanbul, 10-14 September 2014). (1) *The Paradox of Three-dimensionality in the Process of Archaeological Interpretation*; (2) *Digital (re)construction as a Process of Knowledge Production: Light Simulation in Past Built Spaces*.
- 2012: Postgraduate Research Archaeology Symposium 11 (Southampton, UK, 24-25 May 2012). *Dismantling the Black Box: Computer Graphic Simulations and the Process of Knowledge Production*.
- 2012: 40<sup>th</sup> Annual Conference on Computer Applications and Quantitative Methods in Archaeology (CAA2012, Southampton, UK, 26-30 March 2012). (1) *The Paradox of Translating Reality into Photorealism: From Fieldwork and Recording to Computer Graphic Interpretations*; (2) *'Tangible Pasts': User-Centred Design of a Mixed Reality Application for Cultural Heritage*.
- 2011: 4<sup>th</sup> Archaeological Meeting of Thessaly and Central Greece 2009-2011. From Prehistory to the Later Periods (AETHSE, Volos, Greece, 16-18 March 2012). *Laser Scanning, Photogrammetry and Computer Graphic Simulations: Archaeological Recording and Interpretation in three dimensions; Examining the Case of the excavation at Koutroulou Magoula* (Lecture in Greek).
- 2011: IA' International Cretological Congress (Rethymno, Greece, 21-27 October 2011). *The 'Ceramics Workshop' at Zominthos Revisited: Archaeology, Ethnography and Computer Visualisation*.
- 2011: Electronic Visualisation and the Arts London International Conference (EVA, London, UK, 6-8 July 2011). *Evaluating 'Tangible Pasts': A Tangible Mixed Reality Application for Cultural Heritage Dissemination*.
- 2011: Visualisation in Archaeology International Conference (ViA, Southampton, UK, 18-19 April 2011). *Materialising Strategies: Photography as a Recording Method in Archaeological Practice and the Perception of Three-dimensionality*.
- 2010: Visualisation in Archaeology Workshop (ViA, Southampton, UK, 21-22 October 2010). *Virtual (Re)Constructions: Embedding Visualisation in the Interpretative Process*.
- 2010: Postgraduate Research Archaeology Symposium 9 (PGRAS9, Southampton, UK, 26 May 2010). *A Leap of Faith: The Potential Contribution of 3D Graphics in Reconstructing the Greek Neolithic*.
- 2010: 38<sup>th</sup> Annual Conference on Computer Applications and Quantitative Methods in Archaeology (CAA2010, Granada, Spain, 6-9 April 2010). *Virtual Windows to the Past: Reconstructing the 'Ceramics Workshop' at Zominthos, Crete*.
- 2009: 31<sup>st</sup> Annual Conference of the Theoretical Archaeology Group (TAG, Durham, UK, 17-19 December 2009). *Virtual Reconstructions in Archaeology: Producing Simulacra or Interpretation?*
- 2009: 10<sup>th</sup> International Symposium on Virtual Reality, Archaeology and Cultural Heritage (VAST, Malta, 22-25 September 2009). *Structural and Lighting Models for the Minoan Cemetery at Phourni, Crete*.

2009: Computer Applications & Quantitative Methods in Archaeology, UK Chapter 2009, (CAA-UK, Liverpool, UK 6-7 February 2009). *Illuminating the Burials in the Aegean Bronze Age: Natural & Flame Light in a Mortuary Context*.

2008: 2<sup>nd</sup> Conference of Prehistoric Archaeology – Christos Tsountas (Volos, Greece, 4-7 December 2008). *Challenges in the Archaeology of the 21<sup>st</sup> Century: Virtual Reality, a Modern Tool in Archaeological Research. Examining the Case of the Minoan Cemetery at Phourni, Archanes* (Lecture in Greek).

2007: Annual Meeting of the Department of History & Archaeology of the University of Crete 2007 (Voroï, Mesara, 11-13 May 2007). Launch of the archaeological documentary '*One Step before Archaeology; the formation of a deposition*'.

2006: Annual Meeting of the Department of History & Archaeology of the University of Crete 2006 (Palaikastro, Sitia, 5-7 May 2006). Launch of the archaeological documentary '*Days of Pottery*'.

2005: Annual Meeting of the department of History & Archaeology of the University of Crete 2005 (Zaros, Heraklion, 6-8 May 2005). Launch of the archaeological documentary '*Vrysinas: Excavating the Sacred Mountain*'.

## **PUBLIC ENGAGEMENT** (selected)

2021: Museumnacht, Boekhandel Dominicanen, Maastricht (22 October 2021).  
Audience: Public

2018: History in a Box: National Museum of Ireland. Dublin (31 October 2018).  
Audience: Families.

2018: History in a Box: Bringing Technology to Disadvantaged Women in Ireland. The National Collective of Community Based Women's Networks (23 May).  
Audience: Women from County Dublin, Kerry, Louth (6 participants).

2018: History in a Box: Kerry County Museum Intergenerational Event. Tralee, Kerry (5 May 2018).  
Audience: 20 Families (45 participants).

2018: History in a Box: Training for Trainee Teachers. Maynooth University (27 February 2018).  
Audience: 25 first year trainee history teachers.

2018: History in a Box: Family Intergenerational Event. Maynooth University (17 February 2018).  
Audience: 10 families (30 people of which 16 children from 11-16 years old).

2017: The Battle of Mount Street Bridge: Augmented Reality. Maynooth University (10, 17 July 2017).  
Audience: 25 study abroad first year university students.

2017: Teaching History with Technology. St. Columba College (21 April 2017).  
Audience: 30 second level students (majority international).

2017: Science Week in Dublin: From the Shovel to the Microscope. Dublinia Viking Museum (11-12 and 18-19 November 2017).

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Audience: 1.000 general public (majority families and non-Irish visitors).

2017: Culture Night in Dublin: The Battle of Mount Street Bridge in Virtual Reality. Royal College of Physicians. In collaboration with SME Noho (22 September 2017).

Audience: 3.000 general public (majority families).

2016: Participatory design of a mobile application for teaching history in the classroom. Maynooth University (7-8 May 2016).

Audience: 10 second level history teachers.

2015: Science Week Science Foundation Ireland events: Digital Treasure Hunt: The Iron Age Bog Bodies. Maynooth University (13 November 2015).

Audience: 50 secondary school students.

2008–2013: Interactive Digs. Online Platform for Public Engagement for the Archaeology Magazine, US (Zominthos Project, Crete, Greece). <https://interactive.archaeology.org/zominthos/>

Role: Content Development, Communication, and Outreach.

## **TRAINING/ Continuing Professional Development**

### *Maastricht University*

- Research – Teaching Integration, CPD FASoS, Maastricht University, 2022.
- Intercultural Communication, CPD EDLAB, 2022.
- Fostering Future Leaders, UMIO, Maastricht University, 2021.
- Teaching strategies for virtual groups, EDLAB, March 2021
- University Teaching Qualification (BKO), 2019-2020.
- Providing Feedback, Session with John Harbord, 2019

### *National University of Ireland, Maynooth*

- General Data Protection Regulation, 2018.
- LEAD – Living Equality & Diversity, Irish Universities Equality Network, 2017.
- PhD Supervision Training Courses, 2016-2017  
*Preparing to supervise and optimising student recruitment*  
*Making progress*  
*Progress to completion, the Viva and beyond*
- Search Committee Training, 2015.

*University of Southampton*

- Postgraduate Induction to Learning and Teaching (PILT), Learning and Teaching Enhancement Unit, University of Southampton, 2010.