

<b>M10</b>	<b>VIRTUAL HISTORIC CITIES: A LABORATORY IN URBAN HISTORY</b>
<b>Organisers:</b>	Helena Murteira (Centro de História da Arte e Investigação Artística, Universidade de Évora, Portugal) Joaquim Carvalho (Universidade de Coimbra, Faculdade de Letras, Portugal) Laura Fernandez-Gonzalez (The University of Edinburgh, Department of Architecture)
<b>Period:</b>	All periods
<b>Date:</b>	Thursday, 30 August 2012
<b>Time:</b>	09:00-12:30
<b>Room:</b>	16

### Description

The emerging field of virtual archaeology and particularly the application of virtual worlds technology to the recreation of historical sites has opened a new area of research for the study of Urban History. The technology of virtual worlds fosters the recreation of historic (urban, architectural and social) realities that have disappeared, and at the same time the continuous examination of the new available historical sources. In fact, this novel approach to historic research enables not only a global outlook of the object of study, but also the testing of the fragmented and dispersed existing sources in an interactive three-dimensional representation. The model becomes concurrently an instrument and an object of study. The most recent developments in virtual worlds technology have contributed greatly to this new line of study as they promote interaction between users and researchers in an immersive and easily built collaborative space in real time. These characteristics foster the coordination of researchers when confirming historical hypothesis, allowing the dynamic and constant changes of the virtual model at a low cost. They also propitiate social interaction with the immersion in a lost urban reality to a wider audience, thus promoting the didactic and leisure dimensions of these undertakings. The increasing interest of the scientific community in these projects has led to the first regulation of this emerging scientific field aiming to assure the historical accuracy of the models (The London Charter, 2006). We are seeking to discuss the state of the art of this field of study and its place in the extended subject of Urban History.

This session invites participants to consider (but not restricted to) the following ideas:

- Is the application of virtual worlds technology to historic research effectively broadening and enhancing the traditional context of the latter?
- What are the limits and possibilities of these virtual environments for the historical research?
- How can we define conceptually and methodologically this new approach to the study of Urban History?
- Is it possible to establish international quality standards such as the London Charter?
- Current projects on virtual reconstruction use diverse software and applications available in the market, would it be better to develop software with the ideal requirements for historical research and reconstruction?
- What are the potentialities of this new approach with regard to the promotion of comparative research, in an international context?

## Scientific Programme

- 958 THE OPEN SITE: ON THE OPENNESS OF VIRTUAL ARCHAEOLOGICAL SITE RECONSTRUCTIONS TO A MULTIPLICITY OF READINGS**

*Zeynep Akture* (Izmir Institute of Technology, Department of Architecture, Izmir, Turkey)

- 1348 HISTORY AND VIRTUALITY: RECREATING PRE-EARTHQUAKE LISBON**

*Helena Murteira; A. Câmara; P. Rodrigues* (University of Évora, CHAIA, Lisbon, Portugal)

- 1440 NICOSIA OF THE 19TH CENTURY**

*Panayiotis Charalambous; Esperia Iliadou; Yiorgos Chrysanthou* (University Of Cyprus, Computer Science, Nicosia, Cyprus)

- 654 URBAN HISTORICAL OBJECTS' VIRTUAL RECONSTRUCTION PROBLEMS: WAYS OF SOLUTION**

*Roman Konchakov; Iury Mizis* (Tambov State University, Russian history/Social history, Tambov, Russia)

- 807 PROBLEMS IN IMMERSIVE ENVIRONMENT MAPPING FOR GIS DATA**

*Laura Zucconi* (Richard Stockton College, History, Galloway, NJ, USA)

- 640 VISUALIZING VENICE: THE URBAN HISTORY USING NEW TECHNOLOGIES**

*Alessandra Ferrighi* (Università Iuav di Venezia, Dipartimento della Ricerca, Venezia, Italy)

- 459 THE RECONSTRUCTION OF LOST WORLDS IN 3D - DOCUMENTATION AND APPROACHES IN TWO DANISH CASES**

*Søren Bitsch Christensen* (Aarhus City Archives, Aarhus, Denmark)