

## Summary of Experience:

Sofia Pescarin (1971) **Archaeologist**, Degree in **Topography** of Ancient Italy, **PhD in History and Computing**, Master in “Technology of Museums”, is a specialist in 3D survey, GIS, landscape reconstruction, virtual museums, Open Source applied to CH and virtual archaeology.

She works as a researcher at the Institute of Technologies applied to Cultural Heritage of the National Council of Researches in Rome (CNR ITABC), in the Virtual Heritage Lab. Here she coordinates a research dedicated to “*Virtual Heritage: integrated digital technologies for the interpretation, simulation, reconstruction and communication of Cultural Heritage through Virtual Reality systems*”.

She has been the project coordinator of **V-MUSTNET**, the 4.5 ml Euro FP7 ICT Network of Excellence focused on virtual museums (2011-2015, Grant Agreement 270404). She is ITABC-CNR scientific reference in other 2 EU projects: **3D-ICONS** and **ARIADNE**.

She is the chair of the **Italian School of Virtual Archaeology** (2009-today) ([www.archeologiavirtuale.it](http://www.archeologiavirtuale.it)) and the scientific director of **Archeovirtual** ([www.archeovirtual.it](http://www.archeovirtual.it)): European exhibition of virtual archaeology and virtual museums, organized by CNR ITABC within the Mediterranean Expo of Archaeological Tourism – BMTA).

She has been co-chair of **Digital Heritage 2013** international congress (Marseille, 28 oct. -1 nov 2013) and of the international school “**FlyDown: drones in archaeology and cultural heritage**” (Certosa di Pontignano, 17 – 27 sept. 2013)

Since 1996, she has been cooperating with **CINECA** Supercomputing Center, in the group of Scientific Visualisation ([www.cineca.it](http://www.cineca.it)), in the field of Virtual Heritage.

She has been the technical manager of the **Scrovegni Chapel** Multimedia Room in Padova (2003), which hosted one of the first European Virtual Museums, winner of international prizes such as E-content Award-2005. She has been also the project coordinator of several project of 3D survey, reconstruction and valorization of archaeological sites such as: **Virtual Rome** (E-content award-2008), **Virtual Museum of Western Han Dynasty** Xian-China, **Aquae Patavinae VR** (2012), **Behind Livia's Villa** (2013), **Virtual Rome 2.0** (2013-2014), **Keys to Rome** and **Admotum** (2014). She has participated to more than 23 projects in the same domain, from 1996.

Referee of scientific journals such as the *Journal of Cultural Heritage*, Project Evaluator for the EU commission, she is part of the board of directors of VSMM (Virtual System and Multimedia society and conference), member of the scientific committee of Eurographics VAST, member of the steering committee of Eurographics GCH (Graphics in Cultural Heritage).

Author of more than 100 scientific papers, she wrote the books: “*Rome: archaeological guide to the eternal city*” (Whitestar: 1997) and “*Reconstructing archaeological landscape*” (Archeolingua: 2009); she has co-edited the volumes: “**ARCHEOFOSS. Open Source, Free Software e Open Format nei processi di ricerca archeologica**” (Archeologia e Calcolatori: 2010), “**International Congress (DigitalHeritage) 2013** vol.1 and vol 2. IEEE; **E-Catalogue of the 2013 Digital Heritage International Congress (DigitalHeritage 2013 Expo)** Vol 3 (ISBN ISBN 978-88-902028-1-0); **Keys to Rome. Roman Culture, Virtual Museums** 2014 (ISBN 9788890202827)