



## Workshop Digitalization of Cultural Heritage GI Informatik Festival 2025

### CALL FOR PAPERS

Cultural heritage creates identity to people, society and nations. But in many regions of this world tangible cultural heritage is in danger due to erosion, political conflicts or natural disaster. Thus, cultural knowledge is lost and cannot be passed on to future generations. This workshop deals with the urgent question of the possibilities of digitalizing and virtualizing cultural heritage in order to preserve it digitally and make it accessible to a broad audience, regardless of space and time

The workshop takes place on Sep 19, 2025 as part of the GI Informatik Festival 2025 in the University of Potsdam, Germany. At least one author of each paper must participate in the conference. The workshop will take place in a hybrid format. Online participation is possible.

19th September 2025 at University of Potsdam, Germany

We invite theoretical and applied contributions from the following areas:

- Photogrammetry, Lidar-Technologies, 3D-Scanning Technologies
- Technical workflows for the digitization of cultural heritage and the creation of digital twins
- Spatial Design, XR, VR, AR and Interactive Environments in the context of digitalization of cultural heritage
- Ethical Questions of Technology in the context of digitalization of cultural heritage
- Digital restoration of cultural assets
- Possibilities of AI in the context of digitalization of cultural heritage
- Sustainable tourism and virtual traveling
- Data storage and digital preservation of data, databases for digitalization of cultural heritage

We welcome contributions from related subject areas.

If you have any questions, don't hesitate to contact us at [digheritage25@easychair.org](mailto:digheritage25@easychair.org)

We invite students to submit papers and take part in a student paper track.

The workshop will take place in a hybrid format. Online participation is possible.

### SUBMISSION & PUBLICATION

#### Student Paper Track

All authors are students (incl. PhD students), only short paper. Contributions in English can be submitted in PDF format (4-6 pages), including illustrations and indices.

#### Regular Paper Track

Short or long paper. Contributions in English can be submitted in PDF format as long papers (8-10 pages) or short papers (4-6 pages), including illustrations and indices. Accepted papers will be presented in a talk or during a poster session. All accepted papers will be forwarded for publication in the conference proceedings.

### DEADLINES

- Deadline for submissions: **1st April 2025**
- Notification of acceptance/rejection: **6th May 2025**
- Paper final submission: **19th May 2025**

## SUBMISSION INSTRUCTIONS

Please submit an anonymized version of your manuscript in lni format:

<https://gi.de/service/publikationen/lni>

Submit your manuscript via EasyChair:

<https://easychair.org/conferences/?conf=digheritage25>

At least one author of all accepted papers must register for the conference (either onsite or online) and present the paper during the workshop.

Accepted papers will be forwarded for publication as open access paper in the conference proceedings of INFORMATIK 2025

## ORGANISATION

This workshop is organized by:

- **Christina B. Class**, professor for computer science at the Department of Fundamental Sciences, Ernst-Abbe-Hochschule Jena University of Applied Sciences.
- **Julia Schnitzer**, professor of digital media at the Faculty of Informatics and Media at Brandenburg Technical University of Applied Sciences.
- **Paul Grimm**, professor for expanded realities at Darmstadt University of Applied Sciences and European University of Technology.