Virtual Annual General Meeting (AGM) August 26th, 3pm CET

Annual Report 2020 of the Hungarian Chapter

Although no formal annual meeting was held in the past 2–3 years, members of the Hungarian Chapter have been in contact and occasionally formed a team in order to realize various projects. One of these endeavours was the preparation of a database on Iron Age archaeological features, connected to the Interreg Iron-Age-Danube (IAD) project, developed with the help of young researchers from the Eötvös Loránd Unviersity as well as the Archaeolingua Team. This program was coordinated by the Unviersity of Vienna.

Associated with the same project is a handbook on the non-destructive methods utilized in the IAD project.

I the last one and a half year, we have been busy organizing an important session in the EAA2020 Virtual Conference (to be held on 25–30 August). This session is thematically closely related to the work of CAA-HU. The proposed title was "Archaeology in 3D – New technologies for old questions" and the following abstract was submitted by E. Jerem, S. Hermon and A. Patay-Horváth:

The increasing availability of 3D datasets produced by photogrammetry, laser scanning, and procedural modelling in the last decades have offered new opportunities for the recording, documentation and scientific visualization of archaeological sites, environments and artefacts. Still debatable are their overall contribution to grand challenges in archaeology or the clarification of old puzzles which engaged generations of archaeologists so far. Analyses that would explicitly aim to do this remain few and far between, despite often producing promising but at the same time inconclusive results. Since the impact of the new technologies will largely depend on the long run on the successful combination of old problems and new methodologies, the proposed session would like to invite scholars with an interdisciplinary interest in archaeology, architecture, material culture, cultural heritage, computer graphics, morphometrics, machine learning etc. to present works that demonstrate how 3D datasets actually contribute to elucidate classical problems of archaeological research. We welcome presentations focusing on quantitative analysis of SFM and 3D models of archaeological artefacts and spaces, formal visibility, acoustic and lighting analysis of archaeological environments, analyses of immersive VR experiences (e.g. via the use of eye tracking devices etc.), 3D GIS analysis, volumetric, structural and statistical analysis of 3D data and scientific visualisation of sites, environments or artefacts, participants being encouraged to critically evaluate any methodological and theoretical issues related to these approaches.

This proposal was approved by the scientific committee and more than 30 paper/poster abstracts arrived by February 2020. After some modification, most of them were accepted and arranged for a long session. Following the pandemic, most presenters agreed to participate in the virtual meeting and for practical reasons, the session was subdivided into two parts, nos. 218 and 219:

https://www.e-a-a.org/EAA2020/Programme.aspx?WebsiteKey=4245c0d1-9c0e-4a58-bfa2-906885ad5f28&hkey=e2646dc0-ed23-404c-ad20-24129c9e69c3&Program=3#Program

The section will take place on 28–29 August, in the afternoon (2–6 pm). For the academic program please see the official schedule on the EAA2020 website.

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