XR SALENTO 2026
International Conference on eXtended Reality
June 16-20, 2026 – Otranto, Italy

CALL FOR PAPERS

THEMATIC SESSION #3

Extended Reality for Archaeological Heritage: Integration, Validation, Reconstruction and Dissemination

ORGANIZED BY

Bruno **Rodríguez García**
University of Burgos
✉ **brunorg@ubu.es**

Carola **Gatto**
University of Salento
✉ **carola.gatto@unisalento.it**

Federica **Faggiano**
Sapienza University of Rome
✉ **federica.faggiano@uniroma1.it**

Marco **Calò**
Sapienza University of Rome
✉ **marco.calo@uniroma1.it**

THEMATIC SESSION DESCRIPTION

Extended Reality technologies are increasingly reshaping the way archaeological heritage is conserved, interpreted, and managed. By enabling immersive visualisation, data integration, and interactive exploration, XR creates new opportunities to connect physical remains with digital knowledge. XR-based environments that combine 3D models, spatial information, and archaeological documentation support a wide range of activities, from site recording and conservation planning to interpretation and education. This session explores recent research and innovative applications of XR in archaeology, both in museum settings and directly on archaeological sites. Contributors to this session will highlight new approaches that enable virtual reconstructions grounded in documented evidence, advanced spatial analysis, and simulation, while also opening up new forms of storytelling, accessibility, and public engagement. Special attention is given to papers that discuss the integration of diverse archaeological data (3D surveys, photogrammetry, laser scanning, GIS data or stratigraphic information) within immersive and interactive environments. The session also addresses key challenges related to data standardisation, interoperability and the long-term sustainability of digital archaeological resources.

TOPICS

The thematic session addressed, but is not limited to, the following topics:

- XR applications in archaeology and Cultural Heritage
- XR in museums and on-site archaeological contexts
- Virtual reconstructions of archaeological sites
- XR-based tools for archaeological documentation, site recording and conservation planning
- Use of 3D surveys, photogrammetry, laser scanning and GIS data in XR
- Long-term preservation and sustainability of XR-based archaeological resources
- Accessibility and inclusive design in XR experiences for Cultural Heritage
- Methodological challenges and best practices in XR for Cultural Heritage

IMPORTANT DATES

Full Paper Submission Deadline
February 28, 2026

Short Paper Submission Deadline
March 15, 2026

Notification of acceptance
April 20, 2026

Camera-Ready and Graphical Abstract Submission Deadline
April 30, 2026