

- S02** Using GIS modeling to solve real-world archaeological problems
- S03** Exploring maritime spaces with digital archaeology: Modelling navigation, seascapes and coastal spaces
- S04** Databases and archives: How do we handle the digital archives?
- * **S05** Unstable futures/potential pasts: Scenarios for digital computing 2020
- S06** Computer tools for depicting shape and detail in 3D archaeological models
- S07** Integrating 3D photogrammetric data in the field: challenges, implications and solutions
- S08** Modelling approaches to analyse the socio-economic context in archaeology II: Defining the limits of productio
- S09** Archaeological Information Languages and Notations
- S10** Theorising the Digital: Digital Theoretical Archaeology Group (digiTAG) and the CAA
- S11** Supporting researchers in the use and re-use of archaeological data: Continuing the ARIADNE thread
- S12** Documentation interpretation and communication of Digital Archaeological Heritage
- S13** Computational approaches to ancient urbanism: Documentation, analysis and interpretation
- S14** Can you model that? Applications of complex systems simulation to explore the past

- S15** Interpretations from digital sensations? Using the digital sensory turn to discover new things about the past
- S16** Networking the past: Towards best practice in archaeological network science
- S17** The road not taken: Modelling approaches to transport on local and regional scales
- S19** New technologies and archeology : The impact of the digital revolution
- S20** Computer vision vs human perception in remote sensing image analysis: Time to move on
- S21** Linked pasts: Connecting islands of content
- S22** Teaching archaeology in the digital age. UISPP oficial session
- S23** Needles in the haystack: Geophysical methods in challenging conditions
- S24** Digital rock art documentations, new perceptions
- S25** Public archaeology and the use of digital platforms
- S26** The portable XRF revolution: elemental analysis for all?
- S27** Revealing by visualising: Geographic relations in cultural heritage databases
- * S28** Methodology of archaeological simulation. Meeting of the Special Interest Group in Complex Systems Simulation