



Co-funded by the
Erasmus+ Programme
of the European Union



LOCAL WORKSHOP OF ARTEST PROJECT AT NATIONAL UNIVERSITY OF MONGOLIA

Workshop details:

- January 17th, 2022, 15:00-16:30, Monday
- Microsoft Teams meeting: <https://tinyurl.com/yc6x2zu5>

Programme:

Time	Speakers
15:00 - 15:10	Opening remarks and short project introduction Otgontsetseg Sukhbaatar (Project manager), Associate Professor, Department of Electronics and Communication Engineering, National University of Mongolia
15:10 - 15:30	"Digital Collections in Cultural Heritage" Prof. Øyvind Eide, Digital Humanities, University of Cologne
15:30 - 15:50	"Current research activities at Department of Anthropology and Archaeology" Prof. Erdenebat Ulambayar, Head of Department of Anthropology and Archaeology, National University of Mongolia
15:50 - 16:10	"The use of 3D modeling in archaeology" Prof. Enkhbayar Altantsetseg, Head of Computer Graphics and Multimedia Research Laboratory, National University of Mongolia
16:10 - 16:30	"Point cloud processing in archaeological applications" Shurentsetseg Erdenebayar, Senior Lecturer, Department of Electronics and Communication Engineering, National University of Mongolia