

General Information	
Academic subject	Computer lab applied to Cultural Heritage
Degree course	Art history (LM-89)
Curriculum	
ECTS credits	3
Compulsory attendance	Attendance is governed by the Didactic Regulations of the Course, Art. 4
Language	Italiano

Subject teacher	Name Surname	Mail address	SSD
	Roberto Rotondo	roberto.rotondo@uniba.it	

ECTS credits details			
Basic teaching activities	Lessons	Exercitations	

Class schedule	
Period	II semester
Year	I
Type of class	Lecture- workshops

Time management	
Hours	75
In-class study hours	21
Out-of-class study hours	54

Academic calendar	
Class begins	February 22 2021
Class ends	May 21 2021
Classrooms and timetable	https://manageweb.ict.uniba.it/ricerca/dipartimenti/lelia/calendario-lezioni

Syllabus	
Prerequisites/requirements	Basic computer skills
Expected learning outcomes (according to Dublin Descriptors) (it is recommended that they are congruent with the learning outcomes contained in A4a, A4b, A4c tables of the SUA-CdS)	<ul style="list-style-type: none"> - Knowledge of IT fundamentals - Knowledge of computer applications for Cultural Heritage - Critical analysis of potential application contexts - Acquiring technical lexicon - Learning and developing research paths
Contents	The course is aimed to the knowledge of IT fundamentals applied to Cultural Heritage and some of the most recent computer applications; specific details will be about the use of social media in the museum area, web-G.I.S. tools, 2D virtual restoration and image-based technologies.
Course program	
Bibliography	<ul style="list-style-type: none"> - M. Limoncelli, <i>Il restauro virtuale in archeologia</i>, Carocci editore, Roma 2012, pp. 51-88. - N. Mandarano, <i>Musei e media digitali</i>, Carocci editore, Roma 2019, pp.

	<p>17-29; 65-118.</p> <p>Additional bibliography for non-attending students (in possession of a non-attendance certificate issued by the Coordinator of the Degree Course, as indicated in the Course Regulations):</p> <p>-M. Russo, F. Remondino, G. Guidi, <i>Principali tecniche e strumenti per il rilievo tridimensionale in ambito archeologico</i>, in “Archeologia e calcolatori”, XXII (2011), pp. 169-198.</p> <p>-N. Mandarano, <i>Musei e media digitali</i>, Carocci editore, Roma 2019, pp. 31-63.</p>
Notes	
Teaching methods	Lessons with support of multimedia tools; Computer exercises.
Assessment methods (indicate at least the type written, oral, other)	Oral examination
Evaluation criteria	<ul style="list-style-type: none"> • Knowledge of the main application areas • Knowledge and critical exposure skills of the topics discussed • Communication skills • Ability to create logical connections between different application domains
Further information	