

T4EU Transforming Heritage Conference at Estonian Academy of Arts:

# Spatial Dimensions of Heritage | Creative Research Capacities

27.01-28.01.2025

Join us for the conference “*Spatial Dimensions in Heritage | Creative Research Capacities*”, organized by EKA. This convergent event delves into the complexities of heritage preservation and embodied knowledge, from the tangible layers of paint on walls and canvases to the intangible realms of conceptual techniques or digital multidimensionality enriched with metadata.

The [conference](#) aims to bridge diverse disciplines, encouraging contributions from architecture, art, design, digital humanities, history and beyond. It will explore how ephemeral site-element-context relationships impact cultural heritage and emerging technologies—like AR, VR, and 3D modeling—can enhance preservation efforts.

The conference welcomes diverse perspectives with sessions to address participants across disciplines, including the arts, humanities, and sciences, with an emphasis on two main topics: spatial and artistic research in the context of heritage. The topics are meant to connect advanced research concepts with practice-based conceptual applications aiming to foster interdisciplinary dialogue. Inviting insights from varied academic and professional backgrounds to deepen our understanding of both cultural heritage and artistic research.

## PROGRAM

### **Day 1: Tuesday 27.01.2026**

**09.30 - 10.00 Coffee**

**10.00 - 10.15 Conference:**

Spatial Dimensions of Heritage introduction by EKA

Rector Hilka Hiiop

**10.15 - 11.00 Keynote Lecture: Pascal Bronner,**

(GB/DE), architect and artist: Into the Droame

(Lecture Title TBA).

**11.00 - 11.15 Break**

**11.15 - 13.00 Presentations from conference**

participants

**13.00 - 14.00 Lunch**

**14.00 - 16.30 Presentations from conference**

participants

**16.30 - 17.00 Reflection by moderators + discussion**

with participants

### **DAY 2: Wednesday 28.01.2026**

**09.30 - 10.00 Coffee**

**10.00 - 10.15 Conference:**

Creative Research Capacities introduction by EKA

Vice Rector for Research Linda Kaljundi

**10.15 - 11.00 Keynote Lecture: Steinunn Knúts-Önnudóttir** (IS), performance maker and artistic researcher: Sustainable Methods of Performance for Transformative Encounters (Lecture Title TBA).

**11.00 - 11.15 Break**

**11.15 - 13.00** Presentations from conference participants

**13.00 - 14.00 Lunch**

**14.00 - 16.30** Presentations from conference participants

**16.30 - 17.00** Reflection by moderators + discussion with participants

\*Changes to the conference program may occur.

**The conference is looking for contributions on the following topics:**

- **Instruments of Mapping and Measurement in Cultural Heritage** - How mapping and surveying tools shape our interpretation and documentation of historical sites.
- **Heritage Insights from Remote Data** - Exploring the potential of satellite images, drones, and remote sensing to analyze and monitor heritage landscapes.
- **Seeing Beyond the Surface – Uncovering Historical Information Without Physical Intervention** - Multispectral imaging, 3D scanning and other novel techniques revealing unseen historical layers.
- **Digital Media Tools in Cultural Heritage Research** - Examining how digital tools, including interactive apps and virtual archives, enhance the study of cultural history.
- **Exploring Material Culture through 3D Printing** - Investigating the potential of 3D printing in understanding historical objects.
- **The Role of Visual AI and Emerging Technologies in Heritage Studies** - Harnessing AI and ML in identifying patterns and details in historical imagery.
- **The Intersection of Generative AI and Cultural Heritage** - Exploring how AI-generated content can support creative methods in reimagining cultural history.
- **Artistic Heritage Research** - The relevance of context and the importance of researching historical design techniques.
- **Cognitive Approaches for Understanding Context** - Techniques and methods for analyzing spaces, delving into how people experience and emotionally connect with historical spaces.
- **Gaming as a Tool for Understanding Anthropogenic Heritage Landscapes** - Interactive technologies and methods for studying, interpreting, and engaging with human-altered heritage environments.

**Call for abstracts: 2 December 2025**

Communication of acceptance to authors: 16 December 2025



Submit your abstract [here](#), meeting the following criteria: 300 – 500 words with 3 – 5 keywords.  
Register as a listener [here](#).

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