Thursday, April 2

	Auditorium Maximum	Hörsaal BIG	Franz König Saal	Hörsaal 01	Hörsaal 02	Hörsaal 03	Hörsaal 05	Oktogon
8:30-10:30	Session #3 Methodological and Theoretical Research in Digital Achaeology	Session #25 (7) How to do ROAD: An Essential Tool for Conducting Multidisciplinary Studies Related to Human Evolution	Round Table #35 Chronological Modelling III A Round Table on Time in Computational Archaeology	Session #43 (12) Digital Evolution in Archaeological Practice: From Innovation to Infrastructure and FAIR data	Session #19 (10) Structuring the World Beyond: Analytical and Computational Approaches towards Protohistoric and Early Medieval Funerary Data	Session # 37 (5) Future Sight on Past Landscapes: Vision Foundation Models for Archeological Remote Sensing and Landscape Archaeology	Sesion #22 (6) Ethics in Digital and Computational Archaeology	Poster exhibition
10:30-11:00	Coffee break							
11:00-13:00	Session #3 Methodological and Theoretical Research in Digital Achaeology	Session #52 (13) Beyond Fun and Games? Rethinking Archaeogaming, Play, and Digital Heritage	Session #21 (13) Computational Approaches to Archaeology in Latin America and the Caribbean: Building Regional Dialogues	Session #43 (12) Digital Evolution in Archaeological Practice: From Innovation to Infrastructure and FAIR data	Session #19 (10) Structuring the World Beyond: Analytical and Computational Approaches towards Protohistoric and Early Medieval Funerary Data	Session #33 (13) Generative AI, Text Mining, and Semantic Modelling: Using Big Models for Big Problems, FAIRly!	Session #2 (2h) Our Little Minions VII: Small Tools with Major Impact	Poster exhibition
13:00-14:00	Lunch break							
14:00-16:30 7 paper	Session #3 Methodological and Theoretical Research in Digital Achaeology	Session #52 Beyond Fun and Games? Rethinking Archaeogaming, Play, and Digital Heritage	Session #21 Computational Approaches to Archaeology in Latin America and the Caribbean: Building Regional Dialogues	Session #17 (7) Channels of Change Interdisciplinary Approaches to the Archaeology of Fluvial Environments	Session #31 (5+2) Computational Archaeology Revisited: Building Bridges with Mathematics and Computer Science	Session #33 (13) Generative AI, Text Mining, and Semantic Modelling: Using Big Models for Big Problems, FAIRly!	Session #15 MuVAMoLa Part Two: Multivarite Approaches to Mortuary Landscapes / Session #51 (3) From Satellite to Unmanned Platforms	Poster exhibition
16:30-17:00	Coffee break							
17:00-18:30	CAA International AGM							
19:00-23:00	Conference Dinner							

8:00-18:00 - Registration and information desk, Aula, University of Vienna, Universitätsring 1, 1010 Vienna