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ΔΗΜΟΚΡΙΤΕΙΟ  
ΠΑΝΕΠΙΣΤΗΜΙΟ  
ΘΡΑΚΗΣ  
DEMOCRITUS  
UNIVERSITY  
OF THRACE

Proposal for a short course (WP2.3) & Training (WP3.2) on  
“The Implementation of ICT Documentation Techniques  
for Heritage Educational Purposes”

28 March- 02 April 2022

3.2 Workshop Schedule

Day	Module	Teaching Hours	Content
Day 1	<b>Module 1: Theoretical Introduction to ICT documentation techniques</b>	4	<ul style="list-style-type: none"> <li>- The Significance of Digital Documentation for Cultural Heritage</li> <li>- Laser scanning and digital photogrammetry: Introduction</li> <li>- Introduction to Photogrammetry and its evolution through time</li> <li>- Introduction to Laser Scanning techniques and development</li> </ul>
Day 2	<b>Module 2: 3D laser scanning &amp; practical training</b>	4	<ul style="list-style-type: none"> <li>- Tutorial on 3d laser scanning &amp; proper equipment usage</li> <li>- Case studies/ examples</li> <li>- Practical Application of 3D scanning with TLS *</li> </ul>
Day 3	<b>Module 3: Digital photogrammetry &amp; practical training</b>	4	<ul style="list-style-type: none"> <li>- Tutorial on digital photogrammetry workflow</li> <li>- Guidelines on proper data collection &amp; equipment usage</li> <li>- Practical Application of digital photogrammetry *</li> </ul>
Day 4	<b>Module 4: Post Processing data</b>	4	<ul style="list-style-type: none"> <li>- Software for processing raw scan data from TLS</li> <li>- Software for processing of digital photogrammetry data</li> <li>- Software for processing aerial photogrammetry data</li> <li>- Combination of 3D TLS and digital photogrammetry: the advantages of both methods</li> </ul>
Day 5	<b>Module 5:</b>		<ul style="list-style-type: none"> <li>- Evaluation of 3D models”,</li> </ul>

	<b>models' evaluation and improvement</b>	<b>4</b>	<ul style="list-style-type: none"> <li>- Improvement/Enhancement of 3D models</li> <li>- Implementation of LIDAR techniques and digital photogrammetry for Educational Purposes</li> </ul>
	<b>Module 6: gamification in education</b>		<ul style="list-style-type: none"> <li>- Introduction to gamification: definitions &amp; basic principles</li> <li>- Examples of game creation process</li> </ul>