October, 13th, 2026 / Oral Session

8:45	Registration attendees (opening REAACH 26 connection)	
9:15	Greetings by Ornella Zerlenga (UID president) & Alessandro Luigini (IMG-network Association president) Welcome Greetings by REAACH organizers (R. Spallone, A. Giordano, M. Russo)	
Session 1	***(chair: R. Spallone - S. Brusaporci)***	
9:45	**(Keynote 1) From Survey to Interpretation: AI-Assisted Workflows for Dissonant Fortified Heritage**	***Olha Tikhonova***
10:15	PAD-Arch: A relational digital platform for Architectural drawing Archives and evidence-based XR interpretation	L. Farroni, M.F. Mancini, G. Tabelli, C. Valeria Caporossi, E. Ippoliti, C. Palestini, G. Rasetti, A. Pagano, B. Fanini, E. d'Annibale
10:30	On the edge of a tabu: Artificial Intelligence intelligent uses for reconstructing and reconstruction from historical fragmented artworks	G. Verdiani, A. Charalambous, A. Pasquali
10:45	Visualizing the Untouchable: A Philological Approach to 3D Interactive Reconstruction of H.P. Lovecraft's Innsmouth	F. Sartore, C. Monteleone, V. Szabo
11:00	Virtual Reconstruction and Digital Storytelling for Immersive VR Experience: The Rituals in the Temple of Mut	R. Spallone, F. Lamberti, F. Auenmüller, F. De Lorenzis, M. Rinascimento, B. Bortoluzzi
11:15	**Virtual Coffee Break**	
Session 2	***(chair: B.E.A. Piga - C. Santagati)***	
12:00	From Orienteering to Augmented Reality. Co-designing an AI-Assisted Exploratory Geogame for Heritage Education in Bozen.	G. Nicastro, A. Luigini
12:15	Immersive Inclusion or Digital Hegemony? AI-XR Convergence, Representation, and Technological Sovereignty in Higher Education	T. Durante
12:30	Accessibile digital heritage. Alternative descriptions for images and semantic similitude mapping using AI models	P. Rechichi, I. Branca
12:45	Augmented Heritage Learning: An Experience for Enhancing Cultural Accessibility through AI and AR	V. Cera
13:00	**Lunch Time**	

Session 3 ***(chair: V. Cera & M. Russo)***

14:45	Structuring and Exploring Cultural Heritage Data at Multiple Levels of Detail	M. A. Addi-Russier, G. Gesquière, L. De Luca, V. Abergel
15:00	From Access to Reuse: AI-Assisted Analysis of 3D Cultural Heritage Metadata in Europeana	C. Marcantonio, F. Maietti
15:15	From Static Catalogues to Dynamic Cultural Environments: An Agent-Based Framework for Relational Discovery in Cultural Heritage	G. Flenghi, K. Réby, L. De Luca, M. Russo
15:30	AI semantization for parametric modeling	S. Brusaporci, P. Maiezza, A. Tata, D. Pecilli
15:45	Representing Displacement-Exposure: Spatial Visualisation of Short-Term Rental Concentration in Six Intermediate Italian Heritage Cities	G. Amaral, F. Carota
16:00	Representing Forest Ecosystems through Digital Twins and AI	G. Stancato. B. E.A. Piga
16:15	**Virtual Coffee Break**	

Session 4 ***(chair: A. Luigini - A. Sdegno)***

16:45	Generative Rendering through Color Coding for Precise Material Substitution in Image Editing Models	M. Miroslaw Lis
17:00	Performative Empathy in Design Thinking Education: When Students Learn the Language of Reflection	H. Donmez, C. Guvenir, N. Ozkurt
17:15	Enhancing Mathematical Heritage through Parametric Modelling	R. Garozzo, E. Guardo, C. Santagati
17:30	Best Practice for Creating Knowledge-sharing Experiences using Low-cost AR Technologies	R. Spallone, M. Vitali, V. Palma, F. Natta, M. Rinascimento, M. Gasparini
17:45	**Closing first day**	

October, 14th, 2026 / Oral Session

8:45	Opening Member connection	
9:00	Meeting REAACH Association (only for REAACH 26 Members)	
Session 5	***(chair: R. Spallone - M. Russo)***	
10:15	**(Keynote 2) From Space to Systems: How Hybrid Creativity & Data Are Redefining the Designer's Role**	**Hamza Shaikh**
10:45	Exhibition strategies for the Museum of Decorative Arts at the Kulturforum in Berlin combining digitality and materiality	J. Spinelli, D. Lengyel
11:00	Artificial Intelligence for the Tracking of Intangible Phenomena	L. J. Senatore, M. Aveta, E. Ippoliti
11:15	AI-Driven Generative Workflows for the Digital Representation of Archaeological Museums	Z. Shuai, M. G. Bevilacqua, G. Caroti, A. Piemonte, F. Capriuoli
11:30	**Virtual Coffee Break**	
Session 6	***(chair: M. Vitali - F. Fiorillo)***	
12:00	Environmental Dark Patterns: Extending Deceptive Design Theory to GenAI XR Spaces	L. S. Ferro, N. Thandu, S. Greuter
12:15	Protocols for Controlling and Qualifying Diffusion Models in Cultural Heritage Reconstruction	F. Laroche, A. Vilain, M. Vauxion, E. Le Chenadec
12:30	AI-Assisted Representation for the Critical Reconstruction of Lost Heritage	F. Cozzolino, E. Lanzara
12:45	Peeling Back Layers: An AR Approach to Historic Building Recognition	C. Bolognesi, S. Balin
13:00	**Lunch Time**	

Session 7	***(chair: A. Giordano - M.G. Bevilacqua)***	
14:40	Greetings by M.G Bevilacqua (DAI network Association)	
14:45	Assessment of 3D Gaussian Splatting reconstruction quality from still frames versus 360-degree video acquisitions: the Osservanza complex in Imola	R. Foschi, B. Gaeta
15:00	Plausible Meshes, Uncertain Measures: A Critical Reflection on AI Image-to-3D Reconstruction	F. Fiorillo, C. Achille, F. Fassi, M. R. Novati Park
15:15	Evaluating Image-Based 3D Gaussian Splatting for Heritage XR: A Comparative Workflow Integrating UAV Photogrammetry and Segmented 360-Degree Videography	P. Rodriguez-Navarro, T. Gil-Piqueras, A. Ruggieri, R. Spallone, E. Pupi
15:30	Muography in Deep Digital Twins for Cultural Heritage	D. Corradetti, J. P. Costa
15:45	Leveraging Laser Scanner Intensity data for Conservation-Oriented Semantic Segmentation of Historic Masonry Point Clouds	G. Giau, F. Maietti, D. Pritchard
16:00	**Virtual Coffee Break**	
Session 8	***(chair: C. Bolognesi - F. Maietti)***	
16:30	From Descriptive HBIM to Cognitive Digital Twins: AI-Driven Decision-Making for Built Heritage	M. Ramos-Martin, F. L. del Blanco-García
16:45	Semantic-Driven Augmented Reality for Intelligent Facility Management: BIM–IoT Integration towards a Building Digital Twin	A. Bongini, C. Biagini
17:00	From geometry to cognition. The evolution of architectural heritage management from pre-AI tools to semantic knowledge graphs	E. Delgado-Martos, A. L. Carlevaris, G. Intra Sidola, J Á. Hidalgo Arellano, C. Pardo de Santayana Castro, L. Fernández Temprano, J. S. Soriano
17:15	From Language to Form: Traceability, Persistence and Multimodality in LLM-Assisted Modelling Paradigms	M. Calvano, R. Cognoli
17:30	**Closing remarks**	

Youtube Video Session

Representing Heritage Beyond Geometry: An Ontology-driven Digital Twin and XR Environment for the Monza Expiatory Chapel	A. Stefanone, E. Fioretto, D. D'Uva, G. Bolzon, G. Colombo, B. Galli, D. Xu
From damage segmentation to risk-informed digital models: an integrated AI–BIM approach for building façades	G. Antuono, M. Nicolella, P. D'Agostino
DIGITAL UPCYCLING. Computational methodologies for industrial reuse	G. Buratti
Paper Horizons: Inventing the Mediterranean through Comics and AI	M. Arena, G. Lax, S. Mercurio
ChAiR Interactive Mobile AR for Flexible Furniture Visual Prototyping	O. Özder, M. Russo
Artificial Intelligence in Professional Architectural Practice: Adoption Patterns and Strategic Integration	G. Stancato, R. Jabbour
UX as a representation strategy. An immersive experience for Lorenzo Lotto's wooden inlays.	I. Friso, G. Casarano, A. Amato
Generative AI for Photogrammetric Orthophotos: A Workflow for Enhanced Architectural Representation Balancing Visual Quality and Metric Reliability	M. Perticarini, F. Condorelli
From Massive LiDAR Capture to Multi-Level Immersive XR: A Dual Virtual Reality Workflow for the Digital Documentation of Viboldone Abbey	D. M. González, A. A. Tordesillasas, F. Fiorillo
From static storyboards to temporal representation: AI-generated video and the critical role in cultural heritage	A. Caldarone, T. Empler
Responsible Agentic AI as a Problem of Representation: An Auditable LLM Tutor for Extended-Reality Safety Training	F. M. Ugliotti, M. Daud
Student–Large Language Model Dialogue on Representation	L. J. Senatore, D. Leggeri
Augmented Reality for the Visualization of Funerary Hypogean Heritage	F. Itri
Tools and methods for the knowledge and valorization of bastion systems. The tenaille of San Pancrazio in Cagliari	R. Argiolas, A. Pirinu, G. Sanna
ABITA (AI-driven Built-heritage Immersive Three-dimensional Architecture): From Layered Parallax to Volumetric Reconstruction in a Neuro-Classical Pipeline for Painting Exploration	A. Ganciu
Survey-Based Documentary Grounding for AI-XR Experiences in Non-Visitable Cultural Heritage	M. Saccucci, C. Russo, C. Marrocco, A. Pelliccio
Mixed Reality between East and West: the case study of "Prosperous Suzhou" handscroll.	G. Lazzaretto
Space, body, knowledge: spatial navigation and embodiment for the dissemination of historical collections of wooden models for structural engineering.	M. Bocconcino, M. Vozzola, L. Semis
Digital Byōbu. Interactive Interfaces and New Forms of Access to Japanese Museum Heritage	A. Calandriello, I. Cazzaro
From Hazard Maps to GenAI Representation: Visualising Risk for Citizen Preparedness	D. Aschieri, F. J. Gardella
Representing Bioresponsive Design: AI-XR Perspectives for Computational Biophilic Environments	M. Meraviglia, M. Rossi, A. Nebuloni