

## Donald H. Sanders, PhD

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Dr. Sanders is trained and educated as an architect, architectural historian, and archaeologist. He helped pioneer the discipline of virtual heritage in the early 1990s and continues to innovate in the field. His special interest is the application of nontraditional methods (including advanced computer graphics, virtual reality, and behavioral science techniques) to the study and visualization of the past, pushing the boundaries of conventional archaeological interpretation. Professional publications and conference papers have covered such topics as alternative approaches (including those from semiotics, environment-behavior studies, ethnoarchaeology, and human geography) to the study of architecture in archaeological contexts; and the use of interactive computer graphics for the collection, analysis, and dissemination of information about ancient material culture for research, education, publication, broadcast, and museum display. He founded Learning Sites Inc., in 1996, and the Institute for the Visualization of History Inc., in 2001, to actualize these innovations. He continues to be an invited keynote speaker at venues around the world; and publications by him or about his companies have appeared in journals, newspapers, books, and magazines in nearly a dozen countries. Sanders is the Tartessos Prize winner for 2015 and Corporate Vision Executive Award winner for 2016.

### SELECTED PUBLICATIONS

- 2017 (forthcoming) with Steven Fine & Peter J. Schertz, "The Jewish War in Color: imagining the Arch of Titus menorah panel," *Biblical Archaeology Review*.
- 2017 (forthcoming) with Julian E. Reade, "In Pursuit of the 'missing' Central Palace of Tiglathpileser III at Nimrud," festschrift for Samuel M. Paley.
- 2016 "The Present and Future of Virtual Heritage," in M. G. Micale & D. Nadali, eds. *How Do We Want the Past to Be? On Methods and Instruments of Visualizing the Ancient Reality*. Piscataway NJ: Gorgias Press.
- 2015 "Advances in Virtual Heritage: conditions and caveats," in Gabriele Guidi, Roberto Scopigno, Juan Carlos Torres, Holger Graf, Fabio Remondino, Pere Brunet, Juan Barceló, Luciana Duranti, and Susan Hazan. eds. *Proceedings of the 2nd International Congress on Digital Heritage 2015, Granada, Spain*. 2 vols. Piscataway, NJ: Institute of Electrical and Electronics Engineers, Inc.
- 2015 "Virtual Tour of the Palace of Nineveh: using modern technology to preserve antiquities in danger," pp.41-59 in Eyal Meiron, Editor, *City of David: studies of ancient Jerusalem. The 16th Annual Conference*, Jerusalem: Megalim: City of David Institute for Jerusalem Studies.
- 2014 with Cristina Corsi, Eben Gay, & Eleftheria Paliou, "Old problems and new challenges in archaeological sites data management. The REVEAL experience at Ammaia (Portugal)," in *Across Space and Time: CAA Conference Proceedings Perth 2013*, Philip Verhagen, ed., Amsterdam: Amsterdam University Press.

- 2014 "Virtual Heritage: Researching and Visualizing the Past in 3D," *Journal of Eastern Mediterranean Archaeology and Heritage Studies* v.2.1:30-47.
- 2013 "REVEAL: one future for heritage documentation," v. 2, pp.527-34 in Alonzo C. Addison, Gabriele Guidi, Livio De Luca, and Sofia Pescarin, eds., *Proceedings of the 2013 Digital Heritage International Congress*, Piscataway, NJ: Institute of Electrical and Electronics Engineers, Inc.
- 2013 with Jeffrey Jacobson, "The Vari House: digital puppeteering for history education," *Journal of Immersive Education*, v.1.
- 2013 "Gurob Ship-Cart Model in Virtual Reality," in Shelley Wachsmann, *The Gurob Ship-Cart Model and Its Mediterranean Context*, College Station, TX: Texas A&M Press (joint winner of the Nautical Archaeology Society's Keith Muckelroy Award).
- 2012 "More than Pretty Pictures of the Past: an American perspective on virtual heritage," in Anna Bentkowska-Kafel and Hugh Denard, eds., *Paradata and Transparency in Virtual Heritage*, Farnham, UK: Ashgate.
- 2011 "Enabling Archaeological Hypothesis Testing in Real Time using the REVEAL Documentation and Display System," *Virtual Archaeology Review* 2.4: 89–94.
- 2011 "Virtual Reconstruction of Maritime Sites and Artifacts," in Alexis Catsambis, Ben Ford and Donny L. Hamilton, eds., *The Oxford Handbook of Maritime Archaeology*, Oxford: Oxford University Press.
- 2008 "Why Do Virtual Heritage? case studies from the Portfolio of a long-time practitioner," *Archaeology Magazine* online at <http://www.archaeology.org/online/features/virtualheritage/>
- 2005 "Imagine That: just how do they make computer pictures?" *DIG* 7.6: 28-31.
- 2002 "Virtual Archaeology and Museums: where are the exhibits?" in Niccolucci, Franco, ed. *Virtual Archaeology; proceedings of the VAST Euroconference, Arezzo, 24-25 November, 2000*, ArchoPress, Oxford (British Archaeological Reports, International Series #1075).
- 2001 "Persuade or Perish: moving virtual heritage beyond pretty pictures of the past," in Hal Thwaites and Lon Addison, eds., *Enhanced Realities: augmented and unplugged -- Proceedings of the Seventh International Conference on Virtual Systems and Multimedia, 25-27 October, 2001*, IEEE Computer Society: Los Alamitos, California.
- 2000 with Juan Barcelo and Maurizio Forte, *Virtual Reality in Archaeology*, British Archaeological Reports International Series #843, Archaeopress: Oxford.
- 1999 "Virtual Worlds for Archaeological Research and Education," in L. Dingwall, S. Exon, V. Gaffney, S. Laflin, and M. van Leusen, *Archaeology in the Age of the Internet - CAA97; Computer Applications and Quantitative Methods in Archaeology 25th Anniversary Conference. University of Birmingham. April 1997*, British Archaeological Reports #S750, Archaeopress: Oxford.
- 1997 "Archaeological Virtual Worlds for Public Education," *Computers in the Social Sciences Journal*, 5.3 <http://cssjournal.com/sanders.html>.
- 1996 *Nemrud Dagi: The Results of the American Excavations Directed by Theresa Goell*, Eisenbraun's, Winona Lake IN.

- 1990 "Behavioral Conventions and Archaeology: methods for the analysis of ancient architecture," in S. Kent, ed., *Domestic Architecture and the Use of Space*, Cambridge University Press.

For a complete listing of publications, including those about the work of Dr. Sanders' companies, see: [www.learningsites.com/Support\\_pages/LSI-Biblio.php](http://www.learningsites.com/Support_pages/LSI-Biblio.php)

### **CONFERENCES: SELECTED PRESENTATIONS & SOFTWARE DEMONSTRATIONS**

- 2016 NYU Washington DC conference on Protecting Cultural Heritage in an Uncertain Time (invited speaker).
- 2015 Second International Congress on Digital Heritage (invited panelist, speaker, session chair; Tartessos Prize winner), Granada, Spain.
- 2015 National Arts Club international speakers' series (invited speaker), NYC.
- 2015 City of David archaeology conference (keynote speaker), Jerusalem.
- 2014 Archaeological Institute of America annual meeting (exhibition booth and on-site demos), Chicago.
- 2013 Society for American Archaeology, annual meeting (invited speaker), Honolulu, HI.
- 2013 First International Congress on Digital Heritage (invited speaker, session chair), Marseille.
- 2012 Theoretical Archaeology Group, annual meeting (invited speaker), Buffalo, NY.
- 2012 Oriental Institute symposium, Picturing the Past (invited speaker), Chicago.
- 2010 National Arts Club international speakers' series (invited speaker), NYC.
- 2010 Arqueologica 2.0 (invited speaker, session chair, panelist), Sevilla, Spain.
- 2008 The Preservation of Cultural Heritage: New Methods and Applications (invited speaker), Ankara, Turkey.
- 2007 Mountain-Plains Museum Association annual meeting, Fargo, ND (invited speaker and session co-chair).
- 2006 King's College Symposium, Making 3D Visual Research Outcomes Transparent (invited speaker), London.
- 2006 Computer Applications in Archaeology (invited speaker and session chair), Fargo, ND.
- 2006 Canadian Federation of the Social Sciences and Humanities, the Canadian Committee for History and Computing, and the Society for Digital Humanities (invited speaker), Toronto.
- 2005 Workshop on Digital Archaeology, Mussourie, India (invited session and summation speaker).
- 2004 Computer Applications in Archaeology (session chair), Prato, Italy.
- 2002 Eureka! European Commission Workshop on Advancing Archaeological Sites (keynote speaker), Thessaloniki, Greece.
- 2001 Eureka! European Commission Workshop on Advancing Archaeological Sites (keynote speaker), Chania, Crete.
- 2000 Virtual Systems and Multimedia annual conference (keynote speaker), Gifu, Japan.
- 2000 VAST - Euroconference on Virtual Archaeology (keynote speaker), Arezzo, Italy.
- 2000 SIGGRAPH Campfires Retreat on Computer Graphics and Archaeology, Snowbird, Utah (invited participant).
- 1999 International Cultural Heritage Informatics Meetings, Washington, DC.
- 1998 Computer Applications in Archaeology, Barcelona, Spain (invited speaker and session chair).
- 1997 The Virtual Dig: computers and the pursuit of the past, symposium, Philadelphia (invited exhibitor).
- 1996 Nortel Institute, Excellence in Education Conference, Dallas (invited speaker).

- 1995 Virtual Heritage '95-The First Annual Virtual Heritage Conference, Bath, England.  
1994 SIGGRAPH, Orlando (exhibitor).

### **PROFESSIONAL EXPERIENCE**

Founder and Trustee, Institute for the Visualization of History (ongoing since 2001; [www.vizin.org](http://www.vizin.org)) a unique, educational nonprofit 501(c)(3) organization focusing on innovative methods of presenting, to the widest possible public, historic monuments, sites, and events through vivid visual experiences, especially by means of advanced computer graphics.

Founder and President, Learning Sites, Inc. (ongoing since 1996; [www.learningsites.com](http://www.learningsites.com)); a world leader in virtual heritage.

Editor, *The Art & Architecture Thesaurus* (online and Oxford University Press, 1990 and 1993, for the J. Paul Getty Trust, Getty Information Institute; 9 years), a text and electronic vocabulary control project, developing information retrieval and terminology standardization for museums, archives, and libraries.

Editor, Nemrud Dagi Publication Project (12 years), excavation report on the Hellenistic site of Nemrud Dagi, Turkey.

Field Architect, Case Western Reserve University Temple Hill excavations, Ancient Corinth, Greece (16 years) and Harvard University Saudi Arabia Field Survey (1 year).

Lecturer in architectural history and archaeology Columbia University Graduate School of Architecture and Planning (1 year), New York University Department of Classics (2 years), Wright State University Art Department, Dayton, Ohio (1 year).

### **RECENT AWARDS**

Corporate Vision Executive Award (2016)

Tartessos Prize in virtual archaeology (2015)

NSF SBIR TECP award (2015); NSF SBIR Phase II award (2013-2015); NSF SBIR Phase I award (2012); subawardee NSF III-CXT (2009-2013).

### **PROFESSIONAL AFFILIATIONS**

Member: Society for American Archaeology; Archaeological Institute of America; Computer Applications and Quantitative Methods in Archaeology; Virtual Systems and Multimedia

Editorial board: *International Journal of Heritage in the Digital Era*

Scientific committee: Virtual Systems and Multimedia

International program committee: International Congress on Digital Heritage

### **EDUCATION**

MA, PhD, Columbia University, Department of Art History and Archaeology.  
BArch, Case Western Reserve University, School of Architecture.

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The Institute for the Visualization of History (VIZIN) and Learning Sites (the two companies founded and run by Donald H. Sanders) design and develop educational and research software using interactive three-dimensional digital models that are based on actual archaeological evidence and that are reconstructed to the highest standards of scholarship. The companies integrate archaeological and historical data with advanced computer graphics to further education, data analysis, and the preservation of cultural heritage information. The companies aim to create a globally integrated and interactive network of linked virtual worlds that can be used for teaching, research, archaeological fieldwork, museum exhibitions, and on-site interpretation centers.

VIZIN and Learning Sites are not graphics houses, but companies with professional staffs of archaeologists, art historians, architectural historians, architects, graphic artists, information scientists, and programmers. The working teams know and understand the needs and language appropriate to the study of the ancient world.

The software developed by VIZIN and Learning Sites become dynamic media for promoting awareness of past civilizations, understanding of different cultures, and appreciation of different places, peoples, and their cultural heritage. The companies are committed to producing serious educational and research tools as they work toward virtual reality-based schooling aids and digital archaeology for the 21st century.

VIZIN and Learning Sites clients include: the Metropolitan Museum of Art (New York City); Bryn Mawr College; Dallas Museum of Art; the University at Buffalo, State University of New York; Ministry of Education, Republic of Egypt; Ekip Film, Ltd., Istanbul; Denver Art Museum; Southern Methodist University; Ashmolean Museum, Oxford; Thames & Hudson Publishers; Dalton School (New York City); Superintendentcy of Antiquities, Catania, Sicily; Hood Museum, Dartmouth College; Williams College Museum of Art; Education Development Center; University of South Florida; Texas A&M University; Brown University; Archaeological Institute of America; Dickinson College; Old Sturbridge Village; the Global Heritage Fund; France 1 and 2 TV; and the National Geographic Society.

VIZIN and Learning Sites three-dimensional digital worlds include: the temples at Jebel Barkal, Sudan; the Vari House, Attica, Greece; the sanctuary of Antiochus I at Nemrud Dagi, Turkey; the funerary chapel of Ka(i)pura, Saqqara, Egypt; the Northwest Palace of Ashurnasir-pal II and the Central Palace, Nimrud, Iraq; the site of Tel Brak, Syria; the site of Tsoungiza, ancient Nemea, Greece; the Acropolis, Athens, Greece; the Palace at Til Barsib, Syria; Tenochtitlan, old Mexico City, Mexico; the House of Many Colors, Olynthus, Greece; the shipwrecks at Tantara Lagoon, Israel; Medieval Venice; the Kyrenia shipwreck, Cyprus; the battle monument at Actium, Greece; Nineveh, Iraq; and the House 7, Halieis, Greece.