First Practical Workshop on Advanced Computational Archaeology

Hèctor A. Orengo and Josep Maria Palet, members of the **Research Group on Landscape Archaeology** (ICAC) organize, from October 30 to November 9, a workshop on Advanced Computational Archaeology. This is one of the dissemination activities planned in the **InterArPa** project, funded by the Spanish Government **R+D program** (MINECO, HAR2015-64636-P).

The first edition of the Workshop on Advanced Computational Archaeology is aimed to archaeologists with experience in using remote sensing, GIS and other **geospatial tools**. An intensive practical training that combines brief **presentations** on specific topics with long **practical sessions** that will allow participants to deepen in the computing techniques and understand its application in different areas and study situations.



Practical sessions will test several **Machine Learning** methods (including Random Forest, SVM and CART) and **Deep Learning** methods (such as Neural Networks for the detection and classification of archaeological features) using a combination of software and computing methods.

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