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**


1996 *Nemrud Dagi: The Results of the American Excavations Directed by Theresa Goell*, Eisenbraun’s, Winona Lake IN.

For a complete listing of publications, including those about the work of Dr. Sanders’ companies, see: www.learningsites.com/Support_pages/LSI-Biblio.php

CONFERENCES: SELECTED PRESENTATIONS & SOFTWARE DEMONSTRATIONS

2018  Creating and Recreating Nineveh (invited speaker), Leiden, the Netherlands.
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.
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).
1994  SIGGRAPH, Orlando (exhibitor).

PROFESSIONAL EXPERIENCE

Founder and Trustee, Institute for the Visualization of History (ongoing since 2001; 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); 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).

RECENT AWARDS

Corporate Vision Executive Award (2016)

Tartessos Prize in virtual archaeology (2015)


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.
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); Superintendency 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 Tantura Lagoon, Israel; Medieval Venice; the Kyrenia shipwreck, Cyprus; the battle monument at Actium, Greece; Nineveh, Iraq; and the House 7, Halieis, Greece.