Session Introductory Notes

During the class before March 1st, we will discuss what readings will be required of all students, and what will be presented by graduate students.

March 1st & 4th ~ Introduction to Digital Archaeology

Discussion Goals

This first session will provide an overview of digital archaeology: its origins, challenges, and potential contributions to archaeological knowledge. Some of the questions we will cover include: what is digital archaeology? What are its origins? What are some of the tools of the trade, and why should archaeologists adopt them? How can you incorporate digital tools and practices into your thesis work? How do I gain some of the technological skills to be proficient in digital archaeology? What are some of the controversies involved in digital archaeology?

Tasks

Take HTML & CSS track in Codecademy by March 4th.

Read through EXTERNAL links.

Watch Dr. Michael Ashley’s (CoDA CEO) lecture entitled “Mukurtu CMS: Differential Access for Ethical Stewardship of Cultural and Digital Heritage” (under External Links). Note that you can fast forward through the introductory comments from the individual introducing Dr. Ashley.

Reading


External Links


Digital Humanities Tools for Beginners: https://medium.com/dh-tools-for-beginners/latest

The Programming Historian: http://programminghistorian.org/
March 8th & 10th ~ Visualizing Archaeological Data: Mapping, Digital Storytelling, and Public Outreach in the Digital Age

Discussion Goals

What are some of the creative ways we can harness digital technologies to share the historic and prehistoric past? What are the debates surrounding telling stories in archaeology, including digital storytelling? This unit will examine many of the tools available to archaeologists desiring to experiment with new modes of data sharing, data collaboration, and data visualization, with a focus on using open software (freeware).

Readings


Tasks

Visit and examine ALL external links before March 8th class.

External Links

Buried (Twine): [http://www.taracopplestone.co.uk/buried.html](http://www.taracopplestone.co.uk/buried.html)


The Early Anglo-Saxon Mapping Project (MapBox):
http://ieldran.matrix.msu.edu/#7/52.945/0.038

Mortuary Mapping: http://mortuarymapping.matrix.msu.edu/index.html

Mapping the X-Files: http://www.geography.wisc.edu/courses/geog572/f12/roberts/index.html


Wide Variety of ESRI Maps: http://www.esri.com/products/maps-we-love#relatedmaps_section

**March 29th and 31st ~ The Archaeology of Virtual Worlds, Archaeology in Virtual Worlds, and Augmented Reality**

**Discussion Goals**

We will explore how archaeologists have used virtual worlds, augmented reality, and “serious” game environments (also known as “edutainment”) to communicate, “repatriate,” and interpret archaeological data.

**Tasks**

Examine and watch ALL external links before March 29th class.

**Reading**


External Links

Japanese American Confinement Sites (CyArk): http://archive.cyark.org/wwii-japanese-american-confinement-sites-theme

QR Codes (An Introduction): http://tammyworcester.com/qr-codes-basics/

Virtual Rosewood Project: http://www.rosewood-heritage.net/

Learn How Archaeology and EdTech Go Together Using Dig It! Games: https://www.youtube.com/watch?v=Nc51DEfWYKI