

## **Session Introductory Notes**

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

## **March 1<sup>st</sup> & 4<sup>th</sup> ~ 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 4<sup>th</sup>.

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**

McDavid, Carol (1998) Levi Jordan Plantation: Archaeology and "The Web": Writing Multi-linear Texts in a Multi-centered Community. Paper presented at the 1998 Society for Historical Archaeology Conference. Paper accessed on December 30, 2015 at this link:

<http://www.webarchaeology.com/html/carolsha.htm>

Morgan, Colleen and Stuart Eve (2012) DIY and Digital Archaeology: What Are You Doing to Participate? *World Archaeology* 44(4):521-537.

Joyce, Rosemary A. and Ruth Tringham (2007) Feminist Adventures in Hypertext. *Journal of Archaeological Method and Theory* 14(3):328-358.

Richardson, Lorna-Jane (2014) Understanding Archaeological Authority in a Digital Context. *Internet Archaeology* 38. Web Link: [http://intarch.ac.uk/journal/issue38/richardson\\_index.html](http://intarch.ac.uk/journal/issue38/richardson_index.html)

### **External Links**

Dr. Michael Ashley's Mukurtu CMS: Differential Access for the Ethical Stewardship of Cultural and Digital Heritage. <http://codifi.org/project/ethical-stewardship-of-cultural-digital-heritage/>

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

The Programming Historian: <http://programminghistorian.org/>

Codecademy: <https://www.codecademy.com/>

## **March 8<sup>th</sup> & 10<sup>th</sup> ~ 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**

Alcock, Susan E. and J. Andrew Dufton and Müge Durusu-Tamriöver (2015) Archaeology and the MOOC: Massive, Open, Online, and Opportunistic. *Journal of Social Archaeology*, 1-29.

Brown, Deidre and George Nicholas (2012) Protecting Indigenous Cultural Property in the Age of Digital Democracy: Institutional and Communal Responses to Canadian First Nations and Māori Heritage Concerns. *Journal of Material Culture* 17(3):307-324.

Clarke, Catherine (2004) The Politics of Storytelling: Electronic Media in Archaeological Interpretation and Education. *World Archaeology* 36(2):275-286.

Gibb, James G. (2000) Imaginary, But by No Means Unimaginable: Storytelling, Science, and Historical Archaeology. *Historical Archaeology* 34(2):1-6.

Holtorf, Cornelius (2010) Meta-stories of Archaeology. *World Archaeology* 42(3):381-393.

### **Tasks**

Visit and examine ALL external links before March 8<sup>th</sup> class.

### **External Links**

Buried (Twine): <http://www.taracopplestone.co.uk/buried.html>

Princeton's Infographics: <http://www.princeton.edu/~ina/infographics/>

Geography, Class, and Fate: Passengers on the Titanic (ESRI StoryMap): <http://storymaps.esri.com/stories/titanic/>

History of Capital Construction Projects at UI (ESRI StoryMap): <http://uidaho.maps.arcgis.com/apps/MapTour/index.html?appid=36a612edb2274d3fb10b79bbfb49d06e#>

Spokane Historical (CurateScape): <http://spokanehistorical.org/>

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>

Beneath Floes (Twine Story): <http://www.bravemule.com/storage/beneath-floes/beneathfloes.html>

Wide Variety of ESRI Maps: [http://www.esri.com/products/maps-we-love#relatedmaps\\_section](http://www.esri.com/products/maps-we-love#relatedmaps_section)

### **March 29<sup>th</sup> and 31<sup>st</sup> ~ 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 29<sup>th</sup> class.

#### **Reading**

Champion, Erik (2004) Indiana & the Joystick of Doom: Understanding the Past via Computer Games. *Geomatics* 5:49-65.

Dawson, Peter, Richard Levy, and Natasha Lyons (2011) ‘Breaking the Fourth Wall.’ 3D Virtual Worlds as Tools for Knowledge Repatriation in Archaeology. *Journal of Social Archaeology* 1(3):387-402.

Favro, Diane (2006) In the Eyes of the Beholder: Virtual Reality Re-Creations and Academia. *Journal of Roman Archaeology* 61:322-334.

González-Tennant, Edward (2013) New Heritage and Dark Tourism: A Mixed Methods Approach to Social Justice in Rosewood, Florida. *Heritage & Society* 6(1):62-88.

Harrison, Rodney (2009) Excavating Second Life: Cyber-Archaeologies, Heritage and Virtual Communities. *Journal of Material Culture* 14(1):75-106.

Morgan, Colleen (2009) (Re)Building Catalhöyük: Changing Virtual Reality in Archaeology. *Archaeologies: Journal of the World Archaeological Congress* (5)3:468-487.

Wickstead, Helen (2009) The Uber Archaeologist: Art, GIS, and the Male Gaze Revisited. *Journal of Social Archaeology* 9(2):249-271.

## 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>

Spain-Empuries: Augmented Reality App at Archaeological Site (2015):  
<https://www.youtube.com/watch?v=YKTdXKbN07s>