# Anthropology 4407G/9112B
## *Digital Archaeology and Digital Heritage*
## Brief Course Outline
## Winter 2021

**Instructor:   Dr. Neal Ferris**

This course is cross-listed with graduate and undergraduate students and has limited enrolment. An application is required for interested undergraduate students provided by the Anthropology Department.

**Synchronous class time: Thursdays 1:30–4:30 pm.**

**Mode of Delivery for 2021:** This course will be conducted mostly online. Small group break out rooms and group seminar discussion, augmented by assignment presentations, will be on Zoom meetings during class time.

**NOTE**: *I will set detailed assignments for this course closer to the start of classes. If circumstances allow, we will aim to learn about and use digital equipment at the Museum of Ontario Archaeology digital labs (1600 Attawandaron Road) as part of this course. Students are responsible for getting to the Museum on their own and following lab safety practices while there.*

**Antirequisites:** None

**Prerequisites:** Registration in fourth year in Anthropology and permission of the instructor via application.

**Course Description:** This course will explore the implications of digitizing the practice of archaeology and bioarchaeology, and interacting with the past digitally. What are the possibilities and issues when we can interact with the material, tangible heritage digitally and intangibly? What does it mean for archaeology/anthropology to be "done" virtually and online? How does this digital world change methodologies, analyses, and even how we come to know the past and value heritage in society today? What are the implications when the material heritage is made accessible and becomes engaged with, challenged, and re-imagined online and within a global digital community?

The intent of this course is to understand the implications of digital practices for archaeology, bioarchaeology, and heritage. It is **NOT** a how-to course, though you will learn about digital technologies, informatics, gaming and virtual realities. As such, digital novices, as well as seasoned veterans, should easily manage the expectations for this course, including direct digital applications and, if circumstances allow, use of digital equipment.

**Learning Outcomes**

Upon successful completion of this course, students will be able to:

1) Synthesize how digital technologies are used in archaeology and bioarchaeology, and the unique opportunities those technologies provide for research;

2) Communicate the past as made digitally: as a science, as a social medium, and as a heritage consumed online;

3) Critically evaluate key issues and debates in digitizing heritage, from issues of accuracy, authenticity, and authority in presentation; challenges of making meaning from "big data"; negotiating cultural values and intellectual property rights in the use of 3D models, printing and immersive environments; the potential of gaming, AR and VR as cultural heritage learning and empathy; and advancing counter-heritage narratives arising from digital data and platforms;

4) Identify the limitations and risks involved in embracing a practice dependent on hardware and software that are transitory and so quickly become obsolete in a profession whose aim in part is to preserve the record of the past;

5) Apply the principles of an informed reflexive digital archaeology through direct engagement with digital technologies and media that can convey, distort, or re-imagine the limited datasets archaeologists and bioarchaeologists use as heritage.

**Course Evaluation:**

**NOTE:** The following grade breakdown is tentative and subject to change. Detailed assignment information will be provided on the actual course syllabus prior to the start of classes in January 2021.

Online Participation (ca. 20%):

-Can Include participating in Course Blog, small group and full class participation, etc.

In-Class presentations (ca. 50%):

-Can Include presentations on social media, virtual exhibit, or online digital app evaluations; designing/wireframing an app for anthropologists/heritage professionals/museums/communities; creating digital content (3D model, database, etc.).

Final Paper or Digital Project Part 2 (ca. 30%)