



Towards an archaeological Information System: Improving the core data model

The third and fourth dimensions in archaeological data modelling

CAA Computer Applications and Quantitative Methods in Archaeology

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Outlines

- ▶ Research Context
 - „Virtual Leodium“
 - Information System
- ▶ Archaeological Information System
 - Archaeological data
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- ▶ Latest improvements
 - New archaeological core data model
- ▶ Case study « The catchement basin of the Weser »
 - An illustrative case
- ▶ Conclusion and future developments



Research Context

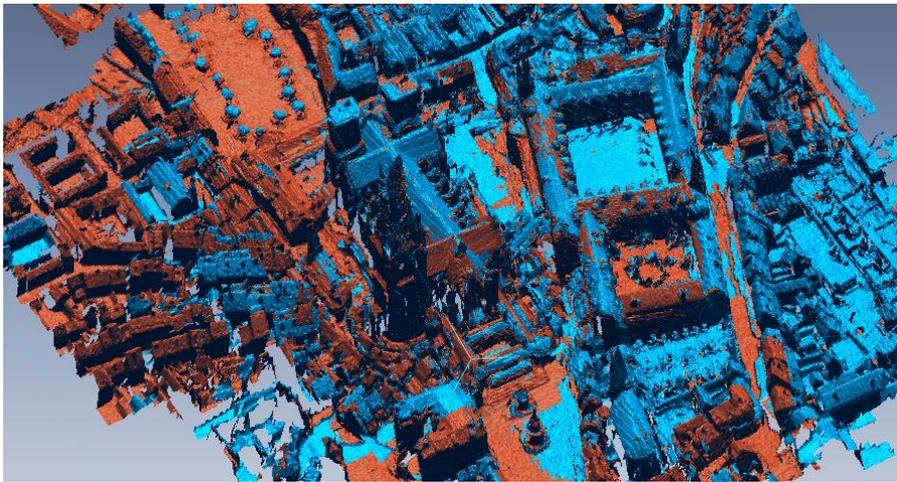
Virtual Leodium

Virtual Leodium

▶ The scale model

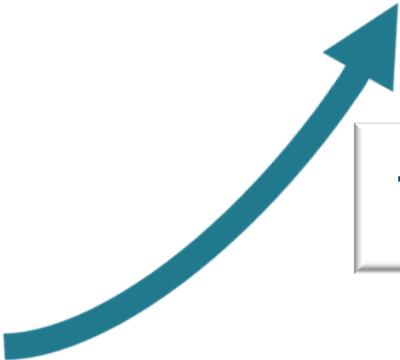
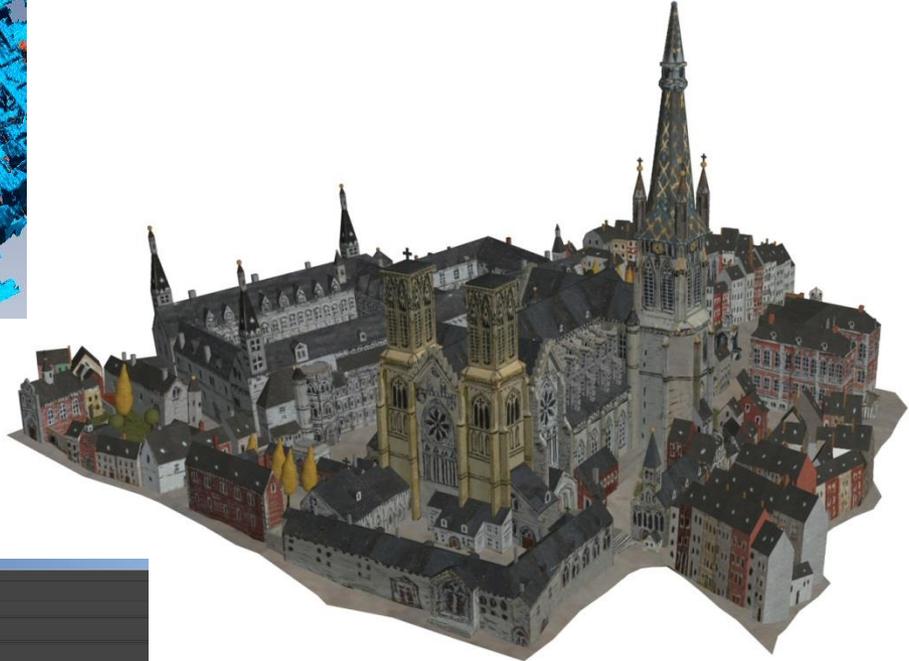
- Building date: 1900 - 1910
- Gustave Ruhl-Hauzeur
- Art Collection of the University of Liege
- Represents the City of Liege around 1730



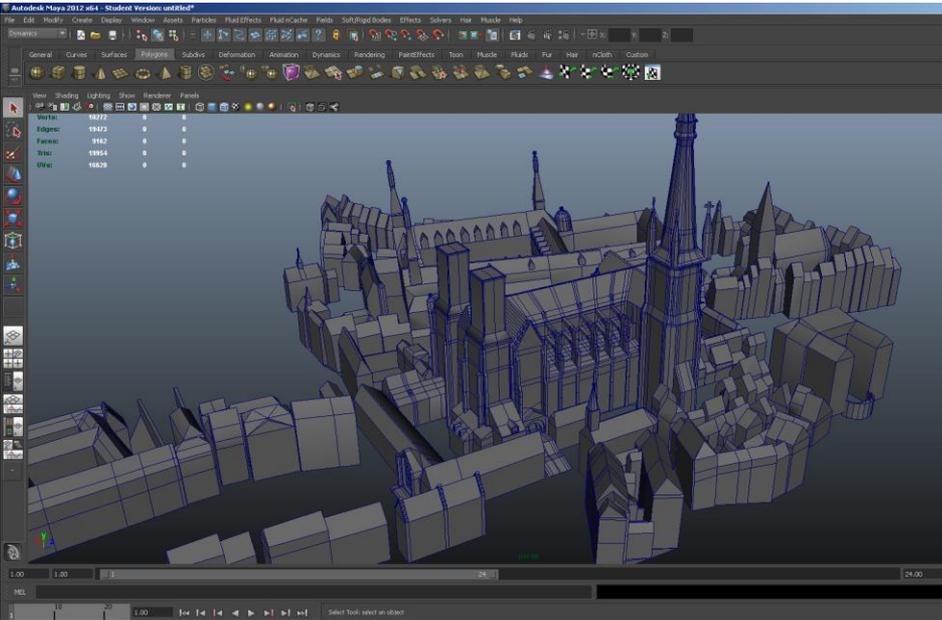


3D scan

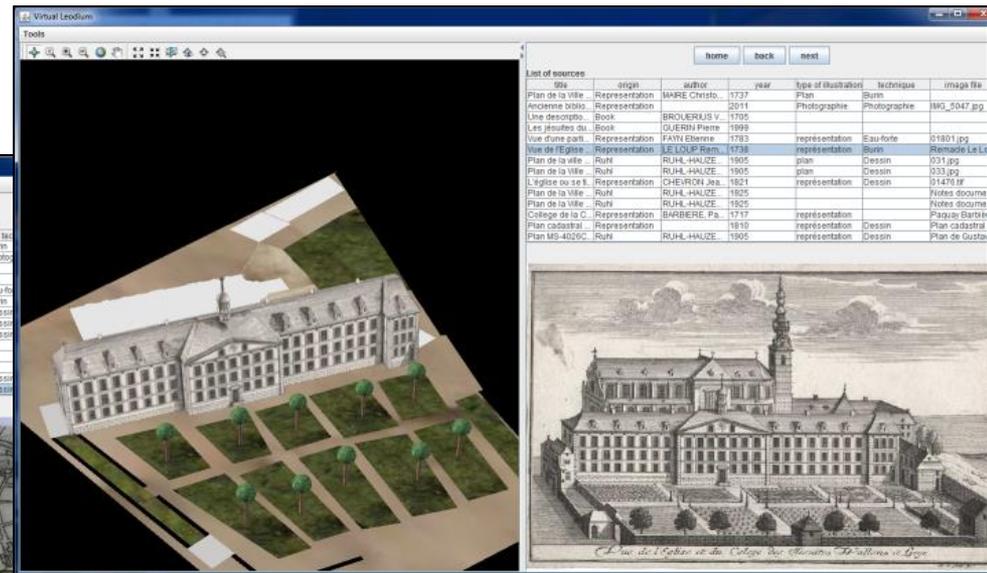
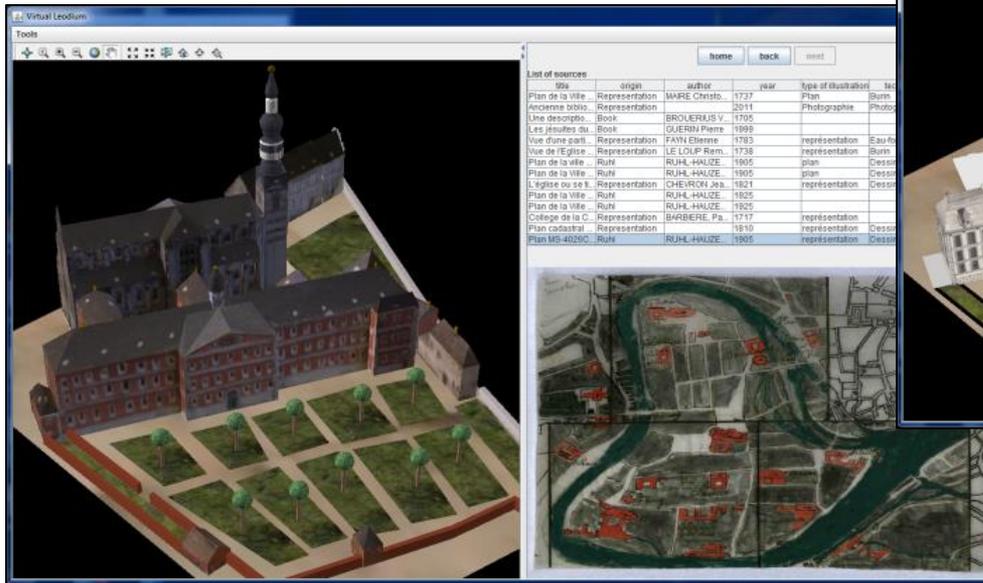
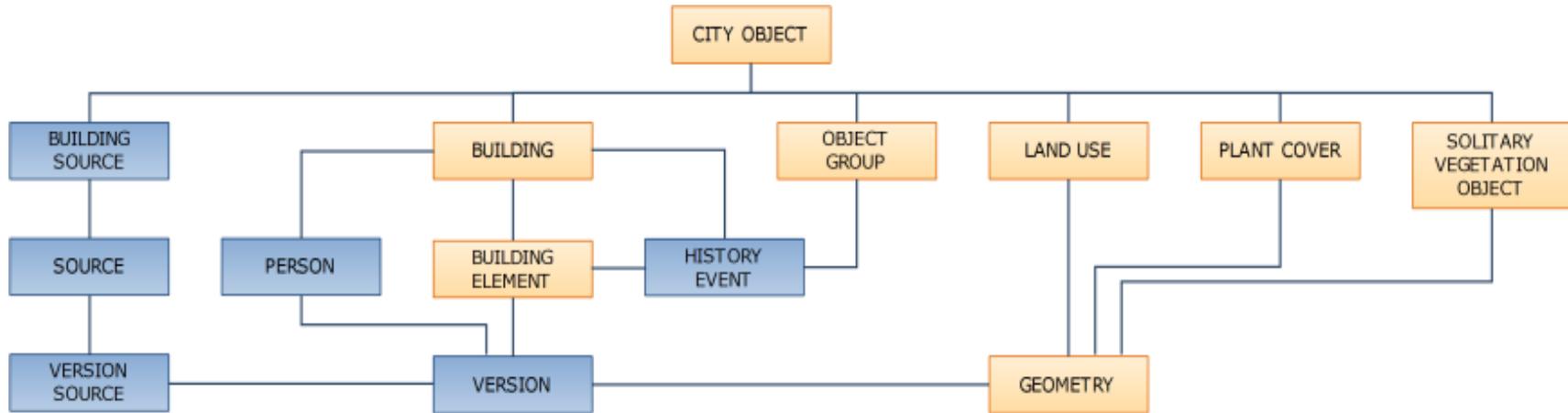
3D reconstruction



Texturing



Information System prototype

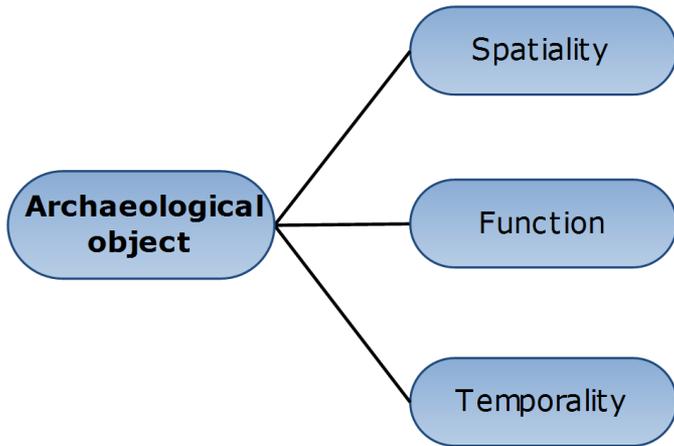




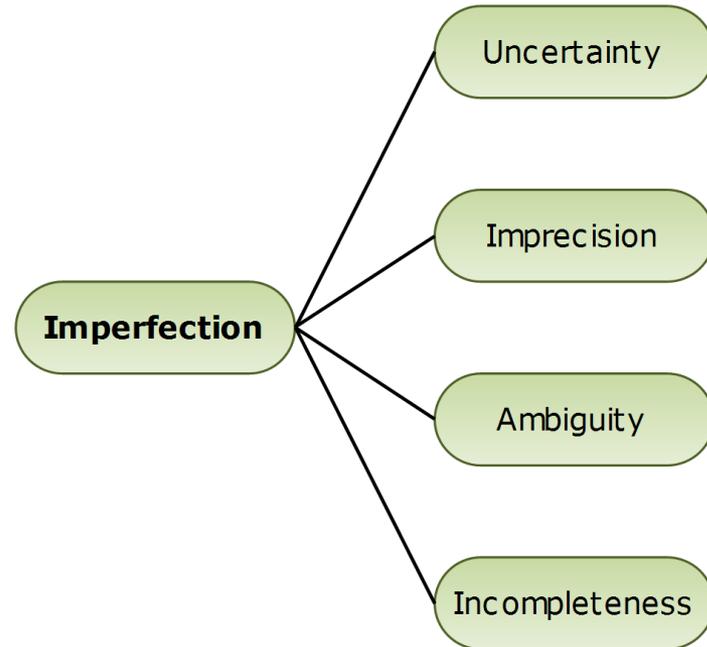
Archaeological Information System

Archaeological Data

Peculiarities of archaeological Data



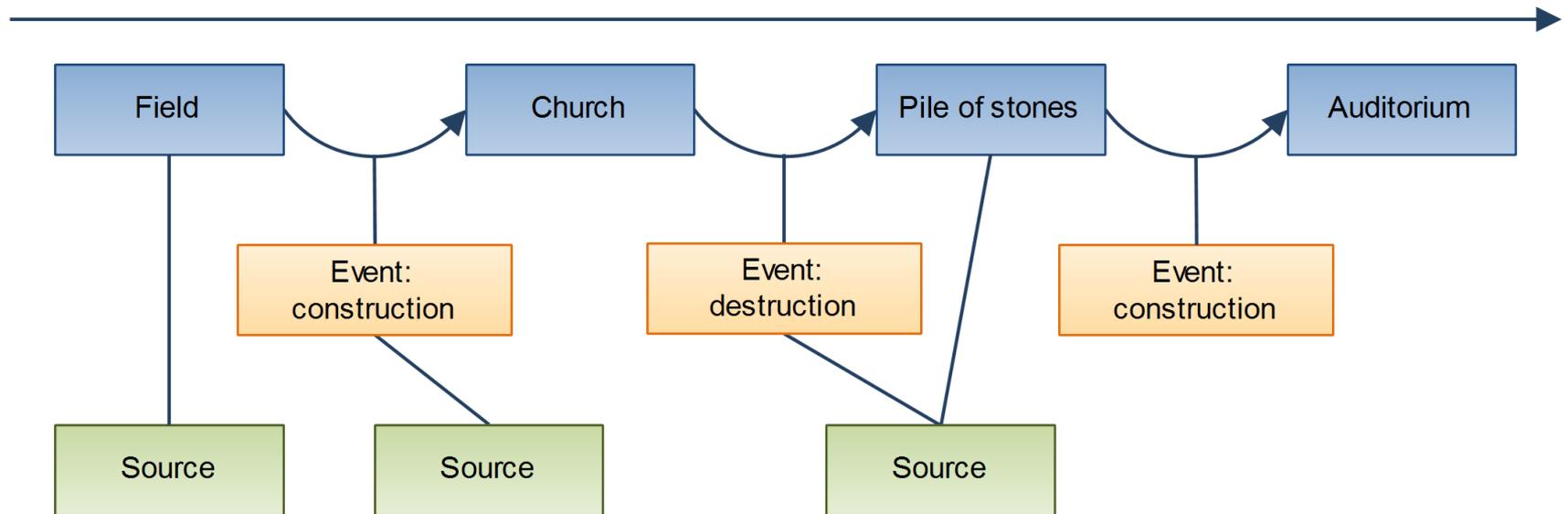
Source : Rodier



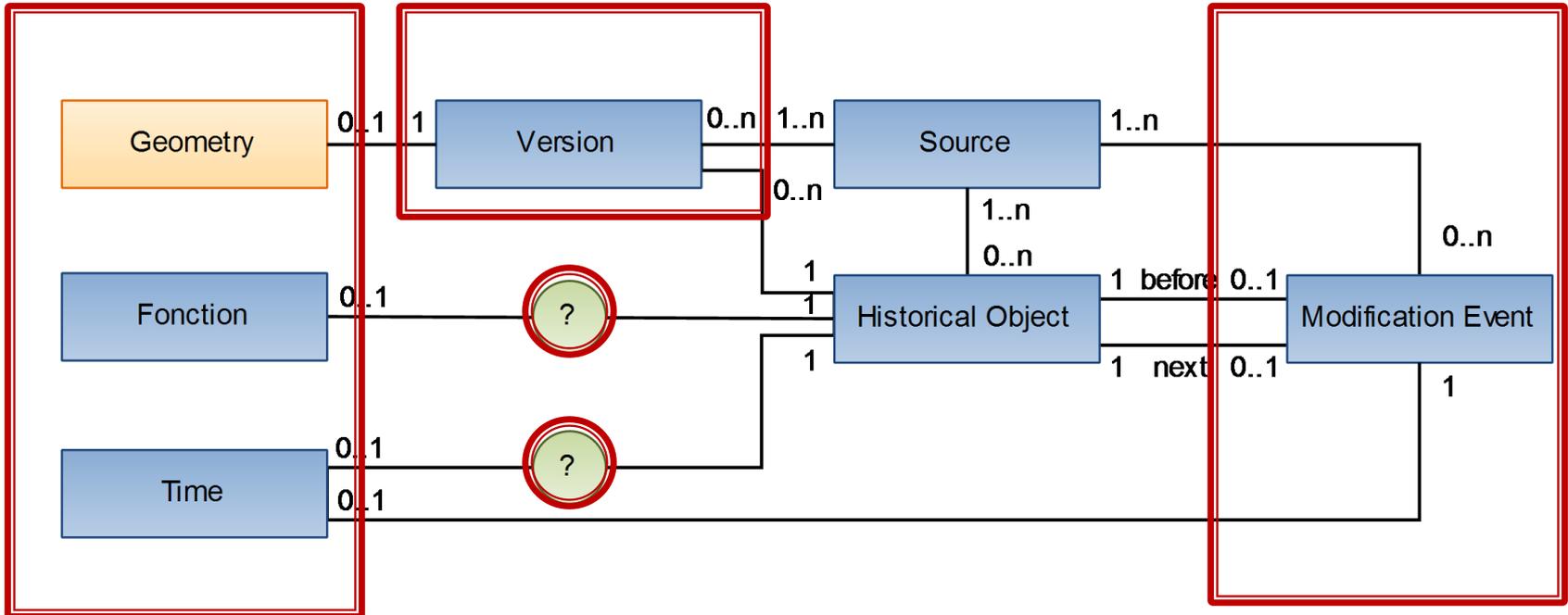
Source : De Runz

Event management

Time line



Archaeological data model



Virtual Leodium : the remaining modelling challenges

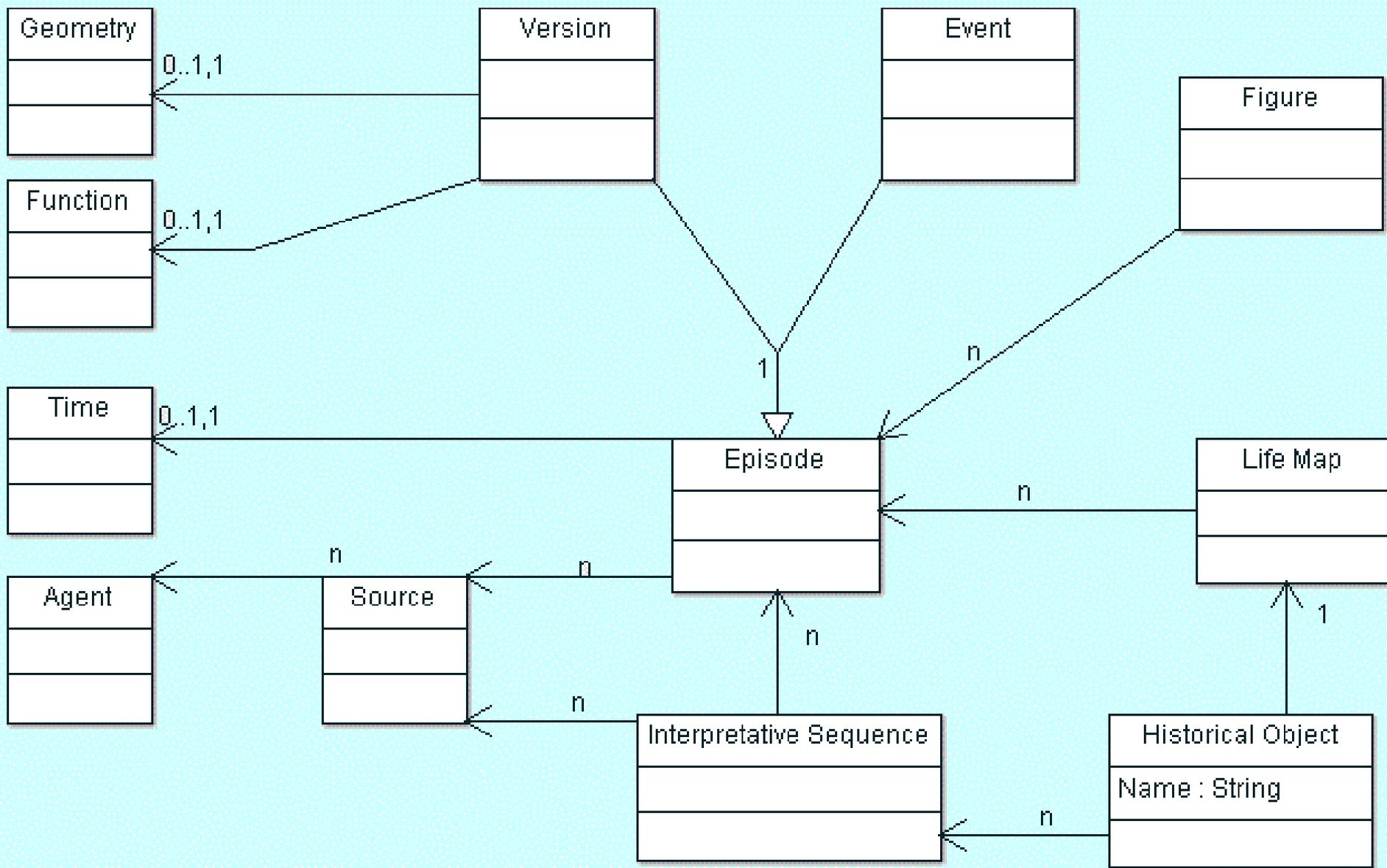
- Object identity
- Event management
- Handling of ambiguity



Latest improvements

New archaeological core data model

- Class diagram
- History oriented
- New classes

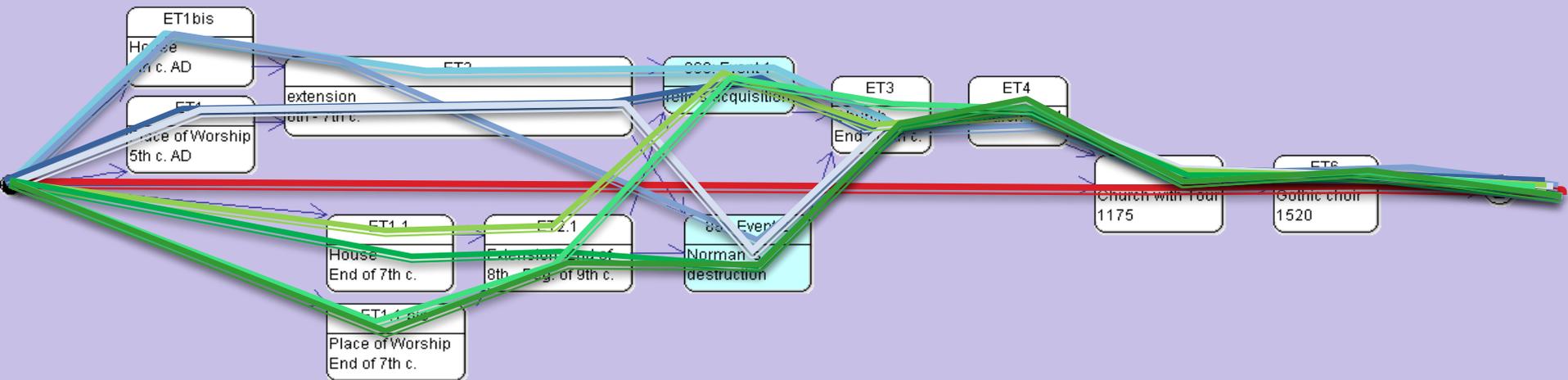




Case study « The catchement basin of the Weser »

An illustrative case

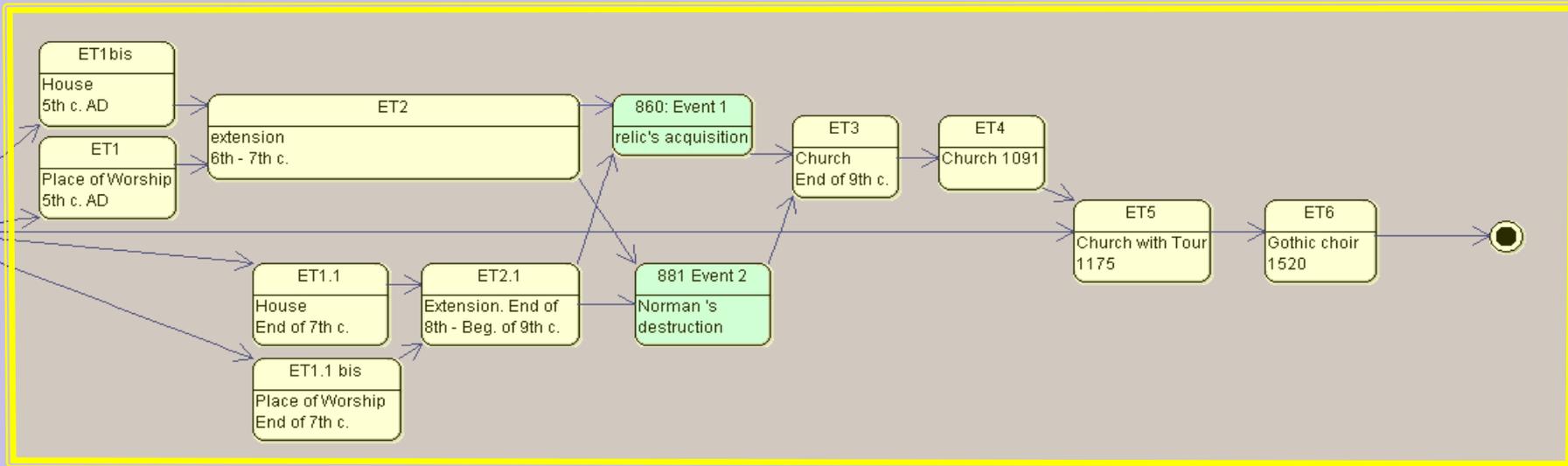
- New case study
- New requirements
- An opportunity to improve the model



Author 1: 1 Interpretative Sequence

Author 2: 4 Interpretative Sequences

Author 3: 4 Interpretative Sequences



1 Historical Object = 1 Life Map



Conclusions and future developments

Improvements
Next steps

Conclusions and future developments

▶ Improvements:

- Version: concept widened
- Creation of new classes: EPISODE, LIFE MAP, AGENT, FIGURE
- History oriented model

▶ Next steps:

- implementation
- Leave proprietary softwares
- Focus on international standards



Thank you for your attention!