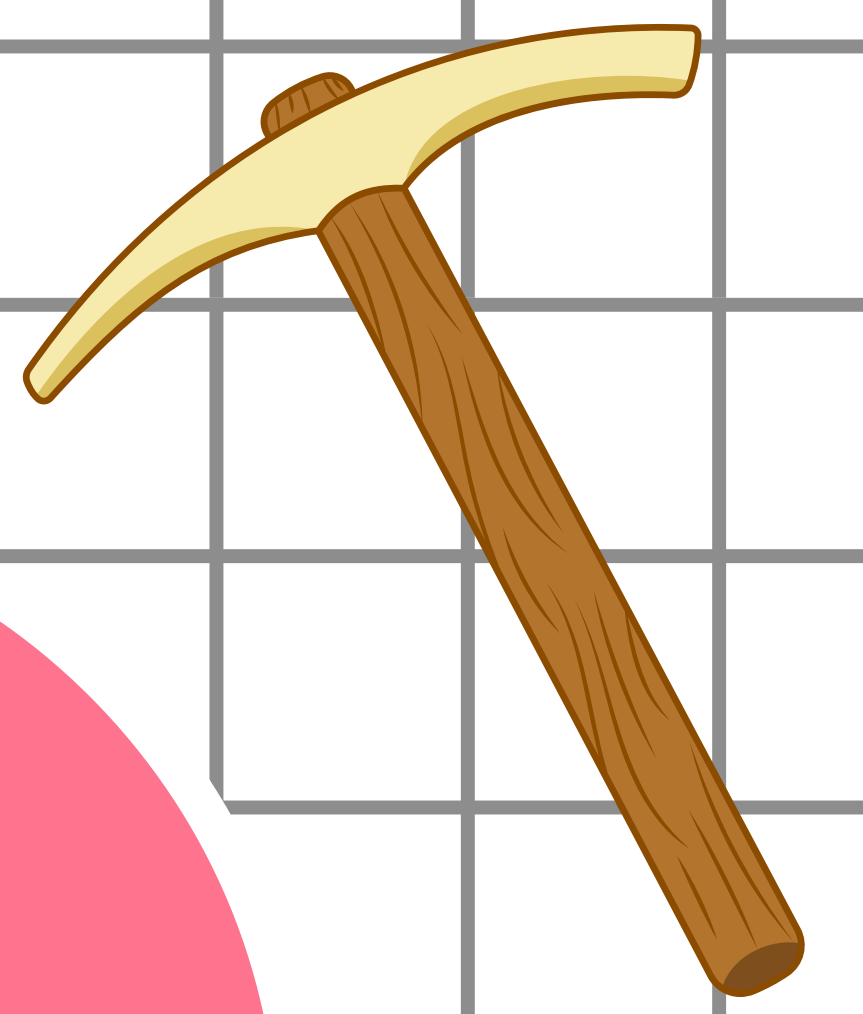




# ARCHAEOLOGICAL DATA SCIENCE



- Teach archaeology students basic and relevant data science techniques
- Perform an exploratory analysis of potential software to create a data driven archaeological reconstruction

## PURPOSE

## MOTIVATION

It fits the UCR theme Data Science and AI.

This project will introduce even arts and humanities students to these concepts.

- Completed workshop 1, introducing basic programming and tidyverse.
- Nearly completed workshop 2, introducing more of tidyverse and data science workflows.

## WORK SO FAR

## PLANS

Complete third workshop , discussing fuzzy dates.

Start and finish the exploratory analysis.

- Figuring out the proper level of the material and homework assignments.
- Figuring out what to include and what to exclude.

## CHALLENGES