

## *Research Methods*

I have decided to use following research methods with purpose to achieve good results and to reveal some very useful findings in this exploration mission:

### *Research from Historical Point of View*

History of Giza Necropolis is extremely long and from this method could be revealed many important findings for this research, from the three pyramids, workers quarters, tombs to the Great Sphinx.<sup>1</sup> These are just a small part of the objects on Giza Necropolis Area.

### *Research from Archaeological Point of View*

Archaeological research of the Giza Necropolis has a starting point in XIX century. Important people, who were involved in this research (Lepsius, Mariette<sup>2</sup> and many other) were beacons for modern archaeological research on Giza Plateau. Crucial will be to tell more about first excavations, but also about important technologies in archaeology from XIX century to modern age.

### *Testing of digital apps and tools,*

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<sup>1</sup> <https://www.ancient.eu/giza/>

<sup>2</sup> <http://giza.fas.harvard.edu/archaeology/>

This method is important because, testing of digital apps and tools could provide crucial information about features, possibilities, limits, pros and cons of these programs. I will need to test and present results about features, functions, options and development of Unity Game Engine, Unreal Game Engine, 3DS Max and Blender.

### *Interviews with high profiled experts in this field,*

Today, but in the past too, interview is one of the most important tool for researcher. There are several important principles related to interview (I will insert here just some of them):

„Neutrality“,

„Generation of new knowledge“,

„Ethics“.<sup>3</sup>

- „*Neutrality*“ is maybe one of the most important principle for good scientific research, because researcher need to take a neutral stand in interview.
- „Generation of New Knowledge“ – „...Thinking about an issue in a new way.“<sup>4</sup>
- „*Ethics*“ – Interviewer need to follow ethics standards.

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<sup>3</sup><http://www.emeraldgrouppublishing.com/research/guides/methods/interviews.htm>

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## *Comparative approach (Digital Environments – Ancient Egypt and Rome)*

Comparative approach is old good method for scientific research. There are two excellent sentences to reveal more about this approach:

*„Comparative research methods have long been used in cross – cultural studies to identify, analyse and explain similarities and differences across societies.*

*The benefits to be gained from cross – national work include a deeper understanding of other cultures and of their research processes.”<sup>5</sup>*

On the other hand, comparative approach, which relates to digital environments of Ancient Egypt and Rome, could provide excellent insight about development of digital reality worlds, which relates to these ancient countries.

## *Internet Research*

In modern time, any scientific research need internet sources for creating a good research paper. There are many places on internet where could be found literature. As first Google Books is an excellent place for researching on different scientific themes. Also, there is a Google's Public Domain library.

On the other hand, there are quality scientific driven webpages (for example academia.edu, ResearchGate), where scholar could collect important material for his/her research.

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<sup>5</sup> <http://sru.soc.surrey.ac.uk/SRU13.html>

### *Literature (books)*

There are many books written about Giza Plateau. I already have some important literature in my home referring to Ancient Egypt and Giza Plateau. Also, Google has a collection of public domain books.