

Blueprint of the PhD Research (First Two Chapters)

Introduction

- From Room Size Devices to the Artificial Intelligence
- Boost for Sciences
- Interdisciplinary Way
- It All Started There – Game Industry
- Rising of Digital Humanities
- New Approach – Digital History
- Revealing Ancient History – Digitalized Civilizations
- History and Archaeology of Rome – Cornerstone to “Decode Colosseum”
- Digital Reborn of the Colosseum

Historical Development of Flavian Amphitheatre

- Vespasian’s Dream
 - First and Second Floor
 - Flavians and Colosseum
- Magnificent Amphitheatre is Finished
 - From Imperial Box to the Seating for the Slaves
 - Entrances and Velarium
- Domitian’s Work - Underground
 - Dark Area – Underground Maze for Gladiators and Animals
 - Elevators and Scenery
- Large Fire in Early 3rd Century
 - Seating and Arena Floor Under Fire
 - Repairs in 3rd and 4th Century
- Rise of the Christianity
 - Pressure on Authorities to End the Games
 - Period Before the Milan Edict
- Christianity Opposition to Colosseum Games
 - Writers and Priests
 - Church and Games - Competitors
- Stopping the Violence – V and VI Century
 - Attempts of Emperors
 - Practical Reasons
- Neglection of the Colosseum

- Earthquakes
- Stone Robbers
- Earthquake and Repairs in V Century
 - Earthquake in 443 AD
 - Repairs in Time of Theodosius and Valentinian, and Later Repairs
- Walls Collapsing and Earthquake in XIV Century
 - Earthquake in 1349 AD
 - Walls Collapsing in 1362 AD
- Stealing the Stone
 - Using Stone for Different Buildings
 - Elite Romans and Stone from the Colosseum
- Famous Buildings and Stone from the Colosseum
 - Palazzo Barberini
 - Palace of St. Mark and the Farnese Palace
- Revealing Structures of the Colosseum
 - Early Excavations from XV – XVIII Century
 - Excavations in XIX and Early XX Century
- Research in Later XX Century
 - Condition of the Building in XX Century
 - Restorations
- Modern Research in Colosseum
 - New Floor
 - Opening of the Underground Level