Expanding the scope of experimental archaeology using the Perception-Process-Product analytical framework

3	Cheng Liu*	
4	2023-03-05	
5	Abstract	
6 7 8 9	This paper presents the Perception-Process-Product analytical framework to expand the scope of experimental archaeology. ¶ ¶ Keywords: Experimental archaeology; Ethological analysis; Ethnographical analysis; Collaborative knowledge production	
10	Contents	
11	1 Introduction	1
12	2 The curse of knowledge	2
13	3 Many places, many voices	3
14	4 Open science beyond reproducibility	3
15	References	3
16	1 Introduction	
17	This paper presents the Perception-Process-Product analytical framework to expand the sco	pe
18	of experimental archaeology (Figure 1). It aims to expose the behavioral variability at multip	ρle
19	levels and build the connections. minimal engineering using raw materials available in the p	ast
20	to demonstrate it is possible to do something.	
21	This part talks about the goal and toolbox of PPP framework, which is understanding the mu	ılti-
22	level understanding of variation. the first two p captures different level of variation: EQUIFINA	AL-
23	ITY (Chami, 2015).	
	*Department of Anthropology, Emory University, Atlanta, GA, USA; raylc1996@outlook.com	

- Is RCT the golden standard of knowledge (Cartwright, 2007)
- 25 Traditionally, experimental archaeology focuses on generating knowledge regarding the causal
- mechanism at behavioral level to explain the variation of material culture (Eren et al., 2016). In
- 27 the past decades, actualistical experiments becomes more common (Liu & Stout, 2022). new
- toolkit such as BORIS were introduced (Friard & Gamba, 2016)

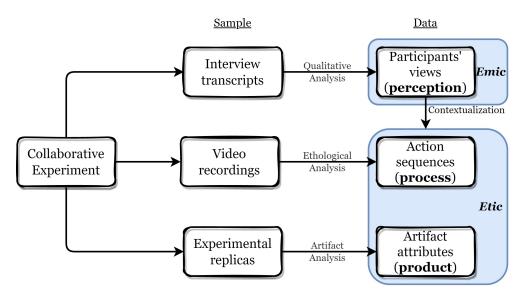


Figure 1: The conceptual diagram of the Perception-Process-Product analytical framework.

Ethological approaches has been first systematically developed and applied in the archaeological research by Haidle (M. Haidle, 2010; M. N. Haidle, 2009; Lombard & Haidle, 2012), known as cognigram, essentially representing an abstracting process of a series of behavioral sequences achieving a similar goal. This approach is a power and elegant yet limited by the curse of expertise (Hinds, 1999). Like chaine operatoire, it cannot handles variation very well. To some extent it describes the minimal steps to achieve a goal from the perspective of reverse engineering and assume clear causal thinking between each steps. Novices has a different sets of perception on the causal structure of how certain behaviors will modify the raw materials, leading to over-imitation. Here we used the ethogram, or the action grammar, developed by (Stout et al., 2021) as an example. Other coding scheme also exist such as (Mahaney, 2014).

2 The curse of knowledge

Variation: why novice is important? (Hinds, 1999)

41 3 Many places, many voices

- ⁴² Variation: why experts or collaborative knowledge from different regions matters?
- The PPP analytical framework inherently adopts an collaborative mode of knowledge production,
- which has been advocated in experimental studies (Ranhorn et al., 2020) and museum collection
- studies (Timbrell, 2022).

4 Open science beyond reproducibility

- The last step is uploading the data to a open-access repository (Marwick et al., 2017). The building
- of manufacture can cost (Gilmore et al., 2015; Simon et al., 2015).

49 References

- cartwright, N. (2007). Are RCTs the Gold Standard? *BioSocieties*, 2(1), 11–20. https://doi.org/10.1
- o17/S1745855207005029
- ⁵² Chami, F. (2015). The problem of equifinality in archaeology: Vol. London (S. Wynne-Jones & J.
- Fleisher, Eds.; pp. 38–47). Routledge. https://www.taylorfrancis.com/chapters/edit/10.4324/
- 9781315716381-4/problem-equifinality-archaeology-felix-chami
- Eren, M. I., Lycett, S. J., Patten, R. J., Buchanan, B., Pargeter, J., & O'Brien, M. J. (2016). Test, model,
- and method validation: The role of experimental stone artifact replication in hypothesis-
- driven archaeology. Ethnoarchaeology: Journal of Archaeological, Ethnographic and Experi-
- mental Studies, 8(2), 103–136. https://doi.org/10.1080/19442890.2016.1213972
- 59 Friard, O., & Gamba, M. (2016). BORIS: a free, versatile open-source event-logging software for
- video/audio coding and live observations. *Methods in Ecology and Evolution*, 7(11), 1325–1330.
- https://doi.org/10.1111/2041-210X.12584
- 62 Gilmore, R., Adolph, K., Millman, D., Steiger, L., & Simon, D. (2015). Sharing displays and data
- from vision science research with databrary. Journal of Vision, 15(12), 280. https://doi.org/10
- .1167/15.12.280
- ⁶⁵ Haidle, M. (2010). Working-memory capacity and the evolution of modern cognitive potential:
- Implications from animal and early human tool use. *Current Anthropology*, 51(S1), S149–S166.
- https://doi.org/10.1086/650295
- Haidle, M. N. (2009). *How to think a simple spear* (S. A. de Beaune, F. L. Coolidge, & T. Wynn, Eds.;

- p. 5773). Cambridge University Press.
- Hinds, P. J. (1999). The curse of expertise: The effects of expertise and debiasing methods on
- prediction of novice performance. *Journal of Experimental Psychology: Applied*, *5*, 205–221.
- https://doi.org/10.1037/1076-898X.5.2.205
- Liu, C., & Stout, D. (2022). Inferring cultural reproduction from lithic data: A critical review.
- *Evolutionary anthropology.* https://doi.org/10.1002/evan.21964
- Lombard, M., & Haidle, M. N. (2012). Thinking a Bow-and-arrow Set: Cognitive Implications
- of Middle Stone Age Bow and Stone-tipped Arrow Technology. Cambridge Archaeological
- Journal, 22(2), 237–264. https://doi.org/10.1017/S095977431200025X
- Mahaney, R. A. (2014). Exploring the complexity and structure of acheulean stoneknapping in
- relation to natural language. *PaleoAnthropology*, 2014, 586606. https://doi.org/10.4207/PA.2
- 80 014.ART90
- 81 Marwick, B., d'Alpoim Guedes, J., Barton, C. M., Bates, L. A., Baxter, M., Bevan, A., Bollwerk, E.
- A., Bocinsky, R. K., Brughmans, T., Carter, A. K., Conrad, C., Contreras, D. A., Costa, S., Crema,
- E. R., Daggett, A., Davies, B., Drake, B. L., Dye, T. S., France, P., ... Wren, C. D. (2017). Open
- science in archaeology. SAA Archaeological Record, 17(4), 8–14. http://onlinedigeditions.com/
- publication/?i=440506
- 86 Ranhorn, K. L., Pargeter, J., & Premo, L. S. (2020). Investigating the evolution of human social
- learning through collaborative experimental archaeology. Evolutionary Anthropology: Issues,
- News, and Reviews, 29(2), 53–55. https://doi.org/10.1002/evan.21823
- 89 Simon, D. A., Gordon, A. S., Steiger, L., & Gilmore, R. O. (2015). Databrary: Enabling sharing and
- 90 reuse of research video. 279280. https://doi.org/10.1145/2756406.2756951
- 91 Stout, D., Chaminade, T., Apel, J., Shafti, A., & Faisal, A. A. (2021). The measurement, evolution,
- and neural representation of action grammars of human behavior. *Scientific Reports*, 11(1).
- https://doi.org/10.1038/s41598-021-92992-5
- ⁹⁴ Timbrell, L. (2022). A collaborative model for lithic shape digitization in museum settings. *Lithic*
- 95 Technology, 0(0), 1–12. https://doi.org/10.1080/01977261.2022.2092299