Archaeology 4.0: Archaeology in the Third Era of Computing

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Abstract

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Key words: Cicero; Catiline; orations.

1 Archaeological Evolution

Today, in 2019 we are living in the centre of the Digital Transformation era. The digital transformation affects all kind of 'humanoid' and 'machine' communities: individuals and society, state, companies and science (research/teaching). In archaeology, researcher develop and use new digital technologies. This results in positive effects on science and archaeology itself. The state promotes (e.g. funding by the Federal Ministry of Education and Research - BMBF) and uses these digital technologies and serves as a regulator. Also the society is using more and more digital technologies. Companies are developing and using new digital technologies as well.

Ocean of traditional Things

Fig. 1. The Digital and the Ocean of Traditional Things, Florian Thiery [CC BY 4.0]

Email address: rse@fthiery.de (Florian Thiery).

Thus, science and archaeology should seek collaboration with companies to positively influence the state and society through digital technologies. But does the digital wave overtake us? (Fig. 1) We should surf the wave! On a first wave of digitalisation we have already recorded, saved, transmitted and processed machine-readable data via internet and cloud computing technologies. Furthermore, on the second wave of digitalisation we have to analyse, enhance and use these research data in active ways as machine-interpretable data using artificial intelligence and machine learning.

While surfing the waves, we actively experience the evolution of archaeology from analogue data to Knowledge Graph Computing. That is what I will call Archaeology 4.0 (Fig. 2).



Fig. 2. Archaelogy 4.0, Florian Thiery [CC BY 4.0]

Archaeologal Sciences fulfilled a digital transformation from an 'analogous science' to modern digital science of humanities. Starting from an analogue era (Archaeology 1.0), in which research data was kept in books and monographs, across the digital era (Archaeology 2.0) in which digitisation progresses and data are published on the WWW, to a semantic era (Archaeology 3.0), where semantic modelling and publication of Linked Data prevail, we end up in a knowledge era (Archaeology 3.0), in which the analysis and the creation of new knowledge through a machine results.

1.1 Archaeology 1.0



Fig. 3. Archaelogy 1.0 Symbol, pixabay [Pixabay License]

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1.2 Archaeology 2.0



Fig. 4. Archaelogy 2.0 Symbol, pixabay [Pixabay License]

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1.3 Archaeology 3.0



Fig. 5. Archaelogy 3.0 Symbol, pixabay [Pixabay License]

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1.4 Archaeology 4.0

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Fig. 6. Archaeological Linked Data Cloud, Florian Thiery [CC BY $4.0]\,$

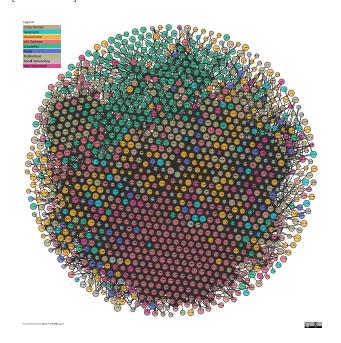


Fig. 7. Linked Open Data Cloud 2019-03-29, lod-cloud.net [CC BY $4.0]\,$



Fig. 8. Archaelogy 4.0 Symbol, pixabay [Pixabay License]

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Fig. 9. Era of Computing, Florian Thiery [CC BY 4.0]

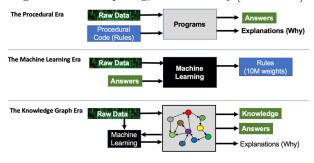


Fig. 10. Era of Computing, Dan McCreary [5]

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