**Definitions of Categories**

The following lists definitions used to create the applied categories in the NER and dictionary methods applied. Currently, there are no cultures covering Australia and New Zealand. However, these could be added.

*Cultures*

This list of definitions is used for ancient and more recent cultures assessed.

*Africa*: Mostly sub-Saharan African cultures that includes ancient and more recent cultures.

*America*: Cultures from the Americas that include North and South America and those that are pre- and post-Columbian.

*Bronze Age*: Cultures that have a designated overlap with the Bronze Age, including prehistoric and those that are historic period cultures.

*Buddhist*: Cultures specified as Buddhist.

*Cambodian*: Related cultures from within and near modern day Cambodia, including Thai, Khmer, and related cultures.

*Celtic*: Cultures mainly as identified as Celtic.

*Central Asia*: This mainly includes cultures that overlapped various period and were found in Central Asia, such as Scythians.

*China*: Cultures from China and Chinese dynasties such as Ming.

*Egyptian*: Related to ancient, mostly Pharaonic, Egypt but also Ptolemaic Egypt.

*European*: Mostly relating to late Medieval or later European cultures, including Renaissance and Baroque period cultures.

*Greek*: Cultures related to ancient Greece but also including Thracian, Cypriot, and nearby Eastern Mediterranean cultures that used the Greek language (e.g., Byzantines).

*India*: Cultures affiliated with the Indian subcontinent, including the ancient Indus and other later kingdoms and states.

*Iron Age*: Cultures that have a designated overlap with the Iron Age, including prehistoric and those that are historic period cultures.

*Islamic*: A term covering a wide array of cultures that identify religious affiliation to Islam. This can include cultures spanning Western, Southern, and eastern Asia. It can also include North Africa and parts of Europe.

*Japan*: Cultures from ancient and more recent Japan.

*Medieval*: Cultures that are described as occurring during mostly the early Medieval and mainly European cultures, although it can include Eurasia.

*Mongul*: Mongul including north and east Asian cultures.

*Near East*: Cultures of the ancient and more recent Near East, which are not specified as Islamic.

*Pre-Historic*: Cultures associated with pre-history, including Neolithic, Mesolithic, Chalcolithic cultures. This includes cultures in different continents.

*Roman*: Mostly related to Roman culture, but can include related cultures such as Etruscan and others in Italy during the late 1st millennium BCE and early 1st millennium CE.

*Russian*: Cultures in what is today Russia and surrounding states, including the Rus.

*Viking*: A term covering those cultures mostly associated with the Vikings (Norse and Danes) and related northern European cultures.

*Object Types*

*Clothing:* Terms that are clothing-related items such as straps, pins, shoes, belts, etc.

*Coin:* This not only includes coins and types of coins but also money or items used for money such as different currencies.

*Decoration:* Objects that seem to have mainly a decorative aspect such as symbols, engravings, etc.

*Household: Objects used for household functions such as bricks, candlesticks, gaming pieces.*

*Jewellery:* Items worn as jewellery such as necklaces or earrings. These items could also have a more practical functions, such as seals, but these more practical types could also be classified as tools.

*Mask:* Any mask to cover a face.

*Religious:* Items that appear mainly for religious use, such as amulets or crosses. Some items could be classified as jewellery, for instance, but also might have a religious function.

*Statue:* This category not only includes statues but also figurines and small statues.

*Text:* This includes any written or inscribed materials with a language.

*Tool:* This is a general category for items used for functional purposes such as work or building.

*Painting:* Any type of painting that is on an object or panel.

*Portrait:* A portrait of an individual.

*Vessel:* This includes pottery, containers, or other vessels used to carry liquids, food, or items.

*Weapon:* These are items that clearly have a war-like function or for purposes related to war, including ceremonial purposes.

*Material*

*Bone:* Types of bones, including human or animal, used for a given object.

*Glass*: Glass objects that includes transparent or translucent material.

*Metal*: All types of metals, including precious metals.

*Papyrus*: Papyrus or papyrus-like material.

*Terracotta*: Mostly ceramics, including faience or glazed materials, and fired wares.

*Stone*: Any type of stone, including semi-precious stones.

*Wood*: Wood materials.