



Programme
funded by the
EUROPEAN UNION



archeo
med sites



COMUNE
DI SIENA



UNIVERSITÀ
DI SIENA 1240

OpenArcheo2

a wholly different archaeological information system

archeomedsites.com

Steering Committee. Cagliari, 30-31 October 2015

Safeguard, valorisation
and management quality
Use of the management models
for the archaeological sites
and urban contexts



Vittorio Fronza – University of Siena

Yet another digital solution for archaeological
data recording and management!
It makes sense only if...

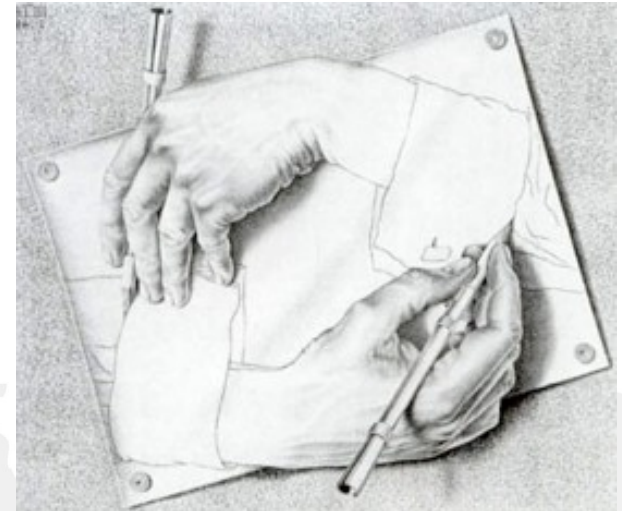
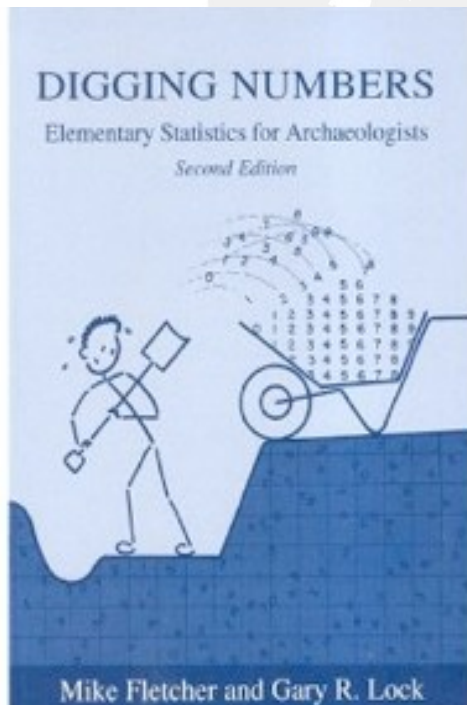
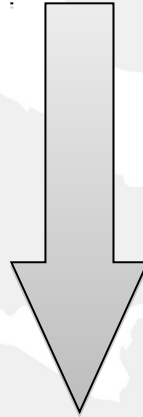
...it is substantially

Open
Archeo2

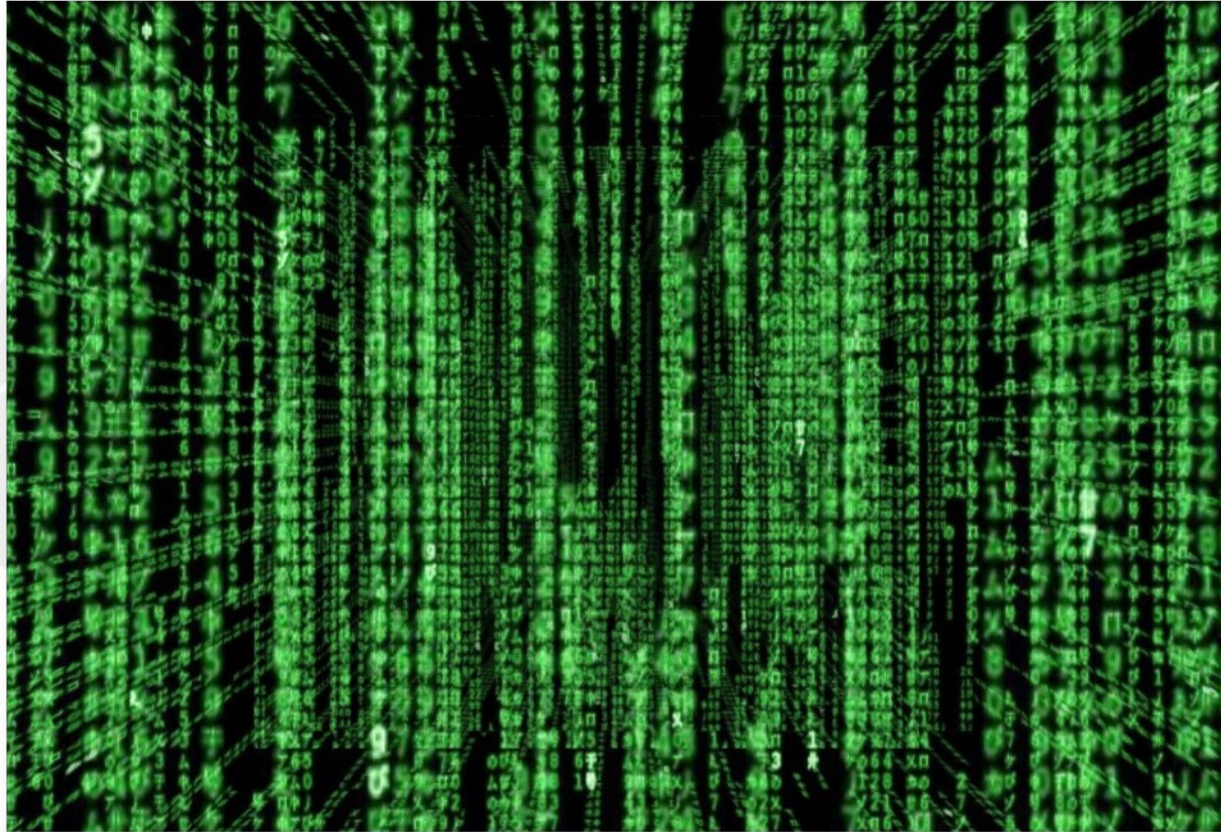
NEW

That means, never seen before

neo-processualist approach

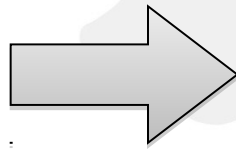


Large **data collections** are used to carry out quantitative and qualitative analysis in order to produce **knowledge** and heritage **protection** as well as **enhancement** actions.



many numbers
many variables
many evidences

No preservation/enhancement/communication without knowledge



openarcheo2

has to be a sort of

research engine

a **silent** app to manage, retrieve, analyze the information complexity, through a data schema that is

light but globalizing

(**elusive**, in a certain sense)

This means to

separate contents from meaning

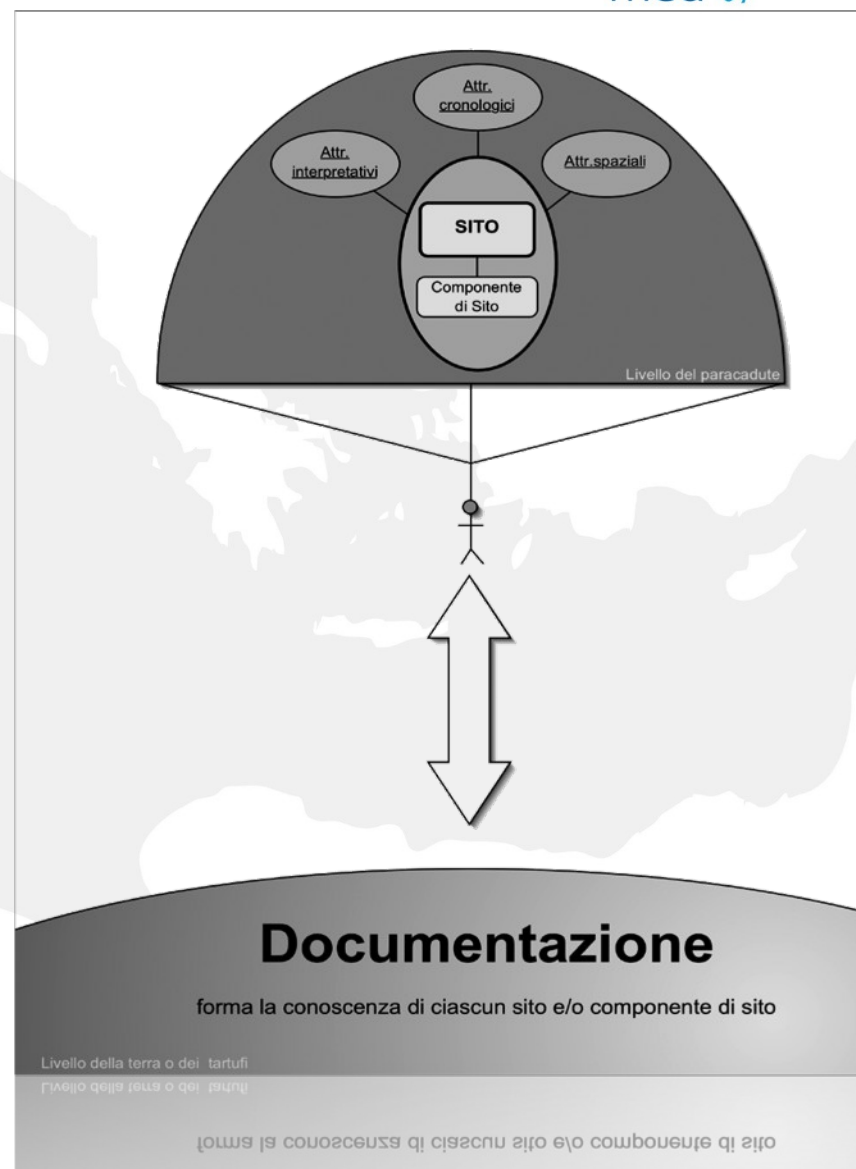
(**semantic web approach**)

and, at the same time, operating with a

parachute view

to be easily switched to a

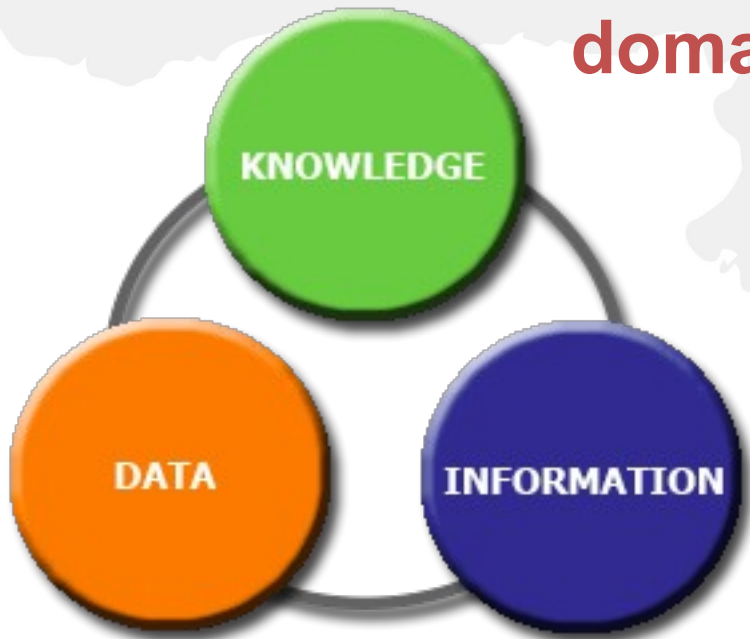
truffle hunter mode



database → knowledgebase

(database AND wiki AND repository) LIKE knowledge-base = TRUE?

Combining a
domain-driven and **data-driven** design
of the conceptual model



We need to shift
our focus from data
to knowledge...

...that is, from **raw** data to **interpreted** data

What's **missing** nowadays is an archaeological management system based on shared **interpreted** knowledge
(historiographical models, management models, safeguard programs, etc.)
and not only on low-level data (records of stratigraphical context, finds, etc.)

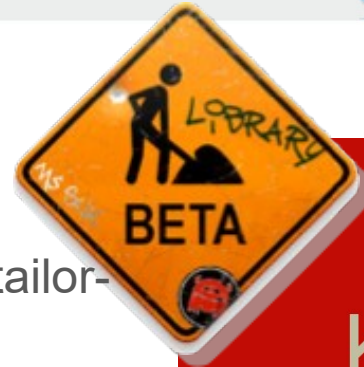
This perfectly fits the **Archeomed sites** objectives, this is what we want to with

openarcheo2

Requirements analysis

OpenArcheo2 has to be

- ✓ conceptually and technologically **advanced**;
- ✓ **customizable**, allowing the user the ability to create a "tailor-made" system;
- ✓ based on a high level **abstract** data model and therefore managing **interpreted** information;
- ✓ a **collector of information**, a kind of search engine to dominate a vast wealth of knowledge;
- ✓ **public** and clearly adhering to the principles **of open data**;
- ✓ **social-oriented**, inclusive and therefore potentially able to involve all social actors;
- ✓ **multilingual**, providing both the possibilities of localizing the user interface and of having a multiple language content editing;
- ✓ **FLOSS** (free / libre open source software).



open source

Conceptual model

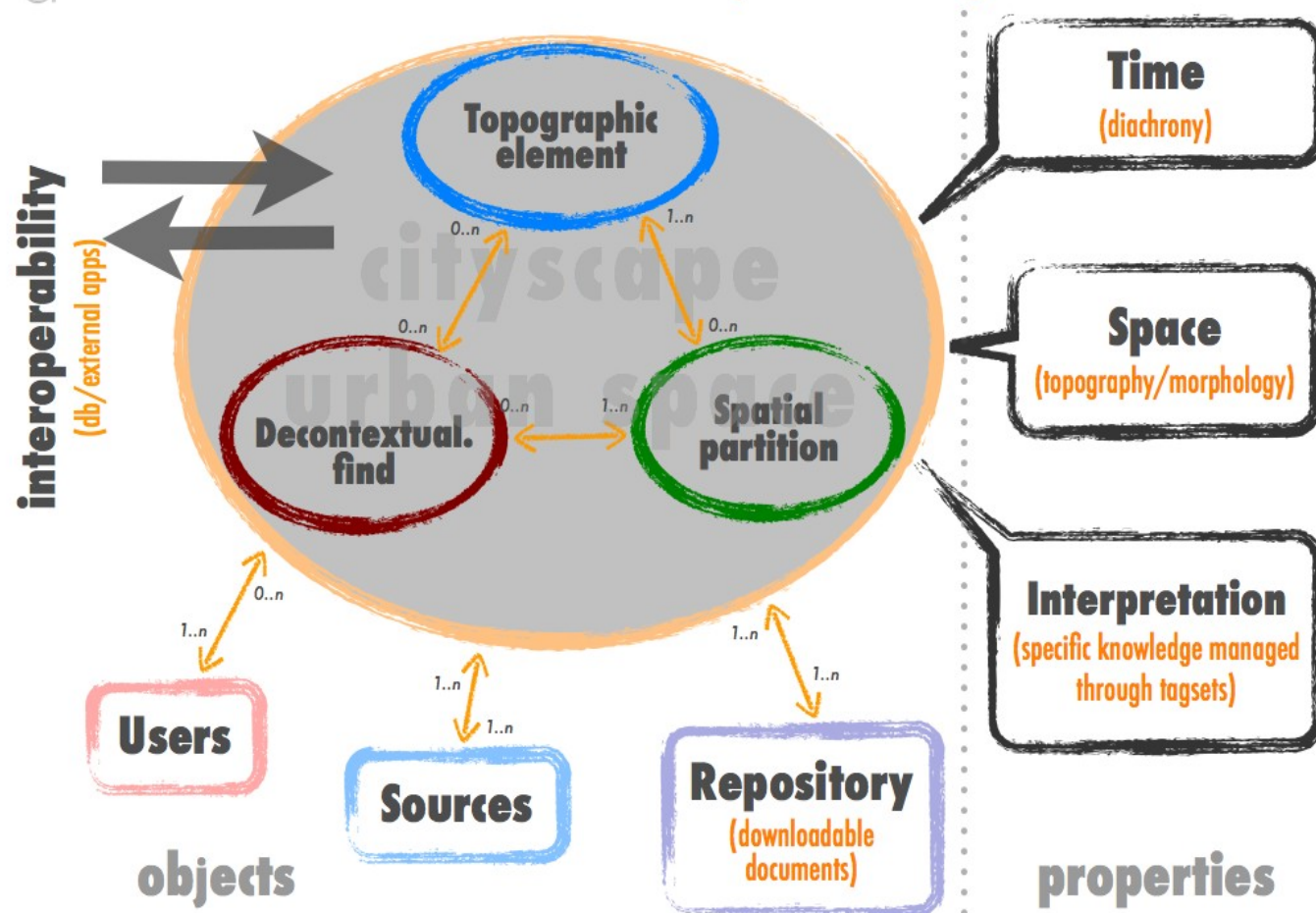


The Archeomed sites webGIS will be based on the concept of **Cityscapes**, to be understood as urban landscapes in their evolving space/time context.

The knowledge of cityscapes will be based on material evidence traceable through the methods of archaeological research in its broadest multidisciplinary sense.

Open
Archeo2

urban landscape - conceptual schema



If time and space are easy to understand, the third property – **Interpretation** – needs some explanation. We assume that, in order to attribute an archaeological value to material evidences, besides being spatially and chronologically coherent, it has also to be **"interesting" in the eyes of the archaeologist or, anyway, of the user**; in other words, it must implicitly belong to some interpretive grids that reflect the interests of a (scientific) community.

To mark the archaeological interest (an not only that), OpenArcheo2 uses **tags (or chronotags)** that allow a correlation of each object to specific keywords, grouped in tagsets (for example, a definition of the type of settlement, finds classes, etc.).



h1>openarcheo2

h2>Object classes

Landscape element	<i>is identified by an</i>	id	single integer (pk)
	<i>has a</i>	name	single string (100 characters)
	<i>is a</i>	primary definition	single Dictionary lemma (Landscape element.Definition)
	<i>specifically is a</i>	secondary definition	single Dictionary lemma (Landscape element.Definition)
	<i>is located at</i>	main toponym	single Toponym
	<i>belongs to</i>	landscape(s)	collection of Landscapes
	<i>is dating to</i>	chronology	single Chronological range
	<i>is represented by</i>	spatial object(s)	collection of GIS features
	<i>has a</i>	record stamp	single Record stamp
	<i>can refer to</i>	other project(s)	collection of Projects
	<i>has its knowledge built on</i>	source(s)	collection of Sources
	<i>can have</i>	historical toponym(s)	collection of Historical toponyms (historical=true)
	<i>has a</i>	brief description	single string (2000 characters)
	<i>is composed by</i>	topographic elements	collection of Topographic elements
	<i>can be contained by or intersect</i>	spatial repartition(s)	collection of Spatial zones/repartitions
	<i>can include</i>	decontextualised artefact(s)	collection of Decontextualised artefacts
	<i>can be described by</i>	tag(s)	collection of Tags
	<i>can be described by</i>	chronotag(s)	collection of Chronotag refs
	<i>can be further described by</i>	text(s)	collection of Descriptive texts
	<i>can be referenced in</i>	bibliography	collection of Bibliographic titles
	<i>can be represented by</i>	image(s)	collection of Images
	<i>can have attached</i>	repository document(s)	collection of Repo documents
	<i>can have</i>	comment(s)	collection of Comments

Source (information origin)	<i>is identified by an</i>	id	single integer (pk)
	<i>has a</i>	name	single string (100 characters)
	<i>can have an</i>	acronym/abbreviation	single string (10 characters)
	<i>is of</i>	type	single Dictionary lemma (Source.Type)
	<i>is produced by a</i>	main producer	single Producer refs
	<i>is the main subject of an</i>	investigation	single Investigations
	<i>can be the subject of</i>	other investigation(s)	collection of Investigations
	<i>can have a</i>	chronology	single Chronological range
	<i>covers a</i>	geographic area	single Toponym
	<i>covers a</i>	chronological range	single Chronological range
	<i>has a</i>	record stamp	single Record stamp
	<i>can refer to</i>	project(s)	<i>Method: show all projects of related investigations</i> single string (2000 characters)
	<i>has a</i>	brief description	single string (2000 characters)
	<i>can form the knowledge of</i>	decontextualised artefact(s)	collection of Decontextualised artefacts
	<i>can form the knowledge of</i>	landscape element(s)	collection of Landscape elements
	<i>can form the knowledge of</i>	topographic element(s)	collection of Topographic elements
	<i>can form the knowledge of</i>	toponym(s)	collection of Toponyms
	<i>can be related to</i>	other source(s)	collection of SourceRefs
	<i>can be described by</i>	tag(s)	collection of Tags
	<i>can be described by</i>	chronotag(s)	collection of Chronotag refs
	<i>can be further described by</i>	text(s)	collection of Descriptive texts
	<i>can be referenced in</i>	bibliography	collection of Bibliographic titles
	<i>can be represented by</i>	image(s)	collection of Images
	<i>can have attached</i>	repository document(s)	collection of Repo documents
	<i>can have</i>	comment(s)	collection of Comments

openarcheo2

Vocabularies

Landscape element.Definition			
English		Italian	
Primary definition	Secondary definition	Definizione primaria	Definizione secondaria
Natural environment	Hydrography	Ambiente naturale	Idrografia
	Woods/Fallow land		Bosco/incolto
	Wetlands/Marshlands		Area palustre
	Environmental destruction		Dissesto ambientale
	Geological element		Elemento geologico
Anthropic network	Settlement/demic network	Rete antropica	Rete demico/insediativa
	Economic/productive network		Rete economico/produttiva
	Cultural/religious network		Rete culturale/religiosa
	Military/fortifications network		Reti militari/fortificatorie
	Communication network		Reti comunicazione
Settlement	Infrastructural network	Insediamento	Rete infrastrutturali
	Simple rural settlement		Insediamento rurale semplice
	Seasonal/temporary rural settlement		Insediamento rurale stagionale temporaneo
	Complex rural settlement		Insediamento rurale complesso
	Urban settlement		Insediamento urbano
	Complex religious place		Luogo di culto complesso
	Necropolis		Area cimiteriale
	Temporary abandonment		Abbandono temporaneo
Anthropic exploitation	Agricultural space	Sfruttamento antropico	Spazio agricolo
	Breeding space		Spazio allevatizio
	Mining area		Area estrattiva
	Collection/supply area		Spazio di raccolta/approvvigionamento
	Hunting/fishing space		Spazio venatorio o di pesca
Functional element	Transformation/processing productive space	Elemento funzionale	Spazio produttivo di trasformazione/lavorazione
	Commercial space		Spazio commerciale
	Simple religious place		Luogo di culto semplice
	Military/fortification element		Elemento militare/fortificatorio
	Hydraulic infrastructure		Infrastruttura idraulica
	Communication infrastructure		Infrastruttura di comunicazione
	Environmental modification		Sistemazione/modificazione ambientale
Planning	Other functional space	Pianificazione	Altro spazio funzionale
	Territorial planning		Territoriale
	Urban planning		Urbanistica
Undetermined	Undetermined	Non determinabile	n.d.
	Generic natural environment		Generico ambiente naturale
	Generic anthropic presence		Generica frequentazione antropica

Bibliographic title.Type of publication

English	Italian
Volume	Volume
Paper in miscellaneous volume	Articolo in miscellanea
Paper in journal	Articolo in periodico
Multimedia publication	Pubblicazione multimediale

Not only SQL OR ~~SQL~~



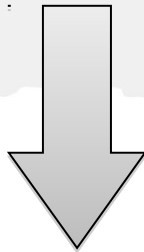
Development platforms



openarcheo²



AJAX



zotero



FLOSS and Github



GitHub, Inc. (US) | https://github.com/scarpazi/oa2_v0

1 gmail fb Più visitati clipperz side clipperz_add kringing Geoprocessing wi... Creating Heatma...

This repository Search Explore Gist Blog Help

scarpazi / oa2_v0

Unwatch 4 Unstar 1 Fork 0

openarcheo2 https://github.com/scarpazi/oa2_v0 — Edit

98 commits 4 branches 0 releases 3 contributors

branch: master - oa2_v0 / +

delete old pages

scarpazi authored on 12 Jun 2014 latest commit cc4474149f

oa2_v0 Solution	Delete oa2_v0_OLDNEW.waSolution	a year ago
oa2_v0_main	delete old pages	7 months ago
.gitattributes	11	8 months ago
.gitignore	post-merge fixes #8	8 months ago
readme.md	Merge branch 'Media'	8 months ago

readme.md

openarcheo2

a wholly different archaeological information system

(v)eds means (very) early development stage

Code

Issues 16

Pull Requests 0

Wiki

Pulse

Graphs

Settings

HTTPS clone URL

https://github.com

You can clone with HTTPS, SSH, or Subversion

Clone in Desktop

Download ZIP

CREATED WITH
FREE SOFTWARE



git

--distributed-is-the-new-centralized

openarcheo²

- Completion of UI
- User management
- Media and document repository module
- Polyline and polygon features in GIS
- Deployment and packaging

The webapp



openarcheo2

A brief tour of the actual development state

Screenshot of the openarcheo2 web application interface, showing a browser window with the URL 127.0.0.1:8081/lehome.waPage/index.html.

The interface includes a navigation bar with the openarcheo2 logo and the title "Landscape Element". Below the navigation bar, there is a search bar and a "Form" button.

The main content area displays a list of landscape elements. The table below shows the data:

ID	leID	name
3	3	Poggio Imperiale
10	2	Miranduolo
9	1	Sena, spazio urbano

Below the list, the "Form" section is visible, showing details for the selected element (ID 3, Name Poggio Imperiale). The form includes fields for "Definition" (Settlement | Complex rural settlement) and "Main toponym" (Poggibonsi). There are also expandable sections for "ORIGIN PROJECT", "CHRONOLOGY DETAIL", "RELATED TOPONYMS", "TOPOGRAPHIC ELEMENTS", "DESCRIPTION", "TAGS DETAIL", and "RECORD STAMP".

On the right side of the form, there is a "GIS" section displaying a map of the area, with a red outline indicating the location of the selected element.

At the bottom of the interface, there is a "media/repo" section.