Intro

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How do Digital / Computational Archaeologists interact?

Why is this important?

- digital & computational skills are often learned informally
- often Digital Archaeologists are alone in their instutions
- exchanging ideas and solutions with others helps a lot
    - how do I get code examples?
    - how did they do that exactly?
    - what do I need to be able to try that analysis?
    - Help, I'm stuck!
- that's why we founded the SIG SSLA

networks and SIGs

it's not just us:

- Special Interest Group Scientific Scripting Languages in Archaeology (SIG SSLA)
- Discord Channel Computational Archaeology
- Rchaeology https://rchaeology.github.io/

papers and conferences

- CAA (duh)
- JCAA, Journ Arch Science, Internet Arch
- paper repositories, as ReserachGate and academia."edu"

–> just like everyone else

repositories for code accompagnying papers

- OSF.io
- zenodo.org
- paper specific repositories

–> exchange of code, usually commented at least with a README

blogosphere

- Jeremy Hugget: https://introspectivedigitalarchaeology.com/ ,
- Andre Costopoulos: https://archeothoughts.wordpress.com/ ,
- Joe Roe: https://joeroe.io/,
- Isaac Ullah: https://isaacullah.github.io/,
- me and Sebastian Hageneuer: https://archaeoinformatics.net/

–> space for elaborating on a point in a more relaxed way

–> space to ask questions in context

Twitter

- hashtags like #Rstats, #Python, #ComputationalArchaeology, #DigitalArchaeology
- CAA chapters (@CAADE5, @CAA_Australasia, @caanlfl) and international CAA (@CAA_Int)
- SIGs (SIG-SSLA: @CAA_SSLA, SIG Data Dragons: @CAADataDragon)
- other networks (@DigArchGroup, @Rchaeology1)
- archaepapers with code bot by Ben Marwick (@archpaperscode)

–> huge and very varied input, very much up-to-date

–> more discussion of blog posts than in the blogosphere

YouTube

- tutorials (e.g. on ISAAKiel)
- recorded talks (e.g. on Recording Archaeology)
- introductions / reviews of tools (not usually arch-specific)

–> less discussion, more easy attainable information

Github

- many different resources
- Ben Marwicks CTV: https: //github.com/benmarwick/ ctv-archaeology
- github.io −> Books / Tutorials (e.g. https://benmarwick.github. io/How-To-Do- Archaeological-Science- Using-R/)
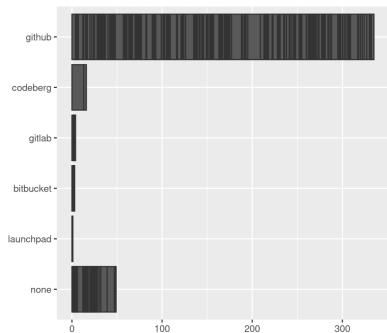
−> repository of code −> plugins, packages, extensions, . . .

−> used for commenting and working together

- study by Batiste/Roe 2021: Github by far the most used repository for archaeological free and open source software:

Most popular repository hosts
By number of projects, split by primary author

Data: open-archaeo.info

this is what this workshop will be about