

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 institutions
- 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 accompanying 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, @caanfl) and international CAA (@CAA_Int)
 - SIGs (SIG-SSLA: @CAA_SSLA, SIG Data Dragons: @CAADDataDragon)
 - 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/>)

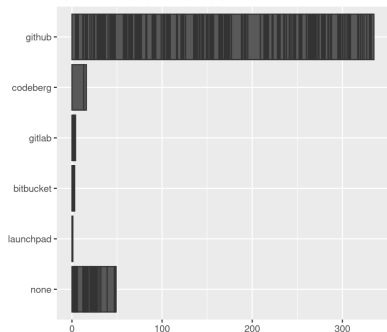
→ repository of code → plugins, packages, extensions, ...

→ 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

Plan

- Working locally
 - bash
 - git
- Working remotely
 - Github
 - collaborating with others