



**LUND**  
UNIVERSITY

Faculties of Humanities and Theology

**ARKN10, Archaeology and Ancient History: Digital  
Archaeology, Virtual Reality in Archaeology, 15 credits**  
*Arkeologi och antikens historia: Digital arkeologi, Virtual Reality i  
arkeologi, 15 högskolepoäng*  
Second Cycle / Avancerad nivå

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### Details of approval

The syllabus was approved by The pro-dean for First-Cycle Studies at the Faculties of Humanities and Theology on 2012-02-15 to be valid from 2012-02-15, autumn semester 2012.

### General Information

The course is offered as a free-standing course. It can normally be included as part of a first- or second-cycle degree.

*Language of instruction:* English

#### *Main field of studies*

Archaeology and Ancient History with specialization in Historical Archaeology

Archaeology and Ancient History with specialization in Archaeology

Archaeology and Ancient History with specialization in Historical Osteology

Archaeology and Ancient History

Archaeology and Ancient History with specialization in Classical Archaeology and Ancient History

#### *Depth of study relative to the degree requirements*

A1N, Second cycle, has only first-cycle course/s as entry requirements

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### Learning outcomes

On completion of the course the students shall

### **Knowledge and understanding**

- be able to demonstrate thorough knowledge of the use of virtual reality (VR) in archaeology and its technology and applications in a broad sense in order to model, simulate, visualise and communicate archaeological data and interpretations
- be able to make clear and communicate in speech, images and writing how this research field enlarges our knowledge of human beings and their historical context

### **Competence and skills**

- be able to independently complete projects utilising digital technologies for communication purposes, for example at museums
- be able to use both hardware and software for digitalisation, modelling, visualisation, staging and animation
- be able to contribute to and design the development of ICT

### **Judgement and approach**

- be able to offer plausible interpretations of analysed data from a critical scholarly perspective.

### **Course content**

The course focuses on technologies for collecting two- and three-dimensional spatial data. Students acquire practical and theoretical knowledge of digitalisation, CAD technology, laser scanners (time-of-flight and triangulation) and photogrammetry. Furthermore, the course highlights the communication of archaeological interpretations through static and dynamic images (animation). The principles for constructing 3D models are introduced, as is the representation of different 3D models combined with a digital landscape model in order to produce an image or animation. The communication of digital archaeology via, for example, the internet or exhibitions is discussed.

### **Course design**

Teaching consists of exercises, lectures, seminars and study visits. Some of the seminars are compulsory and assessed. All course components except lectures are compulsory.

### **Assessment**

The assessment is based on an oral or written exam at the end of the course and on home assignments, essays and seminar activities.

*Subcourses that are part of this course can be found in an appendix at the end of this document.*

## Grades

Marking scale: Fail, E, D, C, B, A.

The highest grade is A and the lowest passing grade is E. The grade for a non-passing result is Fail.

## Entry requirements

To be admitted to the course students must have passed one of the courses ARKK01, ARKK04, AKSK04, ARKH04, HOSK04 or the equivalent.

## Further information

1. The credits allocated for course content that in whole or in part is commensurate with another course can only be credited once for a degree. For further details see the current registration information and other relevant documentation.
2. The course is offered at the Department of Archaeology and Ancient History, Lund University.

Subcourses in ARKN10, Archaeology and Ancient History: Digital  
Archaeology, Virtual Reality in Archaeology

Applies from V12

1201 Digital Archaeology, Virtual Reality in Archaeology, 15,0 hp  
Grading scale: Fail, E, D, C, B, A