

Time, Space, Scale

June 29, 2007

Group 1



But first a few words on Uncertainty....

- In archaeology it's a given!
- So we have to find ways to get around it or to incorporate it
- How then to represent it?
 - GIS: fuzzy logic
 - Database: degree of certainty



About scale...

- Definition of scale / resolution: its different for everyone
 - From decade to century to millenia
 - From point-level to regional space unit
- (so you have to be explicit about it in your text)
- It depends on the quality of your data
- You can switch to different scales in your research, according to the problem



About time...

- Time is never fixed in archaeology
- Everything has its own rhythm in time
 - Land use can change easily and quickly;
 - Land ownership changes far more slowly
- Change causes time ruptures that vary according to the nature and/or quantity of the event:
 - Fire (short but intense, on small scale)
 - War (long, on big scale)



- It is difficult to realise a continuous scenario of phenomena;
- You need to find the instances of change over time...
- ...and you also have to focus on the « unchanging » periods of time between those events of change!



More questions concerning time

- How do you represent time?
 - Is it possible in the first place
 - Does every problem require it
 - What is the best way?
 - Visualisation
 - Real life reconstruction
 - Other...



About space...

- Problem of impact of changes on space: change can have a different effect on different types of space / space with different functions



Problems concerning 3D

- Is 3D modeling a good option, other than to visualise the (dis)appearance of volume
- How should we represent uncertainty in 3D
- Does modeling in 3D provide us with more (archaeological) information than in 2D



Final words...

As archaeologists, we can
Maybe we need to think
never separate space
outside of the box to
and time. We have to
distinguish between the
a bit more often...
two, but we can never
leave one of the two out
of the picture

