



General information		
Academic subject	Digital Archaeology	
Degree course	LM-2 inter-university MA	
Academic Year	2022-2023	
European Credit Transfer and Accumulation System (ECTS)		6
Language	Italian	
Academic calendar (starting and ending date)	Second Semester (27.02.2023 – 19.05.2023)	
Attendance	Attendance is governed by the Course Didactic Regulations (art.4): <a href="https://w3.uniba.it/corsi/archeologia/presentazione-del-corso/R.D.ARCHEOLOGIAA.A.20222023.pdf">https://w3.uniba.it/corsi/archeologia/presentazione-del-corso/R.D.ARCHEOLOGIAA.A.20222023.pdf</a>	

Professor/ Lecturer	
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Virtual headquarters	
Tutoring (time and day)	Monday through Friday, by appointment to be arranged with the lecturer via email

Syllabus	
Learning Objectives	The teaching aims to provide an overview of the evolving relationship between archaeology and digital, with particular reference to reconstructive processing and dissemination methodologies and techniques.
Course prerequisites	<ul style="list-style-type: none"><li>- Basic computer skills (elementary knowledge of a personal computer and operating system);</li><li>- Basic computer skills (handling files such as documents and images and using peripherals such as disks and printers);</li><li>- Basic skills in creating digital documents (texts, presentations, tables).</li></ul>
Contents	<p>How to make the most of the potential of information technology in archaeological research? And how to use them correctly and creatively in communication? These are the main themes of the course.</p> <p>The course has two distinct parts:</p> <ol style="list-style-type: none"><li>1. A general part in which the basic concepts of computer science applied to archeology, the evolution between the two disciplines, and in particular the topics of computer graphics and computer animation will be addressed.</li><li>2. In the second part of the course, a workshop on digital creativity for archaeology and cultural heritage will be conducted, in which through hands-on activities the topic of reconstructing a site/ context / monument/landscape from the documentary base and reference sources will be addressed. Students will be actively involved in the simulation of a production process of one or more multimedia contents that will be presented and evaluated at the end of the course.</li></ol>
Books and bibliography	G. Volpe, G. De Felice, <i>Comunicazione e progetto culturale, archeologia e società</i> , in <i>European Journal of Post-Classical Archaeologies</i> 4, 2014, 405-424. ISSN 2039-7895s; G. De Felice, A. Fratta, <i>Ordona XIII</i> , Bari 2021. Other reference texts will be provided during the course.
Additional materials	

Work schedule			
Total	Lectures	Hands on (Laboratory, working groups, seminars,	Out-of-class study

		field trips)	hours/ Self-study hours
<b>Hours</b>			
150	18	24	108
<b>ECTS</b>			
6			
<b>Teaching strategy</b>			
	Teaching tools and texts for learning will be delivered through a specific teaching platform		
<b>Expected learning outcomes</b>			
<b>Knowledge and understanding on:</b>	<ul style="list-style-type: none"> <li>- Knowledge and ability to understand the history of the discipline as well as the current scenario and on the lines of evolution for the future;</li> <li>- Knowledge and ability to understand the potentialities, problems, methodologies of application, techniques and tools for the production of digital processing archaeology;</li> </ul>		
<b>Applying knowledge and understanding on:</b>	<ul style="list-style-type: none"> <li>- Knowledge and understanding skills applied to the design and implementation of projects/products/services involving the use of information technology for cultural heritage;</li> </ul>		
<b>Soft skills</b>	<ul style="list-style-type: none"> <li>• <i>Autonomy of judgment</i></li> <li>- Autonomy of judgment on the quality of projects/products/services in which the application of information technology to cultural heritage is involved;</li> <li>• <i>Communication skills</i></li> <li>- Communication skills and mastery of IT vocabulary and terminology;</li> <li>• <i>Ability to learn independently</i></li> <li>- Ability to learn and update skills in a rapidly and constantly changing scenario.</li> </ul>		

<b>Assessment and feedback</b>	
Methods of assessment	Due to the theoretical-practical nature of the course, verification of learning will already take place <i>in itinere</i> during laboratory sessions and seminars. Students will experience the skills acquired during the course in the realization of a project (theme of the year), the verification of which will constitute the examination.
Evaluation criteria	<ul style="list-style-type: none"> <li>• <i>Knowledge and understanding</i></li> <li>- Knowledge of the technical and methodological issues related to the discipline and its evolution;</li> <li>• <i>Applying knowledge and understanding</i></li> <li>- Knowledge and ability to understand the quality of projects/products/services involving the use of information technology for cultural heritage;</li> <li>• <i>Autonomy of judgment</i></li> <li>- critical processing of projects and content;</li> <li>- correct use of tools and methods;</li> <li>- correct and integrated use of all types of digital assets.</li> <li>• <i>Communication skills</i></li> <li>- Produce a multimedia heritage communication project or prototype using appropriate communication skills, vocabulary, and language.</li> <li>• <i>Capacities to continue learning</i></li> <li>- Knowledge of techniques and methodologies for updating on course topics.</li> </ul>
Criteria for assessment and attribution of the final mark	The discussion of the year's topic, together with the discussion of the themes that emerged during the lectures, will constitute the end-of-course assessment.
<b>Additional information</b>	