

THE SMU THEORY WEB SITE
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The use of computers in archaeology is entering a new phase of unparalleled development, moving from a specialist methodology on the margins to a powerful practical and analytical tool used across all areas of archaeological interest. One area that has seen considerable growth in recent years is digital publishing and the use of the Internet to visualize and communicate archaeological findings to the general public. The final project for this class introduces the basics of web page production through the creation of a web site focused on a theoretical issue of your choosing. Your site will be added to the SMU archaeology theory web pages created by previous students. Evaluation of your project will be based on the quality of the background research, your writing abilities, and the visual presentation of your work on the web, including visual aids and the logic of web design and ease of navigation.

The project has four components: 1) a main theory page, 2) five bio sketches dedicated to major practitioners of the theory, 3) an extended bibliography of one practitioner of the chosen theory, and 4) and a (briefly) annotated bibliography of 10 major works. Requirements for each component are detailed below. Examples of previous student projects are available at: <http://smutheory.googlepages.com/>

I am currently migrating this site to a better server and will be working on other improvements and efforts to have this site hosted on the SMU Anthropology web space.

Personal Web Page

In preparation for this final project, you will be required to produce a web page for yourself, detailing your interests, professional activities, and educational background in archaeology. This site should have at least three separate pages, navigation bars, photographs, and linked PDFs including CVs, publications, reports, or projects.

The Following Readings are Required

Moser, Stephanie (2001). Archaeological Representation: The Visual Conventions for Constructing Knowledge. In *Archaeological Theory Today*, edited by Ian Hodder, pp. 262-283. Polity Press, MA.

Van Dyke, Ruth M. (2006). Seeing the Past: Visual Media in Archaeology. *American Anthropologist*, Vol. 108(2):370-384

Additional Information and Tutorials on Web Design are Available at:

<http://webstyleguide.com/index.html>
http://universalusability.com/access_by_design/index.html

Due Dates

Your personal web site will be due during the beginning of the semester. Other components of the theory project will be due as the semester progresses (see schedule).

Outside Examples

Inspiration for the Web Page project comes from two web sites. You should visit these sites for examples of how your work might be formatted and what it should include (generally). These pages also provide useful

information that will help you understand the anthropological theories that inform archaeological work in the U.S. and Europe.

1. Indiana University Anthropology Department's *Theory in Anthropology*
<http://www.indiana.edu/~wanthro/theory.htm>
2. Department of Anthropology, College of Arts and Sciences, the University of Alabama.
Anthropological Theories: A Guide Prepared by Students for Students
<http://www.as.ua.edu/ant/Faculty/murphy/436/anthros.htm>

Inspiration for the bio sketches comes from: www.theory.org.uk: *Social Theory for Fans of Popular Culture: Popular Culture for Fans of Social Theory*. Visit this web site to see their on-line “trading cards” at: <http://www.theory.org.uk/cards.htm> . This web site also may contain information relevant to a better understanding of social theory that informs (in some cases) archaeological work in the U.K. and U.S.

Software Requirements

The recommended web design software for this project is WYSIWYG Web Builder Vers. 5.0.2 by Pablo Software Solutions. The program is available for downloading at: <http://www.wysiwygwebbuilder.com/>. The cost of the program is \$39.95. The license gives you the ability to install the program on three different computers simultaneously over an (unspecified) period of time, after which you can re-install them on another three without violating the license. You can also download a fully-functional version of the program for a 30 day free trial. Web Builder provides you with very simple and flexible “what-you-see-is-what-you-get” interface and is the best program on the market for this price.

The Web Builder program does not allow you to create original artwork. This should be done in Adobe Illustrator. Adobe Photoshop or some other photo imaging software also may be required. Both programs are installed on the Ceramics Lab computer and on the computers available to students in the Department.

I will provide additional tutorials on imaging and web based software as needed during the first few weeks of class. I also will provide you access to my host site at: <http://www.bluehost.com/> for uploading your published files.

Project Components

Part 1. Theory Main Page

This section should be comprised largely of (1) narrative text, broken into the major headings listed below, (2) that is somewhere between 1,000 and 3,000 words – not including leading figures, key works, web pages, or cited references (h through k below) - and (3) aided through the use of charts (incl. flow-charts), tables, and/or digital photographs.

- a. *What is it (basic premises) – This list is provided is a guide only*
 - i. Views of culture? – adaptive, symbolic, N/A, etc.
 - ii. Loci of culture or behavior – inside the individual or outside
 - iii. Sources of data and/or prominent methodologies
 - iv. Effective arenas (e.g. good for some types of data not others)
 - v. Borrowed ideas/overlap with other theories
 - vi. How is it situated in the Culture History – Processual – Post-processual progression and why should it be considered part of one or the other. This section requires that you know something about each of these general theories – so keep working on your charts as a group.
 - vii. Major methodologies and/or technologies

- viii. How change is viewed if at all
- b. *Origins and History*
 - i. Bracketed loosely in time
 - ii. Historical trends and developments noted
 - iii. *May show a staged development that should be identified*
- c. *Cultural Context (what going on in the world at the time that may have had a bearing on the content/direction)*
 - i. Global politics?
 - ii. Social/humanitarian rights?
 - iii. Wars?
 - iv. Federal or national policies?
 - v. New Pervasive Technologies
- d. *Early Influences/Ancestors – may include other archaeological theories, anthropological approaches/theories, or methods developed in other disciplines (sociology, geology, etc.)*
- e. *Current Trends (Descendants)*
- f. *Accomplishments – how has the archaeology community benefited?*
- g. *Criticism/Points of Reaction – what are its drawbacks and who are some of the critics?*
- h. *Leading Figures (should include digital photographs if possible). List at least five*
- i. *Key Works/Publications: (may include digital photos of books - At least 10 articles, books, or both). Include why they are important in a short – 1-3 line synopsis.*
- j. *Are there any organizations or official web sites? List Do any of the leading figures have web sites? List and provide real links.*
- k. *References cited: what you used to compile your information including publications and internet resources.*

Part 2. Bio Sketches

For this portion of the project, you are required to create **five** bio sketch pages. These should feature individuals that have made major contributions to the field of archaeology; either in the development of new theories, new and novel methodologies, ethical standards, or the deeper understandings of regional areas and chronologies. Their major contributions or the projects and insights they contributed should be noted. The text is limited to between 60 and 80 words, and should include a digital image of a person, place or graphic that represents the individual or their concepts and work. Search Google Images for assistance finding digital photos or scan photos from a book. Individuals should be from the same school of thought as the theory you have chosen for the web page – They can be the same people listed in your “Leading Figures” section of Part 1.

Part 3: Extended Biography

This biography should include a 300-1000 word essay on the life history and interests of a major contributor to Archaeological Theory (see list below). You should be able to find a lot on the internet (either through on-

line interviews, obituaries, personal web pages, university web pages) and also in published obituaries from journals, feschrift volumes, or autobiographies. Minimally include the following.

1. Personal Data
 - Current Positions
 - Degrees and Previous Positions
 - Specialization
 - Fieldwork
2. Basic Concepts and Accomplishments
3. Publications (books, articles, edited volumes, editorials)
4. Web site

Part 4. Annotated Bibliography

In addition to the references cited on the main theory page, you should provide a briefly annotated bibliography of 10 major works for the theory. This may include key articles or books (no reviews or review articles). Provide illustrations of books if available.

A Partial List of Theoretical Topics/Themes

Behavioral Archaeology
Ethnoarchaeology
Experimental Archaeology
Evolutionary (Darwinian) Archaeology
Evolutionary/Behavioral Ecology
Landscape Archaeology
Praxis/Structuration
Agency/Structuration
Cognitive Archaeology
Social Evolution
Systems Theory
Feminist/Critique
Tribal/Indigenous Archeology
Formalist/Substantivist Debate
Style/Function Debate
Technological Style (can include *Chaine de Operatoir*)
Cognitive Evolution
Structuralism/Space Syntax
Phenomenology
World Systems Theory
Migration/Diffusion
Historical Processualism and Processual-Plus
Marxism
Contextual Archaeology
Annales School
Long dureé
Archaeology of the Body
Biography of Objects
Social Lives of Objects
Social Archaeology
Archaeological Life-histories