

EDITORIAL. SURVEY AND DOCUMENTATION FOR ARCHAEOLOGY, A SPECIAL ISSUE OF SCIRES-IT

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Abstract

The journal SCIRES-IT, in the second issue of 2015, publishes a special number entitled “Survey and documentation for Archaeology”. This specific topic, more relevant today than ever, brings together new technologies and archaeology. This number offers a series of contributions that consider different applications of digital technologies in documenting diversified contexts of study. These studies pay particular attention to the spread and promotion of their results among a heterogeneous public.

Keywords

SCIRES-IT, Editorial, Archaeology, Documentation, Digital technologies

1. Editorial. SCIRES-IT

The journal SCIRES-IT, in the second issue of 2015, publishes a special number entitled “Survey and documentation for Archaeology”. This specific topic, more relevant today than ever, brings together the new technologies and archaeology. This number offers a series of contributions that consider different applications of digital technologies in documenting diversified contexts of study. These studies pay particular attention to the spread and promotion of their results among a heterogeneous public. Our Call for Papers invited scholars and professionals in the disciplines involved (archaeology, architecture, engineering etc.) to offer a contribution linked to the specific world of digital technologies applied to archaeology. We focused in particular on papers considering projects on large-scale (from the archaeological ruin to its landscape), also presenting an interdisciplinary study approach, and offering a technical-scientific formulation of the methodology adopted, as well as a particular attention to the connections with the complex topic of representation. As a consequence, very specific and diversified subject matters were examined, concerning the interpretation and communication of data in function of its use in the disciplines of restoration, virtual archaeology, the digital and augmented reality. The papers consider

various contexts of study (from the museum to the archaeological site, from a building to a single artifact), sometimes integrating different settings into the same project. The geographic areas studied in the papers are also considerably heterogeneous, focusing mostly on Italy (especially the southern and central part of the country) and only in two cases on a larger international context. These last two works offer interesting considerations on a large geographic scale.

The same connotation of heterogeneity characterized the technologies adopted in each study. In this case the use of virtual reality, GIS platforms, surveying methods such as laser scanning and digital photogrammetry (shape from motion), appeared all of great interest and well applied in relation to the research goals of each project.

Eleven papers were selected based on the explained planning. Each contribution chosen met the requirements of our Call for Papers and presented innovative research studies of great quality. We gave particular attention to the methodological connotation of the studies and we chose to publish also some research projects not necessarily concerning archaeological artifacts; in their cases particular importance was given to the use of digital technologies finalized to the survey

of complex shapes or statues, which can be easily applied in archaeological studies.

In the complex research agenda of archaeology today, as also proven by the contributions of the present number, emerges clearly the necessity of the best integration possible of the technology available today with its products. A further step in the direction of reaching a common goal is constituted by the knowledge of what we are recording to save and promote it, in line with the idea that today a monument is not only an object to acknowledge, but also an active part in society, transforming into a generator of not only cultural, but also economic and social resources.