

# ArchaeoStuff

## DIGITAL ARCHAEOLOGY

# Save the Name! PLUGGY: an inventive Social Networking site for cultural heritage

DECEMBER 19, 2016 | EMILIO | LEAVE A COMMENT

Today I am presenting you with a very exciting project that is taking shape these days around Europe, **PLUGGY: an inventive Social Networking site for cultural heritage**. I do not know if you have heard of it, but I am sure you will do in the future. Their immediate goal is the creation of a Facebook-like social platform and a series of smartphone apps, in order to promote and encourage the involvement of citizens in safeguarding their local cultural environment. And the idea sounds great to me, and very necessary as well.

This is a topic I have been actually researching in the last year, and I have in press a paper on the role new technologies can play in the diffusion and defence of the cultural heritage, a study I will be sharing with you very soon. We all carry a smartphone today. Perhaps you are reading this from one right now. We have no mobile phones any more, but handheld computers that happen to make phone calls, and in my case not very often. So imagine a project that aims at the creation of a social network and a series of apps, (augmented reality, geolocation, 3D Sonic narratives and collaborative games) that you can carry in your pocket all the time. For me it is impossible not to be excited about it, especially, as a map maker, about the geolocation app.

The had the kick-off meeting in Athens the 12<sup>th</sup> and the 13<sup>th</sup> of this month, and although work is still getting organised, you can find some information about the project in their Facebook and webpages, as well as following them on twitter:

<https://www.facebook.com/PluggyProject/?fref=ts> (<https://www.facebook.com/PluggyProject/?fref=ts>)

[https://twitter.com/PLUGGY\\_Project](https://twitter.com/PLUGGY_Project) ([https://twitter.com/PLUGGY\\_Project](https://twitter.com/PLUGGY_Project))

<http://www.pluggy-project.eu> (<http://www.pluggy-project.eu>)

Have a look and follow the project. I think this is going to be just great. I can only hope the first releases arrive very soon!

◀ **SENSIBILIZACIÓN DO PÚBLICO/PUBLIC OUTREACH**



## FILMES/FILMS

# Filmes e Arqueoloxía (I). A Furia dos Titáns (1981):

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Se algunha vez tendes visto unha foto miña nalgún perfil dixital teredes pensado: – Ben, xa o pillo. Viu Indiana Jones de cativo e quixo ser arqueólogo. Hai unha grande polémica ao redor destes filmes arqueolóxicos e do peplum, e como a disciplina e o pasado móstranse neles. Os críticos teñen razón nalgúns casos, pero eu tendo a adoptar unha posición máis neutral. Un traballo de ficción é simplemente iso, ficción. Pode ser mellor ou peor, pero se non engana o espectador pretendendo ser un documental, eu non vexo o problema. Creo que estes filmes poden incluso xogar un papel importante no acrecentamento do interese polas sociedades do pasado. Este é un debate longo e complicado, e non pretendo poder arranxalo eiquí completamente. Só quero presentar algúns dos mellores filmes que creo representan o mellor desta tradición cinematográfica, e que ben poden ser entretidos, ficción, pero tamén unha boa forma de acercarse ó pasado.

◀ GRECIA/GREECE ▶ SENSIBILIZACIÓN DO PÚBLICO/PUBLIC OUTREACH



## FILMES/FILMS

# Films and Archaeology (I): The Clash of the Titans (1981)

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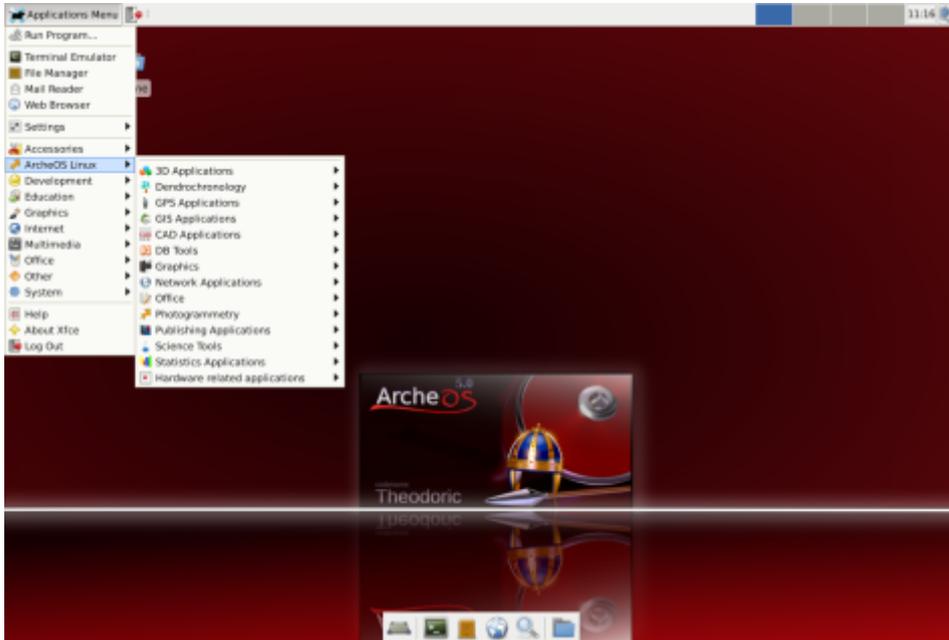
If you have ever seen a picture of me on a digital profile you would have thought: OK, I got it. He watched Indiana Jones and wanted to be an archaeologist. There is always a strong polemic about these archaeology/peplum films, and how the field and the past are portrayed in them. Critics are right sometimes, but I tend to adopt a more neutral position. A work of fiction is just that, fiction. It can be better or worse, but if it does not cheat the viewer pretending to be a documentary, I do not see what the problem is. They can even play an important role in increasing the social interest in past societies. This is a long and complicated debate and I do not intent to give here a full solution. I just want t present you with some films that I believe represent the best of this tradition about “adventures in ancient times”, and that because of these characteristics can be entertaining, fictional but also a good way of approaching the past.

◀ GRECIA/GREECE ◀ SENSIBILIZACIÓN DO PÚBLICO/PUBLIC OUTREACH  
DIGITAL ARCHAEOLOGY

## Open source archaeology, a brief users guide (I)

NOVEMBER 11, 2016 | EMILIO | LEAVE A COMMENT

A digital world like ours has many initiatives that perhaps we do not know, but that offer us open-source software for any task we can imagine. From whole operative systems (OS) to little programs for specific tasks, communities of coders work for free on alternatives to firmware software that in some cases can make us wonder why we still pay for programs when we can donate to this initiatives and enjoy great software. My work on GIS and GRASS was of course my first exposure to this technology but my best example would be LibreOffice: I have not used the Office Suit for more than a decade, and I have never encountered a problem on my research or on my publications.



*App menu of ArcheOS. Look at all the archeological software ready to be used!*

◀ CÓDIGO ABERTO/OPEN  
SOURCE ◀ LABORATORIO/LABORATORY ◀ PROSPECCIÓN/SURVEY ◀ SOFTWARE  
LIBRE/FREWARE ◀ TRABALLO DE CAMPO/FIELDWORK



ARQUEOLOXÍA EXPERIMENTAL/EXPERIMENTAL ARCHAEOLOGY

