325 DISSEMINATING AND CURATING NON-VISIBLE ARCHAEOLOGICAL SITES AND SIGNIFICANT CULTURAL LANDSCAPES THROUGH INNOVATIVE AND SUSTAINABLE IDEAS

Theme: 3. Sustainable archaeology and heritage in an unsustainable world

Organisers: Runge, Mads (Odense City Museums) - Toreld, Christina (Museum of Bohuslän) - Knudsen, Nicolai (Museums of Eastern Funen) - Lundø, Line (Odense City Museums)

Format: Regular session

On-site dissemination of archaeological results during excavation usually has very high public appeal. In contrast, exploiting the results and giving feedback to the public once the excavation is done presents a more challenging situation. Often the archaeological remains are either removed or practically non-visible due to modern urban structures or blurred by agrarian development, and no monuments remain to provide the framework for dissemination of the history of the site. Similarly, in the case of protected cultural landscapes, there can be a lack of physical landmarks or monuments to highlight its cultural context.

The session will focus on sustainable dissemination of non-visible archaeological sites and significant cultural landscapes by welcoming new ideas on how to meet this challenge. Submissions could focus on how to make the non-visible cultural heritage outside the museums visible by applying innovative communication approaches, collaborating with stakeholders, make outreach projects or facilitate local ownership to the cultural landscape and heritage.

We welcome papers that deals with the challenges of disseminating non-visible or lost archaeological sites, protected cultural landscapes, as well as historical events that no longer can be associated with visible or permanent monuments. We also welcome papers that deal with the above mentioned, while focusing on specific target groups i.e. children or young adults, and the singular didactic considerations therein.

ABSTRACTS

1 SUSTAINABLE HERITAGE MANAGEMENT THROUGH LOCAL INVOLVEMENT

Abstract author(s): Runge, Mads - Mogensen, Mette (Odense City Museums)

Abstract format: Oral

In Denmark over the last decades a growing number of developer payed archaeological excavations has been seen and with this an increase in data as well as new research results have been achieved. This situation has at the same time raised a demand in society to get access to this knowledge in a new and innovative way.

The research results of archaeology are best disseminated on site but the problem for Danish archaeology is that most of the prehistoric structures was made of impermanent material. In combination with a high degree of cultivation of land, not much is left to see after excavation has been undertaken.

As the future of archaeology depends on support and engagement of society, it is necessary to develop ways of dissemination and processes of involvement of local stakeholders, so that people do understand their local history and feel anchorage here in. Creating a balance between on the one hand what society brings to archaeology in terms of financial support, and on the other hand what archaeology gives back to society in monetary as well as mental value (e.g. shaping of pried and identity) is thus important. In achieving this balance, the sustainable heritage management is met.

The project From Central Space to Urban Place has dealt with some of these issues and with this as a starting point, the paper will touch upon innovative projects which over the recent years have created new possibilities to tell the story to the society on site. Also, examples will be given of partnerships with new target groups and users that support a positive development towards a higher degree of sustainability. The paper will finally set light on some of the challenges that such a work provides. All in all, the presentation will form a basis for the session.

2 ARCHAEOLOGICAL HERITAGE PRESERVATION AND SALVATION STUDIES IN LARGE SCALE INFRASTRUCTURE CONSTRUCTION PROJECTS IN TURKEY

Abstract author(s): Dag, Haydar Ugur - Aral, Melih - Sevmen, Kilichan (REGIO Cultural Heritage Consultancy)

Abstract format: Oral

In the last decade, many large scale infrastructure projects such as Tanap Natural Pipeline Project, North Marmara Highway Project, Ankara-Niğde Highway Project have been carried out in Turkey with the financial support of international lender institutions. In all of these investments, preservation of archaeological heritage is one of the performance criteria where the management and contractors of these projects have to comply. During the ESIA (Environmental Social Impact Assessment) studies of these projects many new archaeological sites have been identified and officially registered in the national inventory. These sites are still under protection of public authorities. These ESIA studies were conducted by REGIO Cultural Heritage Management Consultancy which is a private construction archaeology company in Turkey. After identification of these new sites, REGIO conducted further studies such as test pit excavations and geophysics surveys and for the places where construction is not avoided, salvage and reconstruction works have been performed. The presentation will cover the works and findings in those projects.

3 MANAGING A BIRTH CERTIFICATE

Abstract author(s): Ravn, Mads - Lindblom, Charlotta (Vejle Museums)

Abstract format: Oral

The Jelling Monuments have been on the UNESCO list of World Heritage sites since 1994. They are considered among the most significant monuments of Denmark since the mid. 19th century when the King, Frederik VII conducted excavations there. One main reason is that a rune stone mentions that Harald, king of the Danes in the mid. 10th century 'won all Denmark and Norway and Christened the Danes'. Thus, it is considered the 'Birth Certificate' of the nation of Denmark and the origin of the current pedigree of the royal line. Furthermore, the figurative motive on the rune stone of Christ on a cross is considered the cradle of Christianity in Denmark.

25 years ago the monuments consisted of only two, huge burial mounds, two rune stones and a church situated between the burial mounds. Additional research excavations carried out between 2006 and 2013 with the National Museum and Aarhus University revealed under the top soil among others, a huge palisade, which encircled the area – three Viking houses of Trelleborg-type and possibly the largest ship setting seen in the Nordic countries from the Viking Age.

The new discoveries revolutionized the interpretation of the site. Also in 2018, it led to a minor boundary modification of the UNESCO site.

This paper will reveal 25 years of experience with managing this site and disseminating the knowledge from the visible and invisible remains in new ways seen from a perspective of a local museum. There have been different challenges, compromises and successes, meeting the needs of different stakeholders in a democratic society. In general, it is a success story. Therefore, the content of this managing plan will be presented and discussed.

4 THE DISSEMINATION OF A MODERN CITY´S NON-VISIBLE HERITAGE

Abstract author(s): Lundø, Line (Odense Bys Museer)

Abstract format: Oral

With focus on on-site dissemination and teaching aimed at children and young adults, this paper presents how the non-visible cultural heritage in cities can be disseminated through dramatizations, role-playing games and board games.

In today's city of Odense in Denmark, the material culture of the past hides below modern-day roads, parking areas and buildings. The city has a continuous prehistory that dates back more than 1100 years. It contains a wealth of exiting local historical narratives and archaeological sites, that not only recounts the development of the city, but also shows how it has played a role in the formation of the kingdom and shaped the history of Denmark.

Without the visual and physical traces of the past, we have taken alternative steps to establish a framework for engaging, historical experiences. These measures familiarize the local population with the history of the city and connects them to their past.

To make the non-visible visible, we have created city walks and special events such as bringing the early-medieval city center to life in a Viking Horror Walk in collaboration with more than 100 re-enactors. Moreover, we have developed two sets of educational materials for school children. One of which is a board game that revolves around the Danish Viking Age ring fortresses. In a combination of strategy, knowledge, cooperation and role-play, it allows the pupils to reflect and immerse themselves in the social world of the Viking Age.

5 BRINGING 150 YEARS OF ARCHAEOLOGICAL RESEARCH INTO THE CLASSROOM – AN IRON AGE MINECRAFT ADVENTURE AS A TOOL FOR EDUCATION

Abstract author(s): Krappala, Kim (University of Turku, Department of Archaeology)

Abstract format: Oral

Minecraft is one of the most popular videogame platforms in the world and has been implemented globally for educational purposes in a variety of contexts. In archaeological and cultural heritage education, however, Minecraft games are typically used solely for either building or observing past landscapes. However, in 2017, the Emil Cedercreutz Museum, near the west coast of Finland, provided the opportunity for a new, more engaging and interactive application of the Minecraft platform when they requested the development of a learning game for their prehistory exhibition. To answer this call, a multidisciplinary team, consisting of pedagogists, archaeologists, roleplaying specialists, voice-over actors, and a programmer, was formed. Together, they used the Minecraft platform to develop an adventure game set in a reconstructed landscape of the Kokemäki-river. The Kokemäki-river area is one of the most archaeologically rich iron age landscapes in Finland. While there have been numerous excavations there, little had previously been done to interpret Kokemäki-river's prehistory in a visually reconstructive and interactive way. The resultant adventure-based learning game depicting the Iron Age history of the Kokemäki river area was well received by the museum and its visitors. Further, the game showed promise as a platform for bringing Iron Age pre-history to the classroom.

This presentation provides a first look at the implementation of the game into the classroom, directions for further game development, and the pros and cons of using Minecraft for prehistory education and as a learning game platform for sustainable cultural heritage education.

6 PLAY YOUR WAY TO KNOWLEDGE OF THE PAST – A (EXCAVATED) 16TH-CENTURY CITY GOES DIGITAL

Abstract author(s): Azzopardi, Amanda - Bakunic Fridén, Imelda (Rio Göteborg Natur och Kulturkooperativ)

Abstract format: Oral

Once upon a time, under today's high buildings, the tram tracks and train station lay a city called Nya Lödöse. Today there are no visible traces of that city, but during its time it was a bustling city where people from all corners of today's Europe met. They made deals with one another, enjoyed each other's company and lived in a world were not only war was just around the corner but also new diseases and sudden political decisions that affected the common lives from one day to another. This city existed between 1473- 1624 on the west coast of Sweden. During this time it had great importance but has since then been forgotten. Between 2012- 2018, the city came to light once again during a large excavation. At that time, the locals were updated on what was going on via digital media such as Facebook, an excavation website, Youtube and Flicker, as well as through 12 published magazines and through on-site visits. The excavation is now finalized and yet again, the city has fallen into the shadows of memory.

As a final public outreach product, the city has been brought to life through a digital game, where the documentation from the excavation has been used to create Nya Lödöse and where the player cannot only play missions adapted after the historical information from that time but where the player can enjoy a walk in an early modern city in Sweden.

This paper will narrate the process and result of building a digital version of Nya Lödöse in the attempt of making a non-visible cultural heritage site available and sustainable for the future through a gaming product.

7 CREATING ARCHAEOLOGICAL LANDSCAPES – FINDING NEW WAYS FOR MEDIATION AND PARTICIPATION IN CONTRACT ARCHAEOLOGY

Abstract author(s): Nelson, Matthew (Linnaeus University)

Abstract format: Oral

Excavations are often unique opportunities to experience archaeological sites, a temporal window to the accumulated history of a place, open only for a very limited time. It could be argued that an excavation is an event and that the site is a stage where archaeologists conduct a performative act in real time. In many cases, however, the excavation site is restricted and treated as part of a development phase rather than a cultural event. The results and finds from the excavation are also often displayed to the public long after the site has perished.

By acknowledging and finding solutions for the challenges in mediation and participation, there is great potential for contract archaeology to have enhanced cultural and sustainable effects on the heritage landscape, transforming it to an archaeological landscape. Added public interaction, memories and knowledge of a site can strengthen the value in society of the heritage landscape and other sites in the future. Developing effective methods for creating an authentic sense of the site and landscape is essential in this work.

In this paper I present a case study of the mediation and participation in a large-scale archaeological excavation project that was conducted in the northern suburbs of Stockholm in 2016. The project had high ambitions regarding outreach to the local public. One of the challenges for success consisted of the cultural and linguistic barriers with a target group that to a large extent had an immigrant background. I will investigate various methods of mediation/participation and their rate of success, discussing reasons and factors for the outcome and what strategies could be implemented for improvement. Issues on authenticity, relation to place, identity and how public experience of contract archaeology impacts on the future relation to the site are given a central place in the analysis.

8 THE PAST EXPOSED – DISSEMINATING ARCHAEOLOGICAL RESEARCH FROM THE INSIDE OF A MOBILE CONTAINER

Abstract author(s): Dahlström, Hanna - Jensen, Jane (Museum of Copenhagen)

Abstract format: Oral

As curators of archaeological heritage, we want to reach as broad an audience as possible. We also wish to show what happens to our material after the excavations have finished – how the results from excavations are used in research and contribute to more knowledge in a wider context. As part of the research and public outreach project Urban Encounters, based on the results from three large urban excavations in Denmark and Sweden, a mobile museum was designed, with the aim to disseminate the research themes within the project. This paper will present the ideas and process of creating the mobile museum The Past Exposed and show examples of how it has been used in its three-year lifetime. Challenges, ranging from how to translate complex research into easily accessible outreach formats, to questions of how to show museum objects "on the road" will be discussed. Experiences will be summarized and evaluated for future similar initiatives.

9 NEW PROCESSES IN CONTRACT ARCHAEOLOGY ARE NEEDED FOR LONG-TERM DISSEMINATION STRATEGIES

Abstract author(s): Dutra Leivas, Ivonne (Linneaus University)

Abstract format: Oral

In Sweden contract archaeology usually follows three steps: survey assessment, field evaluation and finally the excavation phase. The research orientation, regardless which phase it refers to, is decided by the county administrative boards. Today it is common that the county administrative boards, in their specifications, also request for public outreach in mayor archaeological excavations.

In a major archaeological excavation, there are many different circumstances that affect the extent and objectives of public outreach. One factor is how the county administrative boards choose to formulate the specification in reference to public outreach. Another is the archaeological companies' diverging past experiences and skills in public outreach. Also, the possibilities to receive visitors on the site are a factor, as well as the amount of time that can be set aside for different activities of outreach within the financial framework of the ongoing excavation.

An overview study of practices for public outreach in mayor urban excavations in Sweden shows that mostly of the efforts for outreach are planned to take place in connection to the ongoing excavation. Both, the specifications from the county administrative boards as well as the archaeological companies' communication plans, show shortcomings when it comes to long-term planning, and didactics approaches intended to last over a longer period of time.

Therefore, there is a need for new processes within contract archaeology that enable long-term strategies for dissemination of archaeological results. Those could be defined in the specifications from the county administrative boards and in the archaeological companies' communication plans, and maybe already in the evaluation phase for a better long-term planning.

10 USING ART TO MAKE NON-VISIBLE CULTURAL SITES VISIBLE

Abstract author(s): Knudsen, Nicolai (Østfyns Museer)

Abstract format: Oral

With an art installation made of water and light, a viking Ghost Ship appeared at the cultural landscape of Kerting Nor.

The fjord had been a highway for ships In the viking period of Scandinavia. Even though a lot of archaeological evidence have been found to confirm the activity of the vikings, the local community had no consciousness of the history.

Primarily because the evidence was not visible. By building a non-invasive artwork on the location, it was possible to show and tell the forgotten history.

The artwork gave a feeling of ownership to the local population. The challenge of showing and building the artwork from the sea and at the shore was discussed in a close partnership with the museum, volunteers and the municipality.

In the months it was displayed, thousands drove to see the artwork. As a result, of the artwork, the viking narrative and legacy changed from being a forgotten history to suddenly being the main history and a source of identity for the local community.

11 MAKING CULTURAL HERITAGE ACCESSIBLE TO ALL THROUGH DIGITAL MEDIA

Abstract author(s): Toreld, Christina (Bohusläns Museum)

Abstract format: Oral

The cultural landscape consists of places and monuments enriched with history, stories and myths, both tangible and intangible, that all make up our cultural heritage. Many of these places are hidden, remote or protected and therefore very hard to access or understand. And while many people want to play an active part, learn about their history and take advantage of what cultural heritage places have to offer, not everyone has the same opportunity to do so.

Working with 40 different cultural heritage sites in Bohuslän, Sweden, ranging from marine archaeological sites to historical buildings, Bohusläns museum would like to change this. We do not interfere with or change the physical access of the places on site, we are aiming for better accessibility to the places digitally, combined with enhanced experiences on site.

In this paper I would like to present our two-sided approach. On the one hand, we produce accessible digital information about the places, with film, sound and other sensory-focused media, based on stories and facts. This allows one to visit the sites digitally, regardless of one's physical location and disability. Here, we work together with specialists in accessibility to test the digital information. We also work with focus groups from pre- to upper secondary schools to ensure that the information we publish will be useful in their curricula. On the other hand, we describe the physical access to the places together with TD—the Swedish accessibility database—to ensure that the cultural heritage

places are described sufficiently well to make it easy for people with disabilities to plan visits to Bohusläns cultural landscapes. By doing this, we strive to meet the objectives of an inclusive society where cultural heritage is a common source of knowledge, education and experiences.

12 MAKING THE INVISIBLE VISIBLE: INTEGRATING UNDERWATER ARCHAEOLOGICAL SITES INTO EUROPEAN COASTAL PATH

Abstract author(s): Roio, Maili (National Heritage Board of Estonia)

Abstract format: Oral

The Baltic Sea is a giant underwater museum, with many well preserved remains of underwater cultural heritage (UCH) sites waiting for visitors. The underwater heritage has an enormous potential as a source of historical information but also for local people to increase attractiveness of the region. In this sense the potential of UCH has not yet been realised and even not known. The main difficulty inherent on sustainable dissemination of invisible underwater archaeological sites is a lack of awareness of its existence - from the general public as well as local authorities. The challenge for archaeologists is the promotion of this unique and sensitive archaeological UCH and its innovative and sustainable use in the economic sector and raising awareness of its universal value.

The European long-distance paths (E-paths) are a network of long-distance footpaths that traverse Europe. Baltic Coastal Hiking is a long distance hiking route, part of E9, along the Baltic Sea coast. The route includes more than 500 natural, cultural and historical objects. Unfortunately, there is no information on underwater archaeological sites. However, one of the challenges for the project Pericles (https://www.pericles-heritage.eu/) is the integrating underwater archaeological sites into European Coastal Path.

"A picture is worth a thousand words" –hidden cultural heritage is made more visible using modern technology. 3D documentation methods and results give us a whole range of new opportunities to make research and create underwater experiences for everyone. Is it possible to use 3D models of UCH sites and the existing network of the European Coastal Path for disseminating underwater archaeological sites in a new, innovative way and making the invisible visible?