

Studio Assignment 2 (Part 2): GIS Practicum - Legacy Artifacts and Geospatial Research

Check-In for Part 2 - Visualization: by Wednesday, 2/27, 2:45pm – share Story Map with Professor Lieberman and/or Sarah Osailan for feedback before the final deadline. We will spend time in class workshopping our Story Maps, so come prepared!

Final Deadline: Share final Story Map with Professor Lieberman by Sunday, 3/3, 11:59pm

It's often thought that archaeology provides us with a snapshot of daily life in the ancient world, a moment that has been hermetically sealed in time. But, how true is this claim? Can we really take artifacts from the excavations of ancient places, put them back into the spaces in the city, and reach a clear understanding what life was like thousands of years ago? For this assignment, we're going to focus on Pompeii, a site that has been hailed for centuries as the Roman city *par excellence*. Over the course of the next few weeks, we will use the artifacts published in the book by Pagano and Prisciandaro (2006) *Studio sulle provenienze degli oggetti rinvenuti negli scavi borbonici del regno di Napoli* to map the finds from the early excavations of Pompeii. We will use a custom map provided by the [Pompeii Bibliography and Mapping Project](#) (PBMP) as our base plan. [A previous class](#) of students at the University of Massachusetts, Amherst developed a comprehensive database of these finds, examining their varieties and distributions across time. We will build off of their efforts by adding a spatial dimension, not only asking *what* these artifacts were and *when* they were identified, but also *where* they were located in the urban topography.

To do this, students will be assigned an equal share of the objects in the [database](#) to place inside the specific locations in the PBMP map. A [login to ArcGIS Online](#) will be provided and an introduction to GIS in Archaeology workshop will be led by DH@CC Digital Research Studio Fellow Sarah Osailan in class on Wednesday, 2/13. The locations, specific buildings or properties, are listed by their address (Region, insula, door number) which can be found in the PBMP map itself and by consulting the excellent [Pompeii in Pictures](#). A point representing the object recovered will be placed inside the building along with its PP number. Placing the objects is Part 1 of the assignment, and it must be completed **by Sunday, 2/17, 11:59pm**.

When all the objects are represented by locations, the Professor Lieberman and Sarah will join the rest of the information from the database to those points and we will learn how to visualize, interpret, and present the results. You will then work in teams to interpret patterns in the distribution of certain artifacts and the city in a Story Map. **In class on 2/27**, we'll spend some time work shopping and working on our Story Maps. Your completed project must be shared with [Professor Lieberman](#) **by Sunday, 3/3, 11:59pm**.

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Part 2

Get to the map:

Go to and login to [ArcGIS Online at The Claremont Colleges](#).

1. Go to “Groups” tab.
2. Search for “DGHM150”.
3. Click on “DGHM150” group.
4. Click on the “DGHM150_Pompeii_Artifacts” map.
5. Click “Open in Map Viewer”.
6. You are logged in and using the group Pompeii Artifacts map. Have you taken the time to explore the map yet? Turn various layers off and on to see what information they provide.

Make a copy:

1. Go to Save > Save As. Save a copy of the map as “DHGDM150_Pompeii_Artifacts-YOURNAMES”.
2. Go to Home > My Content, and start working in the map that you just created.

Visualizations, Patterns, and Trends:

1. Find the “SA2 Artifacts Combined” layer in the Content panel on the left side of your browser.
2. Find the Change Style option. Play around with visualization styles to target the data you would like to highlight.
3. For a refresher on how to change your data visualization, see [this tutorial by Dr. Eric Poehler](#).

Note: Remember to save your work frequently!

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Presenting your research:

1. Once you've come up with a question and/or pattern you'd like to explore, do a bit of outside research. [Pompeii in Pictures](#) and [The World of Pompeii](#) are good places to start. If you'd like some help finding additional resources, don't hesitate to ask Professor Lieberman.
2. Collect other media (images, video, etc.); write text to accompany your maps and media.
3. Go to Home > My Content and click on "DGHM150_Pompeii_Artifacts-YOURNAMES" - the map you've been working in.
4. On the right side of your screen, click Create Web App > Using a Template > Build a Story Map. The best templates for this type of project will be Cascade and Journal, but feel free to experiment with some of the other available templates. Add your maps, media, and text to tell a story based on the research you've accomplished. If you were to think of the Story Map as a slideshow presentation, you should aim for 5 to 10 slides.

Check-Ins & Deadlines:

1. **In class on 2/27**, we'll spend some time work shopping and working on our Story Maps.
2. Email [Professor Lieberman](#) **by Sunday, 3/3, 11:59pm** with the link to your completed Story Map.