• The Twelve Questions
  • pre-midterm
    – What is left?
      • physical remains, sampling, formation processes
    – Where?
      • reconnaissance, survey, excavation
    – When?
      • absolute & relative time, chronology, dating methods
    – How did they make and use tools?
      • technology, typology
    – What was the environment?
      • environmental archaeology
    – What did they eat?
      • subsistence, meals, diet
  
• post-midterm
  – How were societies organized?
    • social archaeology
  – What contacts did they have?
    • trade, exchange, warfare
  – What did they think?
    • cognitive archaeology
  – Who were they and what were they like?
    • individual in prehistory
  – Why did things change?
    • explanation in archaeology
  – Who’s past?
    • archaeology and the public
• social archaeology
  – relationships between people; social organization; social power
  – settlement patterns & spatial analysis
  – within & between site connections
• scale of society
  – polity =
  – household =
  – institution =
• classification of societies
  • band
  • tribe (segmentary society)
  • chiefdom
  • state
• settlement patterning
  – limitations of a site-based approach
  – space is a primary organizing principle in human societies
  – site and its hinterlands

• Central Place Theory (geographical)
  • Walter Christaller
  • hexagonal packing
• Site Hierarchies (statistical)
  • regional center; local center; nucleated village; dispersed village; hamlet; camp

• within-site patterning
  – site structure: activity areas
  • linear (sequential)
  • simultaneous → simple v. complex
    – craft specialization
• between-site patterning
  – territorial structure → catchment
  • mobile society = home range
  • sedentary society = trade networks

• special physical remains
  – task-specific = gender
  – burials = social ranking
  – collective works = economic relations
• between-site connections
  – types of between-site interactions
    • competition & emulation
    • warfare
    • transmission of innovations
    • exchange of goods
• direct v indirect procurement
• diffusion v invention
• trade, exchange and power
  – trade =
  – exchange =
  – reciprocity, redistribution, market exchange
  – material goods:
    • sourcing; distribution; production; consumption; system (dynamic)
  – non-material goods:
    • ideas and genes
• case studies
  – Neolithic obsidian exchange
  – Uluburun Shipwreck
• why trade?
  – power =
• inequality v social inequality
  – relative quality v dominance
  – egalitarian v transegalitarian
    • age, sex and individual differences
  – rank; hierarchy; stratification
    • vertical → hierarchy
    • horizontal → specialization
    • vertical + horizontal = heterarchy
  – function v. coercion v. aggrandizing
• archaeological markers of social inequality
  – resource surplus; craft specialization and prestige goods; restricted access to space; private property
• between-site interactions
  – neutral & affiliative
  – antagonistic
    • competition & emulation
    • warfare

• warfare =
  – how organized? purpose?
    actual/potential lethal force?
  – within v. between group violence
    • homicide & war

• archaeology of war
  – defensive v. offensive markers
  – settlement systems
    • fortifications; palisades; lookout;
      offensive/defensive positions;
      line-of-site connections; DMZ
  – burials
    • mass graves; warrior graves;
      sex/age bias in skeletal
      populations; traumas

• sites
  – burned communities; deliberate
    destruction

• technology
  – specialized projectiles; swords;
    clubs; shields; armor; military
    transport (e.g., chariots)

• iconography/history
  – depictions/descriptions of war

• negative evidence

• purpose/causes of war
  – human nature: Hobbes v Rousseau
  – elimination of people: competition
    • effects of aggregation
  – acquisition of resources/territory
    • surpluses; opportunity costs;
      protection racket
  – acquisition of prestige
• cognitive archaeology
  – behaviorism: & Binford’s pyramid; & cognitive processes as dependent variables
  – cognitive dfn culture =
    • the set of meanings people construct to make sense of their lives (whence behavior?)
  – brain vs. mind = hardware v. software

• empirical → mentalistic
  – tools:
    • design = structure of the brain (hardware)
    • production sequence = grammar (hardware)
  – planning:
    • use of space = cognitive map of space (hardware + software?)

• depth of planning = (social) memory (hardware + software?)
  – organized behavior:
    • feature, site and landscape structure = structure of the mind (software)
  – representations:
    • art = translation of meanings not directly observable
    • ornamentation = enhancement of meanings partially observable

• Flannery and Marcus
  – software “packages”
    • cosmology = general theory of how world works
    • religion = organized belief in supernatural power(s) (+/- code of ethics?)
    • ideology = application of cosmology/religion to social/political ends
“Behaviorism” (in archaeology)

1. Psychology is the science of behavior. Psychology is not the science of mind.
   - replace “psychology” with “archaeology”

2. Behavior can be described and explained without making reference to mental events or to internal psychological processes. The sources of behavior are external (in the environment), not internal (in the mind).
   - what goes on in the mind is a dependent variable of what goes on in behavior
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• ethnoarch =
  – ethnographic studies that aid arch interpretation
    • “function” of physical remains in systemic context
    • transformational processes
  – (culture) specific analogy =
    • 1:1 relationship between ethnographic and archaeological observation
    • direct-historical approach
  – general analogy
    • ethnographic observation leads to a model/theory to be used in archaeological inference
  – “primitive” v. “modern”
    • auto thief as hunter-gatherer
  – …as “natural” experiment
    • control of variables gained through observation and measurement
      – e.g., soil pH and bone dissolution
• experimental arch =
  – studies that attempt to duplicate behavioral processes
  – … as “classical” experiment
    • control of variables gained through direct manipulation (intervention)
  – experimental platforms
    • physical performance
      – stone knapping; ceramic studios
    • chemical performance
      – “wet lab” studies of organics
    • ecological performance
      – “experimental economics”; actualistic studies; computer simulations; reinactment
- archaeological explanation
  - why did things change?
  - one explanation or many?
    - diversity of perspectives
- explain what?
  - proximate v. ultimate
    - conditions of burial and preservation
    - specific events
    - specific patterns of events
    - class of events/process
- a framework for change:
  - cumulative =
  - culture =
    - normative v. ecological v. cognitive
  - change =
- culture historical explanations
  - internal v. external mechanisms
  - innovation v. migration v. diffusion
    - empirical requisites of migration
    - beware: hyperdiffusionism
- processual explanations
  - correlation v. causation
  - prime movers v. multivariate systems
    - e.g., development of agriculture
  - feedback mechanisms
  - measuring adaptation?
- post-processual explanations
  - individual decision-making
  - structuralism; critical theory; neo-Marxist theory
• archaeology =
• archaeology & the public
  – why study the past?
  – what does the past mean to us?
  – what does the past mean to others?
  – whose past is it?
• McGimsey’s prediction
• public interest = destruction?
  – looters & illicit excavators
  – tourism
  – excavation
• meaning of the past
  – archaeology of identity
  – a two-way street...
  – Critical Theory...
    • the one-way street
    • subjective interpretations
• public disenfranchisement
  – Kossina: right & wrong do exist
• archaeology’s “prime directive”
  – accuracy and authenticity
• who owns the past?
  – the difficult questions...
  – repatriation =
  – North American Solution
    • acquiescence, compromise & collaboration
  – NAGPRA
• what it means to us
  – responsibility to the past…