
WebGIS and WebGL Archaeological Projects. The future of interaction between datasets of point clouds, excavations and finds for a deeper understanding of inhabited spaces

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Abstract

Currently, there are an increasing number of projects providing archaeologists with databases with different levels of information on both archaeological sites (e.g., 3D scans), excavations (archaeological interventions), and finds (especially coins and ceramics). Depending on the topic, these databases, usually based on WebGIS or WebGL, have developed different strategies for publishing information, but also different analysis tools of great interest.

The session aims to create a space for dialogue to present different projects currently engaged in the open-source publication of various types of archaeological data (sites, excavations and finds). The goal is to illustrate their usefulness in studying the evolution of lived spaces and their use, from structures to discovered artifacts.

The goal is to foster discussion so that in the future different databases, each with its own types and levels of information of archaeological data, can interact with each other. Methodological issues related to database construction and sharing, WebGIS and WebGL development, and contextual analysis of archaeological artifacts for characterizing lived spaces will also be addressed during the discussion.

The importance of this session lies in the potential archaeological analysis that these digital resources can offer in studying aspects related to the use of spaces, such as the production and circulation of ancient artifacts or the evolution of different types of structures.

Keywords: Archaeological Research Methods, Spatial Analysis, Inhabited Spaces, WebGIS, WebGL, Archaeological Projects, Archaeological Sites, Archaeological Excavations, Archaeological Finds, Databases, Contextual Analysis, Stratigraphic Data

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