UNIVERSITY OF
Southampton

MSc
Archaeological
Computing
(Virtual Pasts)

# MSc Archaeological Computing (Virtual Pasts)

Archaeological Computing is a rapidly growing field within the domain of cultural heritage. Our programme begins with the creation of digital artefacts through laser scanning, surveying and imaging, and the management and interlinking of results. It continues with their analysis through formal and creative digital methodologies, and the graphical and numerical simulation of interpretations. You will explore methods for the widespread dissemination of these ideas through multimedia, and critique these virtual pasts.

At Southampton we have been researching and teaching archaeological computing for more than twenty years. The MSc course builds on a great deal of research expertise, contacts in the public, private and third sectors, and ongoing multi-disciplinary research projects. We offer excellent facilities, and have close links with colleagues in Electronics, Computer Science, and Engineering.

For more information, **www.southampton.ac.uk/archaeology**

**Typical core modules:**

Constructing Virtual Pasts (double unit)

Multimedia Methods in Archaeology

Core Computing

Dissertation

**Typical optional modules:**

Archaeological Computing Systems

Representations and Consumption of the Past

Interpreting Archaeological Art

Geophysics

Mapping with Geographic Information Systems

Cover image: Computer graphic simulation of a 9000 year old Neolithic house at Çatalhöyük, Turkey, produced by MSc student Grant Cox during his studies.