

**Kurslitteratur för ARK D05 Tidsresor och arkeologiska platser, 15 hp**

Fastställd av institutionsstyrelsen 2011-05-23

Borgström, Britt-Marie 2003. *Tidsresan. Lek och fantasi som pedagogisk metod*. Stockholm: Nordiska museets förlag. 142 s.

Forte, Maurizio & Siliotti, Alberto (eds.) 1996. *Virtual Archaeology. Re-Creating Ancient Worlds*. New York: Harry N. Abrams.

- "Ebla: A Rediscovered City" s. 76–83 (8 s.)
- "Cyclopean Architecture of Mycenaean Cities" s. 126–129 (4 s.)
- "Olympia: Home of Zeus" s. 160–163 (4 s.)
- "The Royal Tombs of Macedonia, Macedonian Funerary Architecture" s. 164–169 (6 s.)
- "Rome's Urban Landscape, The House of Romulus" s. 170–179 (10 s.)
- "Pompeii: The Time-machine, The Great Eruption" s. 180–189 (10 s.)

Totalt: 42 s.

Gruber, Göran 2010. *Medeltider. Samtida mobiliseringsprocesser kring det förflutnas värden*.

Linköping Studies in Arts and Science No. 518. Linköping: univ.

- Del av kapitel 1 "Meningsskapande medeltider" s. 13–27 (15 s.)
- Kapitel 2 "Medeltider och konflikter" (exemplet Vadstena) s. 85–158 (74 s.)
- Kapitel 3 "Medeltider och framtider" (exemplet Skänninge) s. 159–252 (93 s.)

Totalt: 182 s.

Gustafsson, Lotten 2002. *Den förtrollade zonen: lekar med tid, rum och identitet under Medeltidsveckan på Gotland*. Diss. Stockholm: Univ. 266 s.

Holtorf, Cornelius 2004. *From Stonehenge to Las Vegas. Archaeology as popular culture*. Walnut Creek: Altamira Press. 160 s.

Högberg, Anders & Kihlström, Håkan (red.) 2005. *Medeltid på tevetid. En dokusåpas historiedidaktik*. Malmö: Malmö Kulturmiljö. 95 s.

Jameson, John H. Jr (ed.) 2004. *The Reconstructed Past. Reconstructions in the public interpretation of archaeology and history*. Walnut Creek: Altamira Press.

- "Introduction: Archaeology and Reconstructions" (Jameson) s. 1–18 (18 s.)
- "Archaeological Authenticity and Reconstruction at Colonial Williamsburg" (Brown III & Chappell) s. 47–63 (17 s.)
- "Reconstruction Policy and Purpose at Castell Henllys Iron Age Fort" (Mytum) s. 91–102 (12 s.)
- "Bede's World, A Late-Twentieth-Century Creation of an Early Medieval Landscape" (Fowler & Mills) s. 103–125 (23 s.)
- "Reflections on a Reconstruction of the ancient Qasrin Synagogue and Village" (Killebrew) s. 128–146 (19 s.)
- "Reconstruction, Interpretation, and Education at Fort Loudoun" (Distretti & Kuttruff) s. 167–176 (10 s.)
- "The Ironbridge Gorge: Preservation, Reconstruction, and Presentation of Industrial Heritage" (Blockley) s. 177–197 (21 s.)

- "Designing the Past at Fortress Louisbourg" (Fry) s. 199–214 (16 s.)
- "Lessons Learned at Bent's Old Fort and Fort Union Trading Post" (Wheaton) s. 215–232 (18 s.)
- "Modeling Amarna: Computer Reconstructions of an Egyptian Palace" (Brush) s. 249–259 (11 s.)
- "The Value of Reconstructions: An Archaeological Perspective" (Noble) s. 273–286 (14 s.)

Totalt: 179 s.

Jameson, John H., Ehrenhard, John E. & Finn, Christine (eds.) 2003. *Ancient muses. Archaeology and the arts*. Tuscaloosa: University of Alabama Press.

- Kapitel 1 "More Than Just 'Telling the Story': Interpretive Narrative Archaeology" s. 15–24 (10 s.)
- Kapitel 5 "Art and Imagery as Tools for Public Interpretation and Education in Archaeology" s. 57–64 (8 s.)
- Kapitel 6 "Archaeology as a Compelling Story: The Art of Writing Popular Histories" s. 65–71 (7 s.)
- Kapitel 9 "Pompeii: A Site for All Seasons" s. 84–91 (8 s.)
- Kapitel 10 "Evoking Time and Place in Reconstruction and Display: The Case of Celtic Identity and Iron Age Art" s. 92–108 (17 s.)
- Kapitel 15 "Archaeology in Science Fiction and Mysteries" s. 152–161 (10 s.)
- Kapitel 16 "RKLOG: Archaeologists as Fiction Writers" s. 162–168 (7 s.)
- Kapitel 18 "Is Archaeology Fiction? Some Thoughts About Experimental Ways of Communicating Archaeological Processes to the 'External World'", s. 179–192 (14 s.)

Totalt: 81 s.

Jensen, Rolf 1999. *The dream society: how the coming shift from information to imagination will transform your business*. New York: McGraw-Hill. 222 s.

*Lund Archaeological Review 2009–2010*, artiklar om tidsresor, s. 27–98 (61 s.)

- "The Archaeology of Time Travel. An Introduction" (Holtorf & Petersson) s. 27–30
- "On the Possibility of Time Travel" (Holtorf) s. 31–42
- "Handcraft as Time Travel" (Narmo) s. 43–60
- "Archaeological Open Air Museums as Time travel Centres" (Paardekooper) s. 61–70
- "Travels to Identity: Viking Rune Carvers of Today" (Petersson) s. 71–86
- "Visiting the Middle Ages" (Sandström) s. 87–94
- "Waste and Garbage as Time Travel" (Åkesson) s. 95–98

Totalt: 61 s.

Petersson, Bodil 2003. *Föreställningar om det förflutna. Arkeologi och rekonstruktion*. Lund: Nordic Academic Press.

Kapitel 5 "Tidsresans äventyr" s. 276–347 (72 s.)

Petersson, Bodil, Jennbert, Kristina & Holtorf, Cornelius (red.) 2009. *Arkeologi och samhälle*. Acta Archaeologica Lundensia Series in 8° No 58. Lund: univ. 132 s.

Panel, Philippe & Stone, Peter (eds.) 1999. *The Constructed Past Experimental Archaeology, Education and the Public*. One World Archaeology 36. London/New York: Routledge.

- Kapitel 1 "Archaeological reconstructions and the community in the UK" s. 15–34 (20 s.)
- Kapitel 8 "The Historical – Archaeological Experimental Centre at Lejre, Denmark: 30 years of experimenting with the past" s. 136–145 (10 s.)

- Kapitel 11 "The reconstruction of sites in the archaeological theme park ARCHEON in The Netherlands" s. 171–180 (10 s.)
  - Kapitel 14 "Experimental archaeology and education: ancient technology at the service of modern education at SAMARA, France" s. 206–216 (11 s.)
  - Kapitel 16 "The Ancient Technology Centre, Cranborne, UK: a reconstruction site built for education" s. 229–244 (16 s.)
- Totalt: 67 s. (Finns även som e-resurs)

Steenstrup, Johanne 2000. *Fornemmelser for fortiden: blandt fortidsfamilier i en rekonstrueret jernalderlandsby i Lejre Forsøgscenter*. Lejre: Historisk-Arkæologisk Forsøgscenter Lejre. 73 s.

Westergren, Ebbe et al. 2008. *This place has meaning. Case studies of Time Travels and Historic Environment Education in the Western Cape, South Africa 2006–2008*. Kalmar Läns Museum. 52 s.

Totalt: 1826 s.