

**Lund University**  
**Department of Archaeology and Ancient History**

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**Reading list – ARKN10, Digital Archaeology, Virtual Reality in Archaeology, 15 hp**

**Approved by the Department Board: 2022-10-25**

*The literature is available through LUBcat and/or LUBsearch unless otherwise stated.*

**Required reading (845 p.)**

Dell'Unto, Nicolò, & Landeschi, Giacomo (2022). *Archaeological 3D GIS*. London: Routledge. (154 p.)

Edgeworth, Matt, "From spade-work to screen-work: New forms of archaeological discovery in digital space". Included in: *Visualization in the Age of Computerization* (2014). Carusi, Annamaria, Hoel, Aud Sissel, Webmoor, Timothy, and Woolgar, Steve. (red.). New York and Oxon: Routledge, pp. 40–58 (18 s.)

Gary Lock (2003). *Using Computers in Archaeology, Towards Virtual Pasts*, London: Routledge (268 p.)

Hans Kamermans, Wieke de Neef, Chiara Piccoli, Axel G. Posluschny and Roberto Scopigno (2016). *The Three Dimensions of Archaeology* Proceedings of the XVII UISPP World Congress (1–7 September 2014, Burgos, Spain), Volume 7/Sessions A4b and A12 Oxford: Archaeopress (150 p.)

Thomas L. Evans & Patrick Daly (2006). *Digital Archaeology. Bridging method and theory*, London: Routledge. (255 p.)