1.	Course Details	
1.	Course code	*ARK N10*
2.	Course title	*Archaeology and Ancient History: Virtual Reality in Archaeology*
3.	Cycle and code for the depth of study relative to the degree requirements	*Second A1N, requiring only first-cycle courses for admission*
4.	Higher education credits	*15*
5.	Details of approval of course	*Approved by the pro-dean for first-cycle studies at the Faculties of Humanities and Theology 15 February 2012*
6.	Details of changes approved	

2	General Information	
1.	Field(s) (if applicable)	*Archaeology and Ancient History specialising in Archaeology, Historical Archaeology, Classical Archaeology and Ancient History or Historical Osteology.*
2.	Subject (if applicable)	
3.	Type of course and its place in the educational system	*The course is offered as a free-standing course. It can normally be included as part of a first- or second-cycle degree.*
4.	Language of instruction	*English*

3.	Learning Outcomes	
		On completion of the course the students shall
1.	Knowledge and understanding	• *be able to demonstrate thorough knowledge of the use of virtual reality (VR) in archaeology and its technology and applications in a broad sense in order to model, simulate, visualise and communicate archaeological data and interpretations* • *be able to make clear and communicate in speech, images and writing how this research field enlarges our knowledge of human beings and their historical context*
2.	Competence and skills	• *be able to independently complete projects utilising digital technologies for communication purposes, for example at museums* • *be able to use both hardware and software for digitalisation, modelling, visualisation, staging and animation* • *be able to contribute to and design the development of ICT*
3.	Judgement and approach	• *be able to offer plausible interpretations of analysed data from a critical scholarly perspective.*

4.	Course Content	
1.	Brief description of the course and its content including details of any sub-divisions	*The course focuses on technologies for collecting two- and three-dimensional spatial data. Students acquire practical and theoretical knowledge of digitalisation, CAD technology, laser scanners (time-of-flight and triangulation) and photogrammetry. Furthermore, the course highlights the communication of archaeological interpretations through static and dynamic images (animation). The principles for constructing 3D models are introduced, as is the representation of different 3D models combined with a digital landscape model in order to produce an image or animation. The communication of digital archaeology via, for example, the internet or exhibitions is discussed.*

5.	Teaching and Assessment	
1.	Teaching methods employed including details of any compulsory components	*Teaching consists of exercises, lectures, seminars and study visits. Some of the seminars are compulsory and assessed. All course components except lectures are compulsory.*
2.	Examination details	*The assessment is based on an oral or written exam at the end of the course and on home assignments, essays and seminar activities.*
3.	Restrictions regarding the number of examination occasions (if applicable)	

6.	Grades	
1.	Scale of Grades	*The grades awarded are A, B, C, D, E or Fail. The highest grade is A and the lowest passing grade is E. The grade for a non-passing result is Fail.*
2.	Grading of the complete course	
3.	Modules and variations in grading (if applicable)	

7.	Admission Requirements	
1.	Specific admission requirements	*To be admitted to the course students must have passed one of the courses ARK K01, ARK K04, AKS K04, ARK H04, HOS K04 or the equivalent.*

8.	Literature

1.	Required reading	*For reading lists and other relevant educational materials see appendix (ces).*

9.	**Further Information**
1.	*The credits allocated for course content that in whole or in part is commensurate with another course can only be credited once for a degree. For further details see the current registration information and other relevant documentation.*
2.	*The course is offered at the Department of Archaeology and Ancient History, Lund University.*
3.	*Title in Swedish: Arkeologi och antikens historia: Digital arkeologi, Virtual Reality i arkeologi.*