Most people’s information about the Past is drawn from coffee table picture books, popular movies, video games, documentaries about discoveries of “ancient, mysterious, and lost” civilizations, and tours often lead by guides of limited or even dubious credentials. How are these ideas presented, formed, and circulated? Who creates and selects the information presented in this diverse media? Are these presentations accurate? Do they promote or hurt scientific explanations? Can the artistic, aesthetic, and scientific realms be bridged to effectively promote the past? How can modern technologies be applied to do a better job at presenting what is difficult to experience firsthand? This class will focus on case studies, critiques, and methods of how archaeology and the past are created, presented and used in movies, museums, games, the internet, and art. Students will map, model, and interpret the sacred landscape of the Incas as a studio-seminar project.

Dr. Norm Badler
Director of Digital Media Design, Professor of Computer and Information Science

Dr. Clark Erickson
Associate Professor of Anthropology

Wednesdays 6:00 - 9:00pm, Room to be announced