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Computer Applications and Quantitative Methods in Archaeology

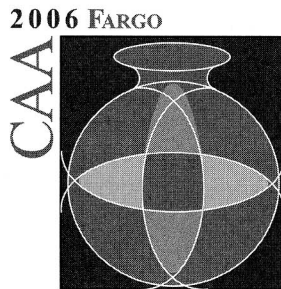# Digital Discovery

Exploring New Frontiers in Human Heritage

Program and Abstracts   CAA2006: April 18-23, 2006 Fargo, ND - USA

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Book of
Abstracts and Program

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CAA2006 Conference Program

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Short Paper: *Semantic P2P Network for Virtual Reality Archeological Resources*

This paper presents an innovative concept of an Internet-based system that will enable various categories of users – both individuals and organizations – to share heritage resources in the form of 3D models of archeological artifacts accompanied by images, movies, catalogues, and archives. Semantic web services enable easy categorization and retrieval of available digital heritage resources. User-friendly, on-line tools simplify widespread citizen access. Based on a service-oriented infrastructure, the system will function similarly to the music and movies P2P sharing networks, but, unlike them, it will be based on a legal and self-sustaining business model. It will offer users a possibility to present their own archaeological and historical collections, scientific documentation of field research, etc., as well as to create thematic presentations: academic, popular, educational, etc. The resources collected and maintained by the users in the form of digital libraries will be consequently aggregated into virtual museums. The system enables dispersing the costs of data preparation and maintaining over the whole "heritage community" of its users. It broadens the scope of managers of digital collections far beyond the museums and other cultural institutions, allowing the citizens to build their own community digital libraries. Ideally, the community can grow almost without limit, as its new members bring both demand and supply.