Modelling the Mesolithic

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Abstract

The use of modelling techniques provides an increasingly common way to approach the study of the Mesolithic, from site location to analyses of mobility. It has even become a tool for public interpretation. Various types of modelling are involved, including Site Location Analysis and Agent Based Modelling, though all draw on GIS techniques in order to manipulate and interrogate data. Nevertheless, for many archaeologists, modelling remains somewhat of a 'dark art', a bastion for the few and the processualists. This session seeks to draw on examples from a diverse range of applications in order to explore the current potentials of different modelling techniques and likely future developments. The aim is both to generate discussion between practitioners and to illustrate the prospective value of computational modelling as a recent addition to the archaeological toolbox. Submissions relating to both case studies and methodologies are welcome.

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