

From Virtual Archaeology to Cyber-Archaeology: Avatarizing the Past

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Abstract

In this contribution the definition of cyber-archaeology will be discussed in relation to its predecessor, virtual archaeology (VA), and the new applications deriving from a different theoretical and methodological approach. Cyberarchaeology (CA) represents the postmodern evolution of virtual archaeology, its cybernetic code. If VA has been “model oriented”, aimed at the 3D reconstruction of models of the past, CA is instead aimed at the development of interactive and immersive cyber worlds. Digital technologies are tools mediating empirical analyses and they are able to create an enormous amount of information, almost in real time, and experienceable in simulation processes.

In the digital era, at the time of Cyberspaces, Virtual Communities, cyber-games, how do we (re)think the material past? How can we record it and transmit to the future generations? Is this process a time travel, a reconstruction or a simulation?

In the action of *Avatarizing*, we challenge our capacity to be Avatar of the time that it means to be active participants and explorers of an open, virtual and re-processed past and reformulated present.