


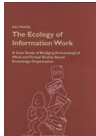
The subtle difference between knowledge and 3D knowledge

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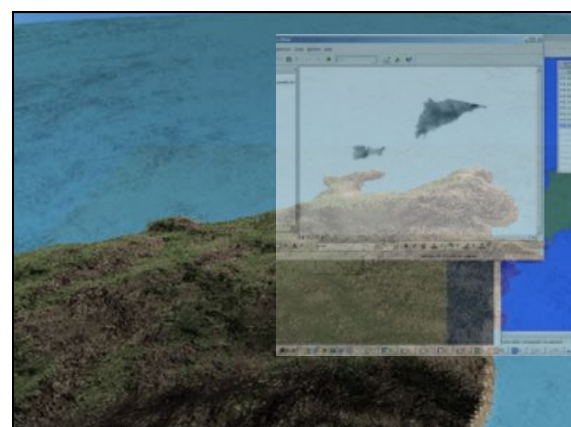
Archaeological information in the digital society
Arkeologisk information i det digitala samhället

Huvila, I. The ecology of information work -- A case study of bridging archaeological work and virtual reality based knowledge organisation. Åbo Akademi University Press, 2006. www.istohuvila.se/phdthesis



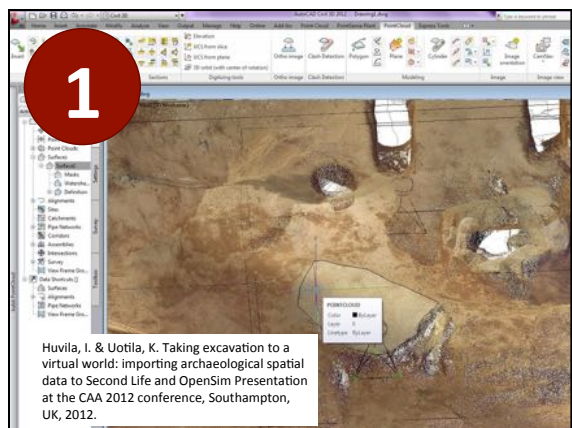
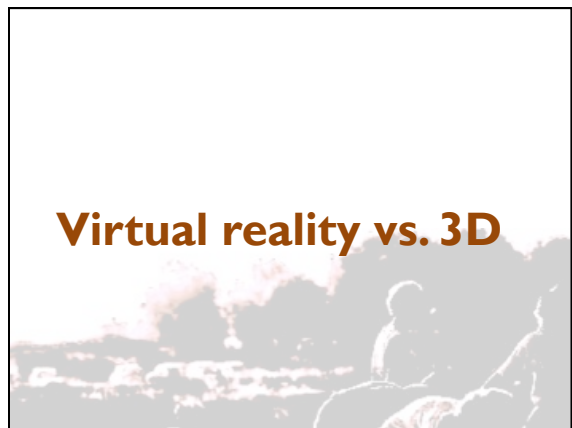
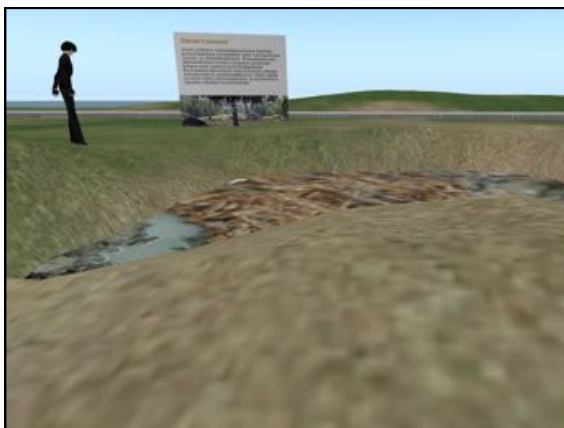
What does this thing called virtual reality mean for archaeology?

Virtual reality as an infrastructure.
~bowker, star, ruhleder, etc.

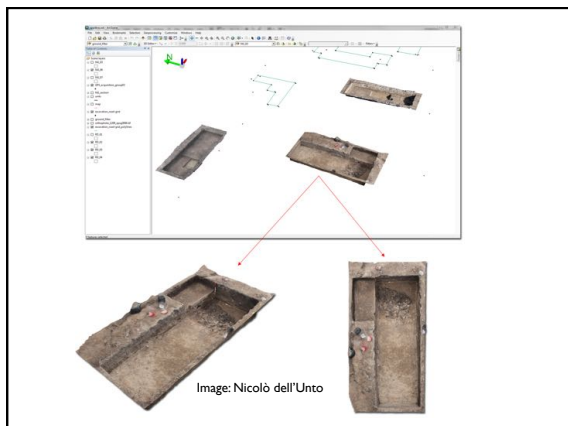


Natural/mechanistic Relation vs thing Ecology Presence

Virtual reality is a knowledge organisation system.

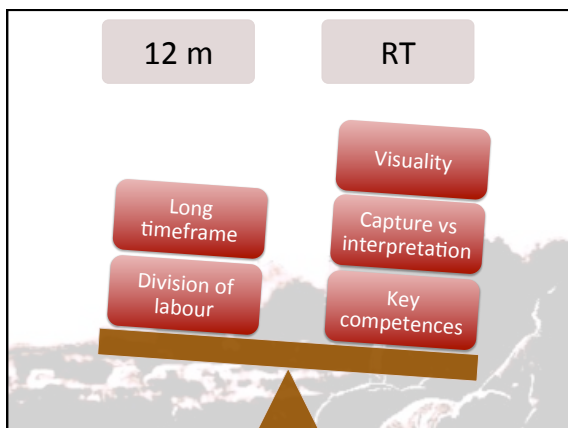
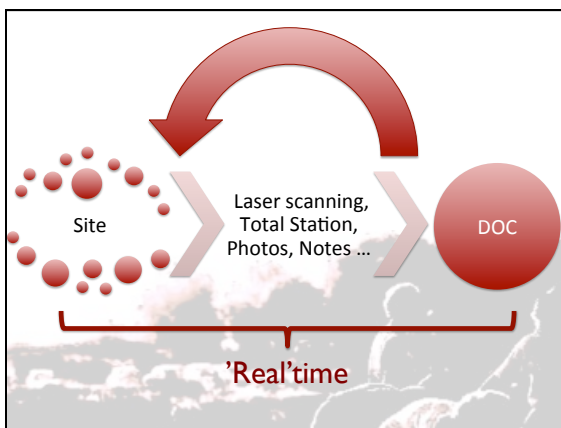
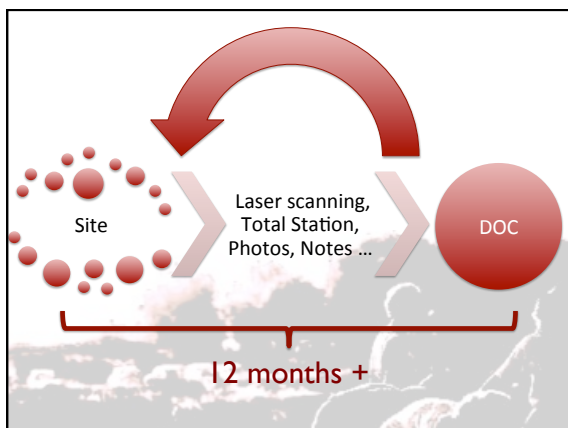


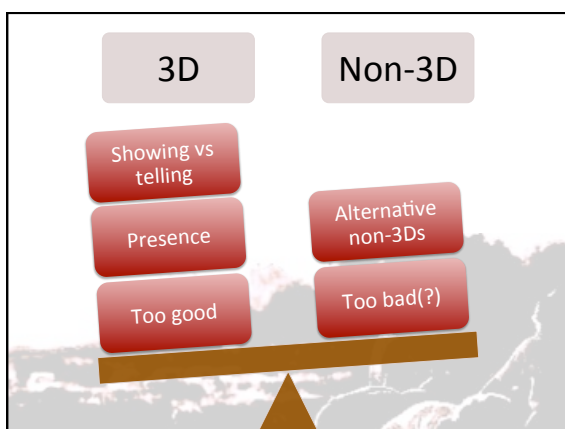
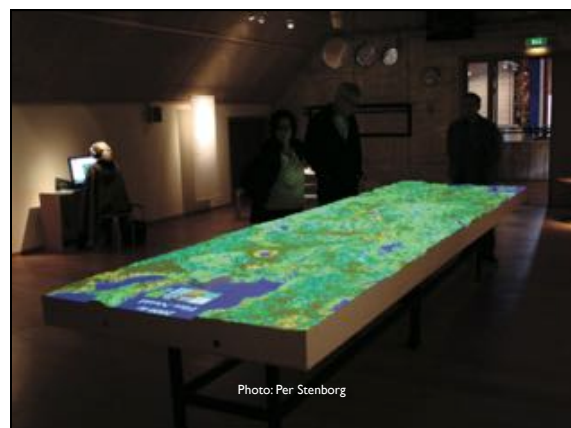
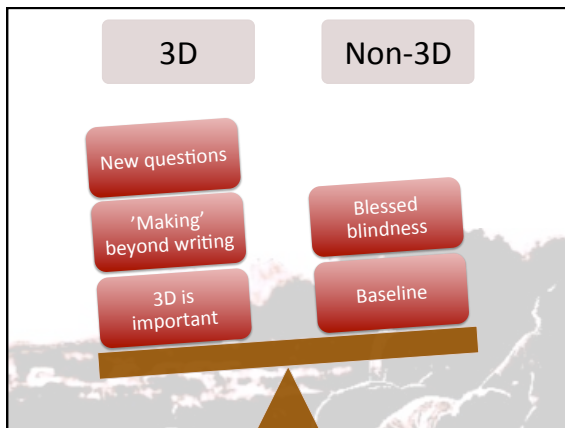
Huvila, I. & Uotila, K. Taking excavation to a virtual world: importing archaeological spatial data to Second Life and OpenSim Presentation at the CAA 2012 conference, Southampton, UK, 2012.



”deeper discussion in order to define the the limits and potentials in employing 3D models in the framework of interpretation process

dell'Unto in *Perspectives to Archaeological Information in the Digital Society*. Huvila, I. (Ed.) Department of ALM, Uppsala University, 2014.
 Link to the book at arkdis-project.blogspot.se



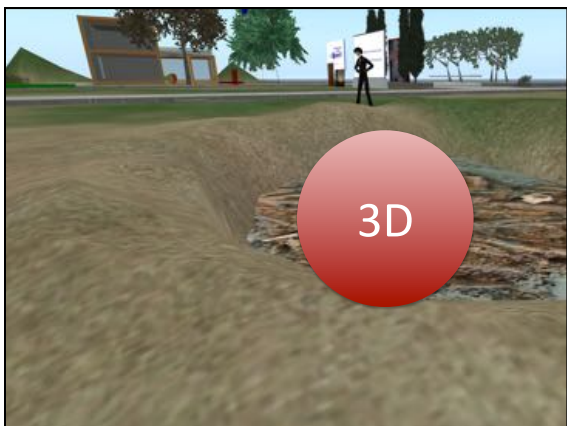
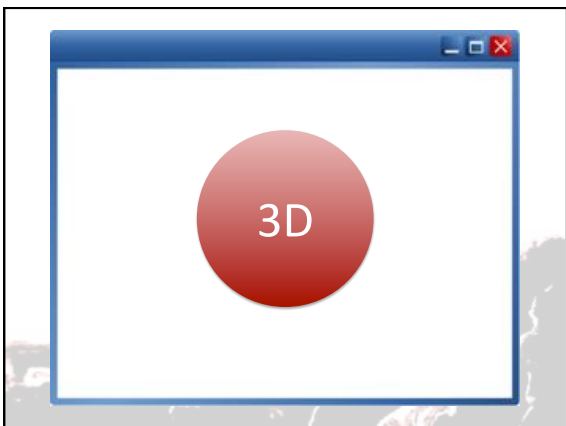
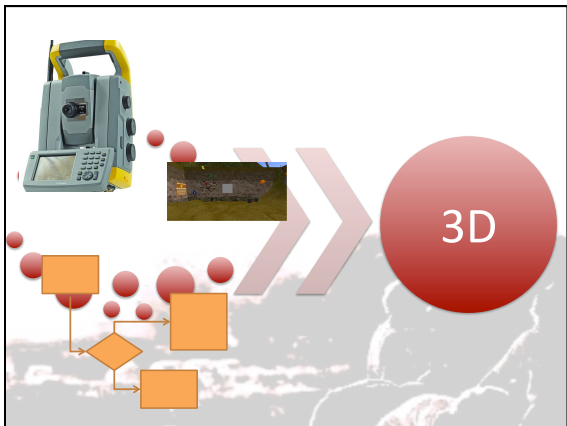


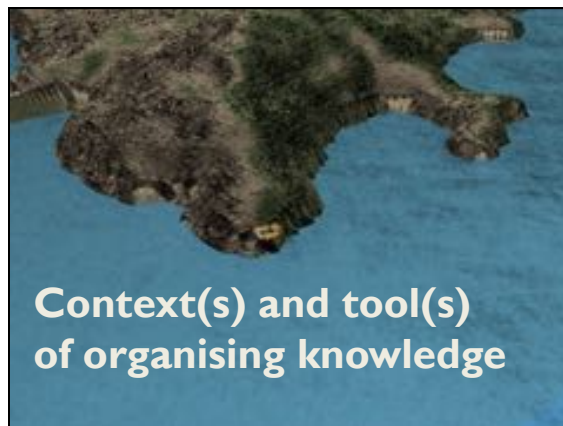
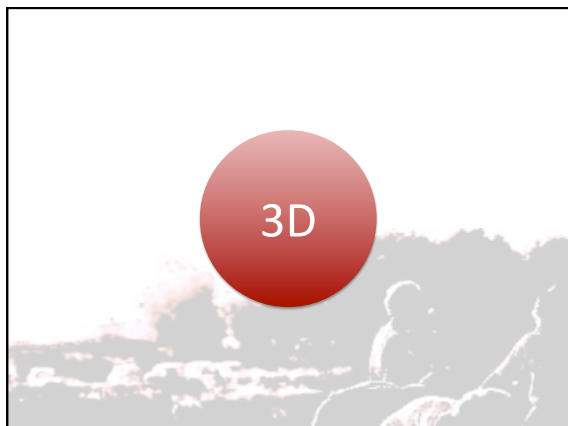
an instrument of creating new, both literal and theoretical, perspectives to the information

**complexity and
complexity in
3D**




**the (new?)
language of (the
'new' media of) 3D**





The subtle difference between knowledge and 3D knowledge

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