



# Gone Digital: How Has Digitalization Changed Archaeology?

Lecture by Dr. Jeremy Huggett (Honorary Senior Research Fellow in Archaeology, School of Humanities, University of Glasgow)



A Digital Archaeology? The earthboot device, which boots a computer directly from the earth, running code dependent on fluctuations in electric currents in the ground. A technological art project developed by Martin Howse (2013)  
(<https://www.1010.co.uk/org/earthcode.html>)

The lecture will take place on **Wednesday, 3 December 2025, at 7:00** p.m. (EET) at the Norwegian Institute at Athens, Tsami Karatasou 5, 11742 (the lecture will also be streamed online via Zoom)

Registration is required for both in-person and virtual attendance.

To attend **in-person**, please register at [norwinst@uib.no](mailto:norwinst@uib.no)

To attend **via Zoom**, please register via the following link:

[https://uib.zoom.us/meeting/register/5HsYcREeSyiTgSNEBaT\\_Cg](https://uib.zoom.us/meeting/register/5HsYcREeSyiTgSNEBaT_Cg)



## **Abstract**

It's perhaps surprising to realize that digital archaeology is now some seventy years old. Looking back into this prehistory of digital archaeology from the present day, it's clear that a great deal has changed over the intervening years, and the pace of that change has become increasingly rapid as time has passed. Archaeology has become ever more mediated and augmented by a growing variety of digital technologies embedded in day-to-day methods and research, but what have been the effects of this digitalization on archaeological practice over the years?

This presentation will argue that the consequences of digitalization extend far beyond the development and implementation of new tools and novel devices. Going digital is about more than the ability to do more, to do things faster, to use ever larger amounts of data, and to use new tools that offer previously unconceived facilities. As the digital becomes embedded in practice it becomes increasingly challenging to understand its influences through time: what might have been lost as well as gained. The digital mediates our engagement with the past, both enabling and constraining thought and action through the devices we use. How has digital mediation influenced our practice and our engagement with the past? As digital objects increasingly substitute for the material, how do perceptions of archaeology and its evidence change? How is archaeological thought and understanding affected by a growing reliance on the digital? And what are the implications for the practice of archaeology now and in the future? Looking back on the process of digitalization we can begin to understand our responses to key changes and past developments that have occurred and build on that learning as we move forward into the future.

## **Biographical Information**

Dr. [Jeremy Huggett](#) is an Honorary Senior Research Fellow in Archaeology at the University of Glasgow, where he taught archaeology and computing from 1990 to 2020. He was one of the original consortium members behind the creation of the Archaeology Data Service in 1996 and subsequently served as chair of the management and advisory committees at various points in the intervening years. He is currently a vice-chair of the ADS Management Committee. He is also an Advisory Editor of *Internet Archaeology*, and a member of the Scientific Advisory Board of the Institute of Heritage Sciences (Incipit) of the Spanish National Research Council (CSIC). He has written widely on aspects of digital archaeology and blogs at [introspectivedigitalarchaeology.com](https://introspectivedigitalarchaeology.com).