

D. Tsiafakis, A. Tsompanopoulos, G. Pavlidis, D. Papadopoulou, N. Tsirliganis, V. Evangelidis, C. Chamzas, "[Archiving Cultural Objects in the 21st Century: Pottery from Karabournaki](#)", in Proc. 16th International Congress of Classical Archaeology, AIAC 2003, Harvard University Museums, Boston/Cambridge, USA, Aug. 23-26, 2003 (in print).

Abstract

Karabournaki is located on the edge of a peninsula in the center of the Thermaic Gulf in the area of Thessaloniki. The site should be related to ancient Therma mentioned by the literary sources as the most important settlement before the establishment of Thessaloniki. The current excavations unearth the residential area providing important information for life in Macedonia especially during the late Geometric, Archaic and early Classical period.

Facing the problem of recording the past in the case of the pottery from Karabournaki, we decided to combine the information provided by different fields in order to achieve the best possible way for the study and publication of the site. Entering the 21st century has become clear that for accomplishing the best results, archaeological research should be supplemented with the achievements of science and technology. Recent advances in chemical and physical instrumental methods of analysis for example, permit the precise determination of a wide range of parameters and properties of ancient artifacts and in particular of ancient pottery.

Therefore, as for the Karabournaki material, all these data, archaeological, chemical and conservation related, are combined and stored in a suitable database. A query system, designed as a search engine, provides its results in a two-fold manner: a) through a results list, where the user chooses the appropriate object and proceeds to a more detailed page, or b) through a hierarchical index built of predefined categories. When the user reaches the identity card of an object, (s)he has also the option to jump to other list pages of objects with similar characteristics. The database next to 2D digitized images, has also (virtual / reconstructed) 3D representations of some objects, where only parts of these objects are actually available.