EUROPE-BASED PARTICIPANTS
Day 1 – Monday 19th
9:00 – 9:30  Morning zoom slot: quick intro and programme
Morning. Map out existing simulation applications
We’ve collected 370 papers on ABM in archaeology (if there are any more, we’ll add them in!). We’d like to group them into models (usually one model has multiple papers) and then pin them on a map of the world (using colour to mark different periods). This will be done in the 5 groups.
12:00 – 12:30 Lunch zoom slot: discussion and set up of the afternoon (break-out rooms)
Afternoon. Map existing simulations to the 25 Grand Challenges for Archaeology
Using the models from the morning we can map them to the list of the 25 Challenges for Archaeology so that we know which themes have been most commonly modelled.
We will make a nice histogram out of it because we like to science 😊
15:00 – 15:45 Afternoon zoom slot: recap of the day (break-out rooms, then a quick recap together)
21:00 – 21:30 Evening zoom slot: a recap for Americas-based folk
Iza will explain the tools and ask for input.

Day 2 – Tuesday 20th
9:00 – 9:30  Morning zoom slot: recap of what was added overnight, setup for the day
Morning. Sketch out the landscape of archaeological simulation modelling
We’ll start writing in a shared document, describing what we found out from the mapping out of the existing simulation applications (ie. The outputs of day 1). This will be done in groups.
12:00 – 12:30 Lunch zoom slot: discussion and set up of the afternoon (break-out rooms)
Afternoon. SWAT analysis
Here we need to do a bit more brainstorming so there may be more zooming, but it will be kept strictly to the small groups (i.e., max 5 people). Using the SWAT analysis tool as a loose framework, we hope to identify the strengths, weaknesses, opportunities and threats in the current and future use of simulation in archaeology for each of the lead topics. In particular, let’s try to identify concrete roadblocks.
15:00 – 15:45 Afternoon zoom slot: recap of the day (break-out rooms, then a quick recap together)
21:00 – 21:30 Evening zoom slot: a recap for Americas-based folk
Marc will explain the tools and ask for input.

Day 3 – Wednesday 21st
9:00 – 9:30  Morning zoom slot: recap of what was added overnight, setup for the day
Morning. Case studies
We often get asked for a specific example where a simulation solved a problem in archaeology. We will ask each group to come up with and describe one case study related to their lead topic that has addressed an archaeological question and solved it.
12:00 – 12:30 Lunch zoom slot: discussion and set up of the afternoon (break-out rooms)
Afternoon. The Roadmap
For each challenge, we will create a traffic light system, describing how “ready” archaeological simulation is to tackle it, in terms of data, theory and methods. To give you an example:
15:00 – 15:45 Afternoon zoom slot: recap of the day (break-out rooms, then a quick recap together) We hope we can brainstorm the final part of the paper: 10 key steps for using simulation to tackle the grand challenges for archaeology.

21:00 – 21:30 Evening zoom slot: a recap for Americas-based folk Maja will explain the tools and ask for input.

After the workshop: final editing of the paper.

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AMERICAS-BASED PARTICIPANTS

Every morning, we will find a short (half an hour) time slot to explain what we’ve been working on during the day and ask for your input. You’re welcome to then decide to work together (we will have a room open on teams) or individually.

We will start each day with a recap of what has happened overnight. You’re also welcome to join the afternoon zoom slot, if it’s at all convenient.

We will also have a slack channel open for an extra layer of communication.