An Experimental Study on Data Generation
for The Archaeological Data Base — The Case
of Jomon Clay Figurines —

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This work was carried out as a part of a demonstrative study to realize computer-aided scientific archaeological data processing.

In the first step, the authors have studied for several years, the creation of a data base to store the scientific data of buried cultural assets, which form the basic materials in archaeological studies, and, taking the case of Jomon clay figurines, have discussed and made trials to determine how the data generation and the organization of such a data base should be carried out.

In the creation of a scientific data base for archaeology, the most important question is how to optimize the relationship between the many researcher's views and the inherently particular archaeological information. This paper tries to show the process of study and our conclusions on this question in preparation for data acquisition and data base organization work in future.

The points shown below may appear too fundamental, but they required 5 years of study.

Chapter 1 outlines the purpose and history of this study.

Chapter 2 describes the characteristics of information given by archaeological evidence and examines how an archaeological data base should be.

Chapter 3 examines the relationship between evidence, information, knowledge, and data, and the relation between a scientific study and a data base.

Chapter 4 sums up the above points.

An appendix explains the process of data generation for archaeological remains and problems encountered.