About this Resource

An introduction to the issues, methods, and techniques of digital archaeology, integrated with working code and virtual computing environments or 'notebooks' written in Python or R. The only thing you'll need is a browser! This is a print version of a digital resource. You can find the digital text and ancillary materials at https://o-date.github.io.

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The Open Digital Archaeology Textbook

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Shawn Graham, Neha Gupta, Jolene Smith, Andreas Angourakis, Andrew Reinhard, Kate Ellenberger, Zack Batist, Joel Rivard, Ben Marwick, Michael Carter, Beth Compton, Rob Blades, Cristina Wood, & Gary Nobles

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