



Heritage Jam Paradata document

The Colleonard Farm Hoard by The Archaeological Oddities (Dr A and Dr H)

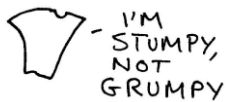
We decided to explore the burial of artefacts, rather than discussing human burials.



We've chosen to focus on the fascinating hoard of bronze axes from Colleonard Farm, North-eastern Scotland. In fact one of us (Dr. A) has written rather a lot on this particular hoard (see bibliography). Our picture reference was derived from the 'Symbols of Power' book (Clarke 1985).

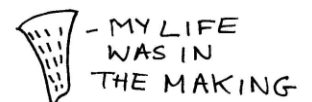
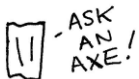
We've created a comic as a resource. Comics have not been used as a traditional method of communication in archaeology, but there are a growing number of people exploring this medium of communication (Swogger 2014). There has been a lot of discussion of visuality in archaeology, but less practical exploration of how to employ visuals as a mode of communication (an issue which the Heritage Jam is now redressing!). The Archaeological Oddities series of comics has taught us the discipline of using visuals and text in a concise (and fun) way as a method of communication.

Our aim is to appeal to a general audience; the readership of our blog (prehistories.wordpress.com) which features the 'Archaeological Oddities' comics, has both archaeologist and non-archaeologist readers. We like to think that these comics might be an effective way of communicating information alongside museum displays, as well as online.



The comic really came together when Dr. H had the brainwave of naming the seven axes like the seven dwarves from Snow White! We had great fun coming up with the names. Visually the comic was a combination of ideas. One of us (Dr. H) wanted to have the axes running along the top, the other (Dr. A) wanted the axes running diagonally down the page as if they were falling into the pot in which they were buried. We are pleased with the final appearance of the comic, and like the strong contrasting black and white (this has come to be something of a feature of the Archaeological Oddities comics).

The text is inspired by Dr. A's research (see bibliography), one of the key points he wanted to get over is process, change and uncertainty. We've preserved this approach in our text, but with the axes doing the talking.



The aim of the comic is to spark curiosity and to inspire our readers to find out more about Bronze Age hoards/ prehistory/ archaeology in general.

Bibliography

Clarke, D.V, Cowie, T.G. and Foxon, A. 1985 *Symbols of Power: at the time of Stonehenge*. HMSO: Edinburgh.

Jones, A. 2001 Drawn from memory: the archaeology of aesthetics and the aesthetics of archaeology in Earlier Bronze Age Britain and the present, *World Archaeology* 33, 334-56.

Jones, A. 2010 Layers of meaning: concealment, containment, memory and secrecy in the British Early Bronze Age, in D. Boric (ed.) *Archaeology and Memory*. Oxbow: Oxford, 105-20.

Jones, A.M. 2012 *Prehistoric Materialities. Becoming material in Prehistoric Britain and Ireland*. Oxford University Press: Oxford (Chapter 6).

Swogger, A 2014 <http://comicsforum.org/2014/03/11/the-future-art-of-the-past-an-e-panel-on-comics-and-archaeology-part-1-edited-by-john-swogger/>