Paradata

1. Why has the resource been created and for what audience?

The resource has been created as a fun, interactive way of getting people involved with investigating the bones of our past. It is primarily aimed at families but would be suitable for a wide range of age groups. Ultimately, the project aims to be a fun learning environment.

1. How will the resource be put to use? Is it accessible?

The project will be accessed via its own website. When opening the website a short video will be played and aims to be a short trailer for the main interactive section of the site (The user will be able to skip if the user does not wish to view it). The website will then open up to a series of interactive maps that relate to the life of the skeleton the project is following. The user should be able to click on images of the skeleton or places on the map to reveal what these things can tell us about the life of the individual.

It will be widely accessible, where internet is available, and will conform to WCAG 2.0 (Level AA).

1. Why did you choose to approach the topic in the way you did? (IE: impressionistic, analogue, schematic etc)

We approached the topic in this way so that it played to all our separate areas of interest. Leontien has an interest and specialism in website creation and coding through her Computer Science background. Teagan has a specialism in GIS which will be invaluable in creating the interactive map section of the project. Ashley specialises in accessibility which allows us to make our project as accessible to as many people as possible. Lexi has a specialism in soundscapes and a budding interest in video creation. Combining all these skills has allowed us to create this concept for a fairly unusual and exciting frankenstein of a project.

1. What were the basic steps you went through to produce the piece?

Initially we had a concept meeting to discuss the theme and the different ways we would drag it outside the box. We really didn’t want to do what was expected and really wanted to look at ways of displaying the information that we found that would be exciting and new.

Choosing the skeleton that we wanted to focus on was fairly simple. We chose our skeleton because it presents an interesting story covering quite a wide geographic space to allow the project to explore lots of different places and different theories as to the life of the individual. We can also show the scientific techniques used to tell these things.

1. What source material / supporting evidence did you use?

We mainly used this article as a basis of the piece:

[Martiniano, R. et al., 2016. Genomic signals of migration and continuity in Britain before the Anglo-Saxons. *Nature communications*, 7, p.10326.](http://paperpile.com/b/4vwOoy/8vuF)

If this project were to be further developed then many more sources would be needed.

1. Have you acknowledged uncertainty in the resource? How did you manage ideas of interpretation?

Any uncertainties in the project will be mentioned explicitly in the final project. With the nature of the project, there is not a fixed narrative but rather a series of pieces of information allowing the user to interpret the information themselves rather than passively taking in information.