

Article

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The Awful Truth about Archaeology

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Learning Outcomes

After reading this article, you will be able to:

- Discuss the importance of archaeology as a discipline.
- Discuss the differences between the way archaeology is really practiced and the way it is usually portrayed in the media.
- Describe the ways in which archaeology can be truly exciting.

“O hhhh! You’re an Archaeologist! That sounds soooo exciting!” Whenever I tell someone on a plane or at a dinner party what I do for a living, this is almost always the response that I get. Either that, or they want to talk to me about dinosaurs, and I have to explain gently that it is paleontologists who do dinosaurs; archaeologists study people who lived long ago.

The reason people think archaeology must be exciting is that they have spent WAY too much time watching *The Curse of the Mummy*, *Indiana Jones and the Temple of Doom*, and *Lara Croft, Tomb Raider* (do you suppose that she actually has that printed on her business cards?). Perhaps it is a flaw in my character or a lapse in my professional education, but I have never once recovered a golden idol or been chased through the jungle by thugs, and I appear to have been absent from graduate school on the day that they covered bullwhips, firearms, and the martial arts. I have not even, so far as I can tell, suffered from a curse, although I have had few nasty encounters with serpents, scorpions, and lightning.

I’m sure that members of every profession are exasperated by the way that they are portrayed in movies and on television, and archaeologists are no exception. Every time we see Sydney Fox (*Relic Hunter*, another great job title) fly off to an exotic country, follow the clues on the ancient map, and rip-off some fabulous object to bring home to the museum, we want to root for the bad guys who are trying to bring her career to an abrupt and permanent halt.

What would really happen if a mysterious man wearing an eye patch showed up at Sydney’s university office and gave her the map, just before expiring as a result of slow-acting poison? Well, of course, first there would be a lot of unpleasantness with the campus police . . . but leaving that aside, she would spend

months writing grant proposals to get funding for a research expedition and more months getting the needed permits and authorizations from the government of the exotic country. Then she would have to persuade the Dean and her department Chair to give her release time from teaching. And when she and her research team finally arrived in the exotic country, they would spend months meticulously mapping the site, painstakingly removing thin layers of soil from perfectly square holes, and recording every stone, every bit of stained earth, every piece of debris that they encountered, using photos, maps, sketches, and detailed written notes. Finally, at the end of the field season, the team would return to the university with 70 boxes of broken pottery, bits of stone, and all manner of scientific samples to be washed and cataloged and analyzed. And in the end, all that material would be returned to a museum in the exotic country.

Now, of course, nobody would want to watch a TV show where even the beautiful Sydney did all that, but this kind of tedious, detailed work is one important aspect of “real” archaeology. Just about every archaeologist that I know has a copy of an old Calvin and Hobbes cartoon somewhere in his or her office. In it, Calvin, who has spent an exhausting day doing a make-believe archaeological excavation in his backyard, turns to Hobbes in disgust and says, “Archaeology has to be the most mind-numbing job in the world!!” And some days it is. Worse yet, it is detailed work that involves a lot of paperwork and delicate instruments but has to be done outdoors in every sort of adverse weather. When it is 20 degrees and you are hunched down in a square hole in the ground trying to write a description of layers of dirt with a pen that keeps freezing solid or when the wind is blowing sheets of sand straight sideways into your face while you are lying on your stomach using a dental pick to expose a broken shell bracelet so you can photograph it before you remove it—these are experiences that can cause a person to question her career choice.

But you know what? Archaeology really IS exciting, and not for any of the reasons that Indy or Lara would suggest. Archaeology is exciting because it connects with the past in a way that nothing else can, and sometimes that connection can be stunningly immediate and personal. I worked one year on the Hopi Reservation in Arizona, excavating a site that was going to be destroyed by road construction. We found that one of the three “pithouses” or semi-subterranean structures on the site appeared to have been cleaned out and closed up, presumably in the expectation that someone would return to live in it again.

A flat slab had been placed over the ventilator opening, perhaps to keep out dirt and debris and critters, and the slab was sealed in place with wet mud. But no one came back, and eventually the small pithouse burned.

When we excavated the pithouse, we found the imprint of human hands, perfectly preserved in the mud, which had been hardened by the fire. That little house was built in AD 805, but I could reach out and place my hands in those handprints left there by someone a thousand years before. And more important, the Hopi school children who visited the site could place their small hands in those prints made by one of their ancestors, 50 generations removed. We lifted each one of the children into the pithouse, and let them do just that—like children everywhere, they were astonished that they were being encouraged to touch rather than being forbidden to do so.

Afterward we sat together on the site and talked about what life was like for that Hisatsinom (the Hopi term for the people we call Anasazi) person. We talked about food and looked at the burned corn kernels and the squash seeds that we had found. We talked about shelter and tools and looked at the three houses and the broken bits of stone and bone and pottery that we were recovering from the trash areas at the site. One of the houses had burned while it was occupied, and we looked at the fragments of the rolled up sleeping mats and baskets of corn and other possessions that the people had lost. We talked about the family that had lived there, how much the parents loved their children and how they must have worried about providing for them after such a terrible loss. And we talked about the migration stories that are a central part of Hopi oral history, and about what the Hopi elders had told us about the place of this particular site in those stories. I like to think that those children, who reached back across the centuries and touched the hand of their fifty-times-great grandmother, came away with a stronger sense of who they were and where they came from and a richer understanding of the oral traditions of their people.

But what if I had been not me, Dr. Science, purveyor of meticulous and mind-numbing archaeological techniques, but rather Lara Croft, Tomb Raider? If Lara had been rooting about in this site, searching for “treasures,” she would have quickly dismissed that small pithouse, although she might have smashed that burned mud with the handprints in order to rip away the slab and check for hidden goodies behind it.

No, she would have focused on the other house, the one that burned while it was being used. She would have pulled out all those burned roof beams whose pattern of rings enabled us to learn that the houses were built in AD 805, probably using them for her campfire. She would have crushed the remnants of the burned sleeping mats and baskets of corn. She would never have noticed the stone griddle still in place on the hearth or the grease stains left by the last two corn cakes cooking on it when the fire started. She would have kicked aside the broken pieces of the pottery vessels that were crushed when the burning roof

fell, the same pots that we put back together in the lab in order to estimate the size of the family and to recover traces of the items stored and cooked in them.

No, Lara would have missed all that we learned about that site and the people who made their homes there. Instead, she would have seized the single piece of pottery that didn't break in the fire and clutching it to her computer enhanced bosom, she would have stolen away into the night, narrowly escaping death and destruction at the hands of the rival gang of looters.

Is archaeology the most mind-numbing pursuit in the world, as Calvin claims? Or is it “sooo exciting” as my airline seat-mates always exclaim? Both. And much more. What Lara and Indy and the others don't know is that archaeology is not about things, it is about people. It is about understanding life in the past, about understanding who we are and where we came from—not just where we came from as a particular cultural group, but what we share with all people in this time and in all the time that came before.

Critical Thinking

1. Why do people think archaeology must be exciting?
2. Why wouldn't people watch a show about “real” archaeology?
3. Why does the author claim that archaeology “really is exciting”?
4. What made the author's work on the Hopi reservation meaningful?
5. What would the author have done if she were Lara Croft, Tomb Raider rather than “Dr. Science”?
6. What does the author think archaeology really is and why?

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www.mhhe.com/createcentral

Internet References

Anthropology Resources on the Internet

www.socsciresearch.com/r7.html

Archaeological Institute of America

www.archaeological.org

Society for American Archaeology

www.saa.org

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