

# Archaeology: The Comic



## Synopsis

It's a different kind of archaeology textbook. Call it, 'archaeology lite.' But make no mistake, *Archaeology: The Comic* is something to seriously consider when deciding on what to use for your introductory archaeology class or for introducing archaeology to any beginner. In a brief 150 pages, Johannes Loubser takes the reader through every major topic in contemporary archaeology from the processual/post-processual debate to how to properly lay out a site grid – all done visually through the magic of cartooning. Follow Squeeze as she discovers the inner workings of archaeology after pothunting is discovered on her family farm. Squeeze is taught how to survey, excavate, analyze, interpret, and preserve archaeological sites and their material remains. She learns about site protection laws, consultation, museum exhibition and a variety of other public archaeology topics. She visits experts who explain the complexities of carbon dating, ground-penetrating radar, flotation, and thermoluminescence, among other analytical methods. And she develops an understanding of how all these tools allow archaeologists to make confident interpretations of the past. Presented visually, the complex workings of archaeology become transparent to the beginning student or the general reader. Try using *Archaeology: The Comic* next semester – it may not contain superheroes, but your students will think of you as one.

## Book Information

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## Customer Reviews

A very original approach to introducing the science of archaeology is taken by Johannes H. N. Loubser in *Archaeology: The Comic*....Loubser draws upon his considerable expertise to provide readers with a graphic novel approach to explaining archaeology in terms of what it is and how it's

done....Ideal for school classroom curriculums, Archaeology: The Comic would also serve as an ideal template for presenting other sciences disciplines! (Midwest Book Review, April 2003)A powerful teaching tool for budding young archaeologists. (American Archaeology)The comic book format is highly effective at communicating through drawings and voice balloons what can take pages in a standard text. (Martin Magne The Midden)Loubser takes the reader through every major topic in contemporary archaeology from the processural/postprocessural debate to how to properly lay out a site grid, all done through the magic of cartooning. (Kiva, Vol. 68, No. 4, 2003)Archaeology: The Comic, by rock art expert and contract archaeologist Johannes H. N. Loubser, is perhaps the most unusual introduction to the field ever. This clever, informative, and often goofy book-length comic follows the adventures of a young rural girl named Squeeze as she discovers archaeology after pot hunters dig up one of her father's fields...Loubser succeeds in putting together a breezy but informative overview of all things archaeological, from carbon dating to ethical debates over human remains. (Archaeology Vol. 56, No. 5 September/October 2003)A good introduction to archaeology for teachers or the general public, the publication is comprehensive enough to be used as a text. (Saa Archaeology & Public Education Newsletter, Wint. '03)Johannes Loubser's Archaeology the Comic is an introductory archaeology text that uses the graphic novel medium to elucidate many of the trickier technical discussions in archaeology. . . . Archaeology the Comic would work very well for an introductory text for an upper level high school or first year college student; and might be downright perfect for a text accompanying a field school of volunteers and students. (Archaeology.About.Com)

Johannes Loubser is a professional archaeologist working for New South Associates, a contract firm in Georgia. He is an expert on rock art and has done field research in North America, South Africa, and Australia.

A very original approach to introducing the science of archaeology is taken by Johannes H. N. Loubser in Archaeology: The Comic. A professional archaeologist working for New South Associates (a contract firm in Georgia), Loubser is an expert on rock art, having done extensive field research in North America, South Africa, and Australia. Loubser draws upon his considerable expertise to provide readers with a graphic novel approach to explaining archaeology in terms of what it is and how it's done. Readers will follow young Squeeze after some antiquarian pots are discovered on her family farm. Squeeze learns from professional archaeologists how to survey, excavate, analyze, interpret, and preserve archaeological sites and their material remains. Also

covered are the site protection laws, consultations with native peoples, museum exhibitions, radiocarbon dating, ground-penetrating radar, plant flotation, thermoluminescence, and more. Ideal for school classroom curriculums, Archaeology: The Comic would also serve as an ideal template for presenting other science disciplines!

"Archaeology - The Comic " is an introductory book for archaeology students or for introducing archaeology to any beginner - but - and here's what's different - it is in COMIC form. The book covers a vast number of topics including how to survey, excavate, analyze, interpret, and preserve archaeological sites and their material remains. The main character learns about site protection laws, consultation, museum exhibition and a variety of other public archaeology topics. She visits experts who explain the complexities of carbon dating, ground-penetrating radar, flotation, and thermoluminescence, among other analytical methods. And she develops an understanding of how all these tools allow archaeologists to make confident interpretations of the past. There is a complete glossary and bibliography too, which makes this book a great reference book. Anyone seriously interested in Archaeology, young or old, will enjoy this book, and learn a lot from it.

This is an amusing, entertaining and surprisingly intelligent introduction to archaeology. It covers not only the basics of how to do archaeology (digging, mapping, etc.) but also where archaeology fits in society and where it is going intellectually. This is not only a perfect beginner's text but a valuable guide to anyone interested in what we can learn from the past.

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