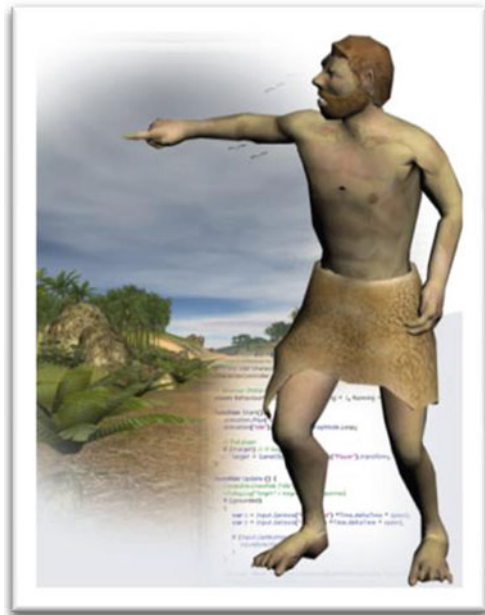


# Part III

## The World's a Stage

### Agents and Agency in a Digital World

There has been considerable debate about the validity or adequacy of digital representation of society or even individuals. These issues manifest themselves in a variety of manners ranging from concerns regarding the Cartesian nature of spatial analysis (Tilley 1994, p. 7–11) through to daunting theoretical finessing of the complexity of human action (Hodder 2012). Despite such a situation we cannot sidestep the subject as, almost inevitably, heritage studies must consider the complexities of society as represented by the object of study or through consideration of the impact of digital technologies upon the observers themselves. Chapters here represent different approaches to the subject and demonstrate our increasing capacity to integrate disparate quantitative and qualitative data within



computational modelling of societies and environments. The purpose of such studies is to generate data that fill gaps in our information space and create situations where previously unrecorded knowledge, may become manifest. Such computational modelling and simulation, which may represent the leading edge in Digital Heritage (Costopoulos and Lake 2010), often incorporate the application of Complexity Theory, and models can involve the production of sophisticated, quantitative maps or emergent complex systems generated from semi-naturalistic environments and utilising the actions of potentially millions of autonomous agents.

- Costopoulos, Andre, and Mark W. Lake, eds. (2010) *Simulating Change: Archaeology Into the Twenty-First Century*. University of Utah Press.
- Tilley, C. (1994). *A Phenomenology of Landscape: places, paths and monuments*, Berg, Oxford.
- Hodder, I. (2012). *Entangled: an archaeology of the relationship between humans and things*. John Wiley and Sons, Chichester.