

Reports are easy, data is difficult

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Archaeological Information in the Digital Society
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Archaeological Practices
 And Knowledge Work
 In The Digital Environment



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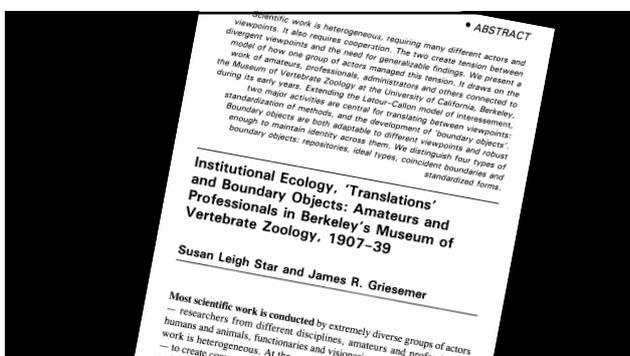
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**Data and reports as
 boundary objects.**



ABSTRACT

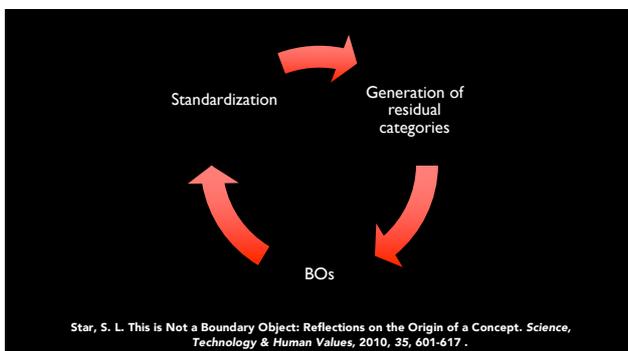
Scientific work is heterogeneous, requiring many different actors and viewpoints. It also requires cooperation. The two create tensions between divergent viewpoints and the need for generalizable findings. We present a model of how one group of actors managed this tension. We present a study of amateurs, professionals, administrators and others connected to the Museum of Vertebrate Zoology at the University of California, Berkeley, during its early years. Extending the Letour-Callon model of interrelationship, two major activities are central for translating between viewpoints: standardization of methods, and the development of 'boundary objects'. Boundary objects are both adaptable to different viewpoints and robust enough to maintain identity across them. We distinguish four types of boundary objects: repositories, ideal types, coincident boundaries and standardized forms.

Institutional Ecology, 'Translations' and Boundary Objects: Amateurs and Professionals in Berkeley's Museum of Vertebrate Zoology, 1907-39

Susan Leigh Star and James R. Griesemer

Most scientific work is conducted by extremely diverse groups of actors — researchers from different disciplines, amateurs and professionals, humans and animals, functionaries and "whimsters." At the same time, work is heterogeneous. At the same time, work is heterogeneous. At the same time, work is heterogeneous.

Boundary objects are abstract or physical artefacts that reside in the interfaces between organisations or groups of people and have the capacity to bridge perceptual and practical differences among communities and facilitate cooperation by emerging mutual understanding.



Disclosure.
 Hekman, S. 2010. *The material of knowledge : feminist disclosures.*
 Bloomington, IN: Indiana University Press.

Interviews with and observations of archaeologists working in Sweden.

- Reports**
- 1. Everyone knows that they are there
 - 2. Legal requirement
 - 3. Capability to accommodate different uses
 - 4. The authoritative first-hand document
 - 5. Material 'outcome'
 - 6. Accessibility of paper reports
- 1. Timeliness of reporting
 - 2. Usefulness?
 - 3. Written for whom, diversification of stakeholder groups
 - 4. Difficult to understand
 - 5. How should a report be written?

- Data**
- 1. Importance (to keep everything)
 - 2. Re-usability
 - 3. Control function
 - 4. Evidence
 - 1. Persistence?
 - 2. Accessibility
 - 3. Lack of definitions
 - 4. Heterogeneity
 - 5. Lack of stakeholders
 - 6. Lack of demand (for data)
 - 7. Existence of a report

Reports are a part of contemporary archaeological practices.

Data lack materiality.

**Make a (real) case
of and for the data.
Make it legitimate.**

**Mission of reusing archaeological
information could be defined as an
information retrieval task rather as a literal
reproduction of an excavation as a physical
exercise.**

**Remember that people are
lazy. Reports allow us to be
passive, data does not.**

**Huvila, I. (2016). Awkwardness of becoming
a boundary object: Mangle and materialities
of reports, documentation data and the
archaeological work. *The Information
Society*, 32(4), 280-297.**

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