Visualizing Ancient Greece:
the Sacred Way Project

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The Sacred Way Project is an application of interactive digital multimedia technology to Classical Greek archaeology and architecture. Using the new platform of Compact Disc - Interactive (CD-I), it is intended to produce discs of interest to a wide range of audiences including school and university students, museums and heritage centers and even home entertainment.

The archaeological material to be contained within the Sacred Way discs is to be structured into three main areas. The basic user - experience will be that of a simulated walk through a photorealistic reconstruction of the sanctuary site of Eleusis in the 5th century BC. At any point along the path, the user will be able to access detailed information in a variety of forms on different aspects of the current view. This will include information from one of the three main areas;

a) the actual site of Eleusis itself, with its contingent archaeological problems; history of occupation, features and architecture, finds, stratigraphy, interpretation and excavation history, including The Sacred Way which connected Classical Athens with Eleusis.

b) Every day life and culture in Classical Althens, the city-state which ruled Eleusis during most of Classical Antiquity. There is a large body of information from both archaeology and literary record concerned with Greek religion, education, sport, festivals, politics and beliefs.

c) Modern archaeological methods and theory which result in such information being available today; how archaeologists work.

The presentation will describe the technical and archaeological background to the project and why CD-I technology is felt to be particularly suited to archaeological materials. Both to integrate the richness and variety of the source information and as a powerful tool to aid in the interpretation of complex archaeological situations.