ARCHEOLOGICKÁ KOLOKVIA

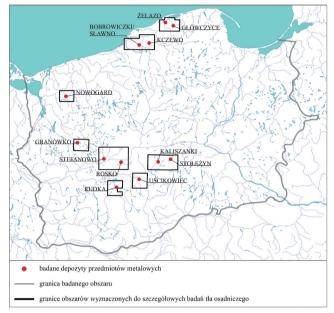
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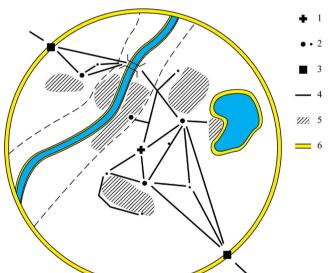
Ústav archeologie a muzeologie si Vás dovoluje pozvat na přednášku:

DR. MARCIN MACIEJEWSKI

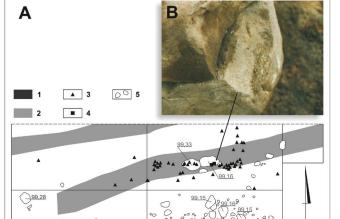
(UNIWERSYTET WROCŁAWSKI, POLSKO)

Metal – Border – Ritual: Hoards in Late Bronze Age and Early Iron Age Landscape









Přednáška se bude konat ve středu **9. 5. 2018** v **17.30** v učebně **T103/4** (Ústav archeologie a muzeologie FF MU, Kounicova 67a – budova VUT, Brno).

Abstract:

Hoards make one of the most mysterious categories of archaeological finds known from the Bronze Age and the Early Iron Age. Doubts concerning their function should encourage researchers to use as wide information range as possible for understanding this phenomenon. However, there are still few scientific works considering their relationships with the settlement network or the cultural landscape. In different cultures the world is described by a variety of signs and symbols. Equally important as reading their meaning is an attempt to describe the relationships between them. Often seemingly unrelated elements of culture are linked by relations on a symbolic level. Research on the relationship between hoards (Late Bronze Age -Urnfield culture and Early Iron Age) and local settlement networks indicate such a symbolic connection between border and metal. Understanding these relationships is possible mainly thanks to empirical research. However, it would not be possible without analysing the perception of borders and metal, as well as phenomena such as territoriality and valorization of 'foreign' objects, places and people. The presented lecture focuses on grasping regularities in location of spots of collecting articles made of bronze and iron, based on the results of studies over metal deposits from the Late Bronze Age and the Early Iron Age from the South Baltic Coastland and Lake Districts.

Dr. Marcin Maciejewski is an assistant professor at the Institute of Archaeology University of Wrocław. He describes himself as a researcher of culture specializing in the Prehistoric Age. He is interested in the Bronze Age, issues related to different ways of constructing, perceiving and describing space (landscape) as well as pop-cultural codes, methods of producing messages, including advertising and the world of computer games. However, in his professional work he focuses on research on metal hoards from the Bronze Age and Early Iron Age.