

Goal: To reconstruct past lifeways.

Analogy: things that are known to be similar in some ways, are assumed to be similar in other ways.

Example of Analogic Reasoning

- 1) they are longer than they are wide;
- 2) they slither;
- 3) they eat mice;
- 4) they hiss;
- 5) they are non-poisonous.

Archaeological Analogy Example: William Ritchie, New York

- 1) they cremate their dead;
- 2) they bury them in special places;
- 3) the use red ochre;
- 4) they have shamans;
- 5) they believe in spirits.

Problems w/Use of Analogy

conclusions not necessarily true
easy to interject personal biases
no modern analogies
assumes no change

Accomplishments of Culture Reconstruction

- 1) introduced statistics to archaeology
- 2) emphasized spatial relationships amongst artifacts
- 3) emphasized determining artifact functions