
Presentation and interpretation of public archaeological sites looking towards sustainability and inclusion

Prezentacija in interpretacija javnih arheoloških najdišč s pogledom na trajnost in inkluzijo

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Abstract

The paper presents two aspects crucial for a sustainable and inclusive development of public archaeological sites: how to display and interpret archaeological remains, based on their entity, state of conservation, potentials and possibilities of investors, and how to make them accessible also to people with disabilities. For the first task we developed a new digital tool, which guides the user through a detailed questionnaire about the specifics of the archaeological site and the user's wishes. Based on the given answers, the tool provides the most suitable solutions for presenting archaeological remains. Some of the suggested solutions also fit people with disabilities, some can be adapted to them and in many cases the combination of different approaches provides a sufficient grade of inclusion, ensuring a shared fruition of the remains by different target groups. Concerning accessibility of archaeological sites to people with disabilities we will highlight main principles and fields of intervention.

Key words: archaeological park, digital tool, presentation, inclusion, people with disabilities

Izvleček

Članek predstavlja dva ključna vidika za trajnostni in inkluziven razvoj javnih arheoloških najdišč: kako prikazati in interpretirati arheološke ostaline glede na njihovo entiteto, stanje ohranjenosti, potencialne in možnosti investorjev ter kako jih narediti dostopne za osebe z oviranostmi. Prvi vidik predstavlja novo digitalno orodje, ki uporabnika vodi skozi natančen vprašalnik o posebnostih arheološkega najdišča in uporabnikovih željah. Na podlagi podanih odgovorov orodje ponuja najprimernejše rešitve za prezentacijo arheoloških ostalin. Nekatere od predlaganih rešitev so ustrezne za osebe z različnimi oviranostmi, nekatere je mogoče prilagoditi. V mnogih primerih pa kombinacija različnih pristopov zagotavlja zadostno stopnjo inkluzije, katere rezultat je skupna prezentacija ostalin, ki je primerna za različne ciljne skupine. V zvezi z dostopnostjo arheoloških najdišč osebam z oviranostmi izpostavljam glavna načela in področja ukrepanja.

Ključne besede: arheološki park, digitalno orodje, prezentacija, inkluzija, osebe z oviranostmi

Introduction

Archaeological parks¹ are one of the more popular types of archaeological tourism products (Egri 2022; Zanier and Senica forthcoming). Nevertheless, the high-quality presentation and at the same time, high-quality preservation and protection of both movable and immovable archaeological remains in archaeological parks and other archaeological areas are quite complex. Because of the different specifics of the archaeological sites such as different budget disponibility or the condition of the remains, not every presentation is suitable for every archaeological site. To help choose the most suitable presentation for archaeological park or similar areas at the Institute for the Protection of Cultural Heritage of Slovenia in the cooperation with the company 3APPES we developed the ArcheoDanube's archaeological park tool Yesterday-today-tomorrow that is a complete novelty on a global scale, as there is no comparable tool on the market yet (Institute for the Protection of Cultural Heritage of Slovenia 2022).

The tool can be used by all managers of archaeological parks or other interested stakeholders, especially municipal or regional administrations, national agencies, museums, specific management authorities, associations, SMEs, and similar. The tool can also be used by the general public in order to understand conditions that influence decisions in the presentation of archaeological heritage, but also in the perspective of local participatory projects. Its user-friendly structure and graphics can attract new audiences to the topic of archaeological presentations and its use within archeotourism.

¹ The term is often used in different ways, to define any kind of open-air archaeological site. In the Archeodanube project (Zanier and Ratej 2021, 153–154; Egri 2021, 7; Zanier and Ratej forthcoming) we decided to adopt the definition which is in use in Croatian legislation: "An archaeological park is a researched, protected and presented archaeological site or its part that includes informative and didactic components of presentation and interpretation in order to raise awareness of the importance of archaeological heritage" (Zakon 2020).

In the process of development of archaeological parks and similar sites, visitors with different disabilities are often forgotten and as a result, they are excluded from society because they are not offered equal opportunities. Some of the solutions suggested by the tool are also suitable for people with different disabilities, some can be adapted to them and in many cases, the combination of different approaches provides a sufficient grade of inclusion, ensuring shared fruition of the remains by different target groups.

The tool is available for free and was developed within the ArcheoDanube project (*Archaeological Park in urban areas as a tool for Local Sustainable Development*). The project connects 15 project partners from 11 countries. It is implemented within the Interreg Danube Transnational Programme and is co-funded by the European Union (ERDF, IPA, ENI funds). Among the main goals of the project are improving the management and experience of archaeological heritage based on the creation of archaeological parks, involving the local community in the management and promotion of their archaeological heritage and increasing the visibility of archaeological parks and cities of the Danube Region in the form of a transnational sustainable tourism product.

Yesterday-Today-Tomorrow tool

The new digital tool (fig. 1) is suitable for anyone who wants to establish a new archaeological park or modernise an existing one or simply wants to present archaeological remains in other archaeologically relevant areas. The tool guides the user through a detailed questionnaire that includes the specifics of the archaeological site and additional infrastructure that the user may wish to have in their archaeological park or site. In the end, based on the given answers, the tool suggests most suitable solutions for presenting archaeological remains.

The tool does not specifically focus on people with disabilities, as it is aimed to assist users in finding solutions for presentation and interpretation, which are appropriate for different

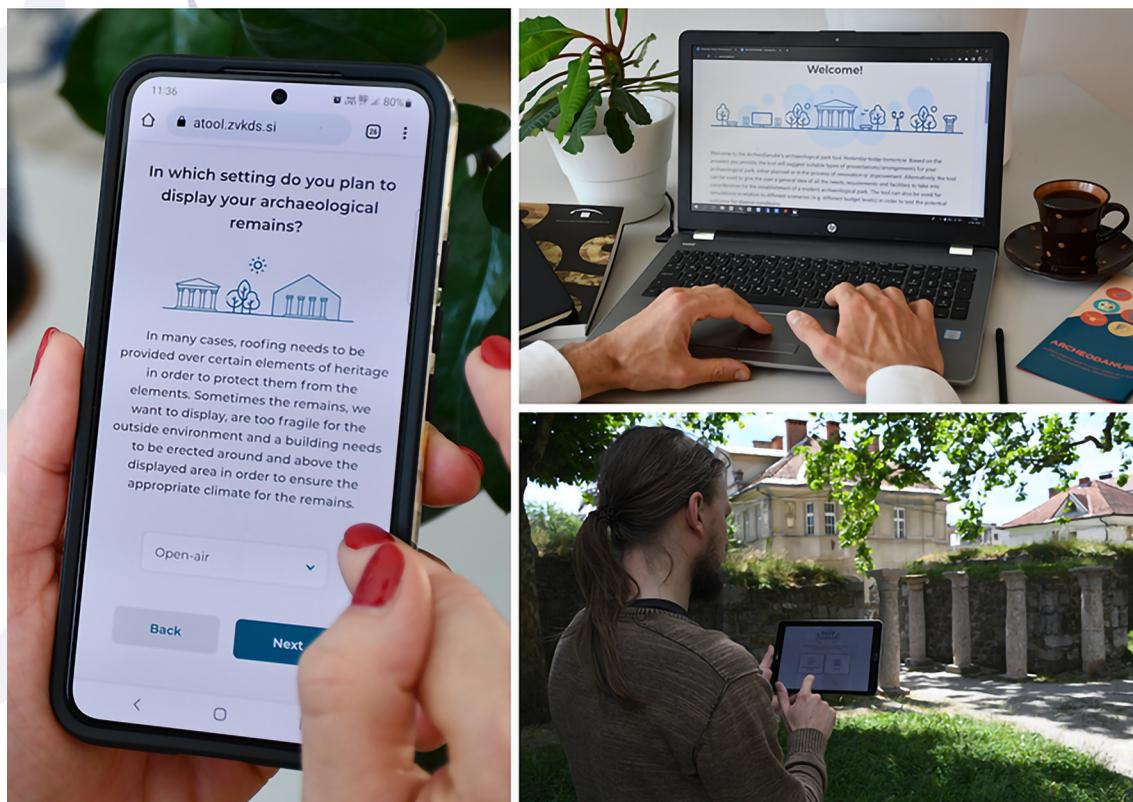


Figure 1: Yesterday-Today-Tomorrow tool in use (photo Tajda Senica).

target groups, with and without disabilities. The ultimate goal of inclusion should namely be to equally engage mentioned different audiences, as well as encourage shared fruition and mutual learning processes. Users should therefore actively adapt the solutions suggested by the tool to different target groups taking into consideration different categories (age, nationality, disability, etc.).

Questions and answers

Through a set of questions (Table 1), answered by the user, the tool gets all information necessary for suggesting the most suitable solutions for the presentation and interpretation of archaeological heritage at a specific site.

Table 1: Questions of the Yesterday-Today-Tomorrow tool.

Questions relevant for in situ presentation and interpretation of archaeological remains
In which country is your archaeological park?
What is the budget you intend to invest in the presentation/arrangement of your archaeological park?
How big is the area you want to present?
In which setting do you plan to display your archaeological remains?
Is the archaeological park located in an urban or a rural area?
How will the archaeological remains you intend to display look like?
Will the archaeological remains be displayed <i>in situ</i> ?
What materials are the elements you want to display made of?
What is the current state of conservation of the archaeological/architectural remains?

Questions relevant for in situ presentation and interpretation of archaeological remains

Do the remains you wish to display need to be consolidated, conserved and/or restored?

Is there sufficient archaeological data in order to reconstruct/interpret the original appearance of the building?

Will the displayed archaeological remains require additional protection measures?

Will the archaeological park be freely accessible to the public without fences and entrance fee?

If the archaeological park will not be freely accessible, does it already have the basic (required) security infrastructure (fencing, suitable entrance, security)?

Do you plan to erect a building for reception (ticket office and possibly other purposes - souvenir shop, cafe...)?

Do you plan to have sanitary buildings (toilets) in the archaeological park?

Do you plan to erect building(s) of any other purpose?

What regular maintenance will the archaeological park require?

Will you have an annual budget or other means for ensuring regular basic maintenance at the archaeological park (maintenance of the displayed archaeological remains, grass-mowing, maintenance of trails, disposal of litter...)?

Do you have or intend to have a management plan?

Will you or another institution manage the archaeological park area after the initial investment?

The first question of the tool relates to the country in which the archaeological park is located which is mostly related to value and currency of budget levels². In the case, partner countries of the Archeodanube project (Bulgaria, Bosnia and Herzegovina, Croatia, Czech Republic, Germany, Hungary, Moldova, Romania, Serbia, Slovenia) were included, as well as the option “other”.

In all likelihood, the most important factor is the budget that is planned to be invested in the arrangement of the archaeological park, because with a low budget, we have very limited options regarding what we can achieve and how the site

² Of course each country has its own national laws which concern archaeological heritage, especially protection, which have to be taken into account when planning enhancement works in archaeological sites: cf. Zanier and Ratej 2021, 66–106; Egri 2021, *passim*.

can be presented. Currency varies depending on the selected country, otherwise the possible answers in Euros are: up to 10.000, 10.000–50.000, 50.000–100.000 and more than 100.000.

A lot also depends on the size of the area that is planned to be presented because even if we have a smaller budget, we still have more options available in a smaller area to make a high-quality presentation with this budget versus in the large one. Possible answers are: small (up to 100 m²), medium (up to 500 m²) and large (over 500 m²).

The user then has to answer, in which setting the archaeological presentation is planned, possible answers are: open-air, with roofing, indoor, mixed (open-air, roofed and/or indoor), the existing *in situ* display of the remains is appropriate and investments in this field are not planned and physical display of archaeological remains and any other investment in this field are not planned. In many cases, roofing needs to be provided over certain elements of heritage in order to protect it. Sometimes the remains, we want to display, are too fragile for the outside environment and a building needs to be erected around the displayed area in order to ensure the appropriate climate for the remains.

The location itself is also important to be considered when establishing an archaeological park, because if the site is located in rural area it is usually more difficult to reach the target audience or a sufficient number of visitors with which the costs of operating the park can be at least partially or fully covered, especially if there are no other sources of income. In this case, it is necessary to consider whether it is even worth investing in the presentation of such a park. On the other hand in rural areas there is a bigger possibility that the archaeological park can be expanded and developed into an important tourist attraction if we compare it to the park in urban areas which faces many more obstacles since they are usually very limited in terms of space.

A lot also depends on how the archaeological remains are planned to be displayed. Will they be hidden underground and not visible to the public, or will they be seen as ruins, inte-

grated into modern/functional elements or fully reconstructed? The latter can be very complex from the point of view of preservation and protection but also from the perspective of correct interpretation of the archaeological heritage, especially if we do not have all the necessary information on how exactly the remains used to look in the past when they still served their original purpose. Relating to this issue it is also important if the archaeological remains will be displayed *in situ* or they will be relocated to some other location. Given this, it is necessary to remind: when possible, *in situ* presentations are preferred. However, when presentations in urban areas are planned, it is sometimes not possible to adapt current urban layout to the planned archaeological park, but vice-versa. In some cases, remains that are found under existing roads or houses cannot be displayed *in situ* for obvious reasons. In this case, relocation of the remains can be an option.

Conditions and restoration techniques implied for *in situ* presentation depend on the materials we want to display. Different materials also require different maintenance methods thus, it is essential to be informed on what materials are the elements that are planned to be displayed made of. Possible answers are stone or fired brick architecture, frescoes, mosaics, wooden architecture, earth or mud brick architecture, portable archaeological artefacts³ and other or materials that are not known yet.

The question about the state of conservation of the archaeological/architectural remains has possible answers: remains are buried/underground, preserved at foundation level, standing architecture or elements integrated into modern architecture. If the remains are hidden underground we let visitors' imaginations run free, so it is especially important how we approach the

3 Portable archaeological artefacts are objects that people created, modified or used. These artefacts include things such as tools, weapons, vessels, clothing and decorative elements made out of stone, bone, metal, wood or some other organic materials. Their main characteristic is portability, which separates them from archaeological features, such as postholes, pits, walls, pillars and other architectural elements, which are non-portable (or immovable).

interpretation of such remains, about which we usually do not have much information ourselves. The following questions deal with the topic if the remains that are planned to be displayed need protection in form of conservation and/or restoration and if there is sufficient archaeological data in order to reconstruct/interpret the original appearance of the building.

In order for remains to be adequately protected some require additional protection measures like humidity control (water drainage), fencing or other measures such as walkways, and footbridges. Rarely no additional protection measures are needed if we want the archaeological remains to be properly protected. Another important question regards accessibility for the public. If the archaeological park is freely accessible without fences and entrance fee it is definitely more accessible to the general public, it does not need working hours and requires less staff. On the other hand, in this way the remains are more exposed to vandalism. If we have the site protected with basic security infrastructure such as fencing, additional security and suitable entrance the remains are more protected. With collecting the entrance fee we can cover part of the costs for the maintenance of the park. In the case of collecting an entrance fee, it is recommended to plan to erect a building for reception such as a ticket office that can also include a souvenir shop or a coffee shop. A very simple variant of a reception building can be built with a small budget, but it is advised that the attention is paid to the aesthetic suitability of such a building.

Sanitary facilities are almost mandatory, especially if we collect entrance fees because upon payment, a higher level of service is automatically expected. Building proper sanitation for the park can be expensive. It is advised that proper sanitary buildings are built with proper sanitation. Of course, portable toilets can be a budget-friendly or a temporary option, but they can have a repelling effect for the visitors who want to enjoy the presented heritage. If such portable toilets are planned, they should be ar-

ranged in a disguised setting with ensured regular cleaning.

To erect a building(s) of any other purpose such as a playground for children means higher investment and maintenance costs, but on the other hand it can attract more visitors and provide them with a better overall experience. For example, if the visitor urgently needs sanitary facilities and is not provided it is meaningless that he received a high-quality interpretation of archaeological remains because this additional need that was not satisfied spoils the overall experience.

Regular maintenance is required for the displayed remains, additional infrastructure and overall visitor experience. In the digital tool possible answers are maintenance of archaeological remains, grass-mowing, litter disposal, heating, maintenance of trails, signposts, panels and maintenance of complex visitor infrastructure such as sanitary facilities, interactive equipment, reception building or visitor interpretation centre. For example, we can't just place the litter disposal and then forget about them, as they would fill up quickly and consequently represent a negative experience for visitors. All such elements need to be maintained even the text on the interpretive panels may fade over time and need to be replaced.

That is why an annual budget or other means for ensuring regular basic maintenance at the archaeological park are required and the tool specifically asks users about this. If no budget is foreseen for this purpose, the tool will not suggest presentation and interpretation solutions which require demanding maintenance. Maintaining a good and desirable archaeological park for years after the opening/renovation is crucial in maintaining interest for the park. Depending on the size and complexity, regular maintenance can be more or less demanding, but it can be greatly simplified when we involve local municipalities in at least the basic tasks such as litter disposal, grass-mowing and similar tasks, for which it already has a well-organised service. In the case of a low budget, one of the solutions can

also be voluntary work with a straightforward system, which has proven to be a very effective solution in many countries.

A well set management plan is essential if the archaeological park is planned to run successfully in the long term, because it helps all the people involved in the organisation to clearly follow the goals and vision that were set. If the management plan is good, everyone knows what his responsibilities and roles are. For example, it must be determined exactly who is in charge of mowing the grass so that there will be no waiting on who will do it and during this time the site can become overgrown and unsuitable for visitors.

Last but not least when establishing an archaeological park it should be appointed who will manage the park after the initial investment. Even though the site is open to the public and requires little maintenance, it is recommended that is properly managed to achieve sustainable results and that it will not become another of the many failed projects that can be traced in the field of cultural heritage and archaeology, which initially have enormous potential, but a problem arises with the further management of the site.

Results

Based on the given answers the Yesterday-Today-Tomorrow tool calculates and provides the most suitable solutions for the foreseen budget and size of the archaeological park. Although the tool's suggestions are in no way obligatory, they can be seen as the most logical solution applicable to the specifics of the archaeological park that is described during the questionnaire. Possible solutions suggested by the tool are listed in table 2.

Table 2: Possible results of the Yesterday-Today-Tomorrow tool.

Possible solutions for in situ presentation and interpretation of archaeological remains

Establishment of trails with benches, signposts and ornamentation.

Possible solutions for in situ presentation and interpretation of archaeological remains

Placement of interpretative panels (only text and figures; not interactive).

Establishment of additional digital content available through QR codes (applied to interpretative panels, benches or signposts).

Establishment of a mobile app.

Publication of printed material (guidebooks, children books, brochures, leaflets, site plans ...).

Placement of fixed audio-visual, tactile and multimedia displays and tools (speakers, touch screens, stereoscopes, models, tactile reproductions, fixed didactic equipment ...).

Establishment of a visitor interpretation centre (a room or other place with digital presentations with TV, AR/VR equipment, models, didactic tools, tactile reproductions, replicas ...; also equipment or material that can be used on the site like audio-guide and AR/VR mobile equipment, guidebooks, brochures, site plans ...).

In situ display of consolidated or slightly integrated stone architectural elements (walls, stone pavements ...).

In situ display of restored wooden architectural elements.

In situ display of restored frescoes and mosaics.

Reconstruction of architectural elements (true to scale reconstruction of a destroyed building attempting to reproduce its original appearance and materials).

Anastylosis (restoration of a ruined building by reassembling fallen elements: original components are placed back into their original position).

Integration of original features by using alternative elements (replacement of missing parts by clearly different materials and stylized forms).

Substitution of original features by using alternative elements (display of ground plans of buried archaeological remains by using vegetation/shrubs or noticeable materials inserted into the paving).

Light projection and holograms of archaeological remains.

The establishment of trails with benches, signposts and ornamentation is the most standard solution when establishing an archaeological park and is classified within the process of landscaping. As described in Egri (2021, 41): “The main role of landscaping is to shape the area of an archaeological park in a way that the heritage is highlighted and the whole experience is enjoyable for the visitors. However, landscaping works must consider all requirements that ensure the

integrity of the archaeological heritage, including the legal ones, and other elements that are important for the site development.”

Placement of indoor or outdoor interpretative panels that include only text and figures and are not interactive can also be classified as one of more basic solutions which usually do not require such a large investment. Nevertheless not all information is suitable for display on interpretative panels. It is necessary to be aware of who the target audience is, which is important in the preparation of a good interpretation. Good communication throughout interpretative panels is achieved with a clear structure, emphasis on the main topic, with regard less is more and simple language. As Tilden (1977, 20) stated: “It is far better that the visitor to a preserved area, natural, historic or prehistoric, should leave with one or more whole pictures in his mind, than with a mélange of information that leaves him in doubt as to the essence of the place, and even in doubt as to why the area has been preserved at all.” Precisely for this reason: “In presenting and interpreting the historical story of the heritage site, it is necessary to be selective and to decide which elements will be of most interest to the kind of people that the site will attract” (Feilden and Jokiletho 1998, 114). At the same time, a multilingual approach should be envisaged, in order to make the content available to different audiences, also with disabilities, by including at least some basic aids like relief images, Braille and easy read method.

Placement of interactive and tactile tools, such as stereoscopes (fig. 2), models, tactile reproductions, fixed didactic equipment, as well as audio-visual and multimedia displays that include speakers, touch screens, and other similar equipment with films, animations, games and 3D visualisations usually costs much more than the installation of basic interpretative panels without interactive features. Interactive displays are more memorable and stimulating for the visitors than regular displays. It can even include functions that provides different smells (for example of different fruits whose stones were found on the

archaeological site and could represent the food that the former inhabitants consumed) which can enrich the visitors' experience especially it is beneficial for the visitors with different disabilities, such as e.g. the visual impairment. Visitors with different disabilities are usually deprived and forgotten in the process of establishing archaeological parks and other archaeological relevant areas, because the site is not adapted to their needs. With the use of audio-visual and multimedia displays we can adapt and bring the story of the park closer to them. The Management Guidelines for World Cultural Heritage Sites advise that we must not forget that: "The media

used to interpret the history of the site should be chosen to be as effective as possible for all visitors, without harming the appearance or ambience of the heritage site" (Feilden and Jokilehto 1998, 114). It is understandable that we probably cannot adapt the entire path beside the archaeological remains for visitors that use wheelchairs without affecting the remains. However, we can arrange areas or use other equipment to bring the experience closer to them. For example, in the time of the coronavirus lockdown, virtual tours of the sites became more popular, due to which this technology also began to develop more.

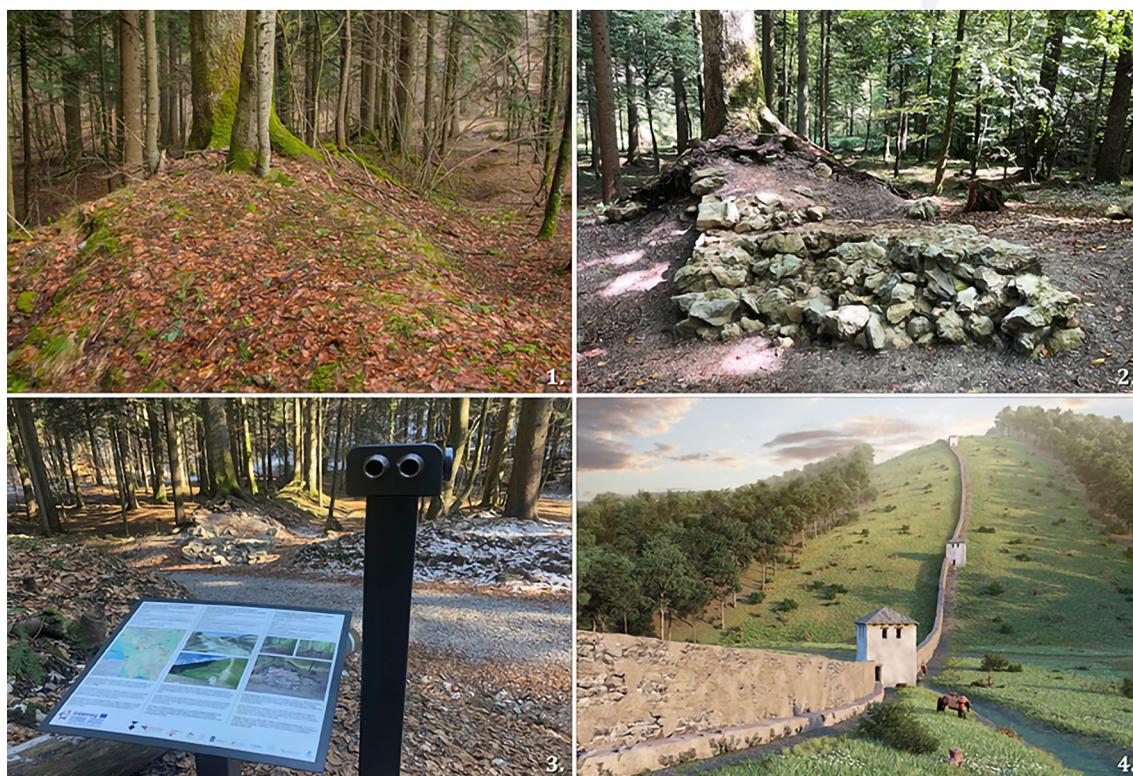


Figure 2: Different ways of displaying archaeological remains of the Late Roman defence system *Claustra Alpium Iuliarum* at the site of Gradišče near Rob (Slovenia). 1) The site before excavation (photo Andrej Blatnik). 2) Excavated and consolidated section of the barrier wall: as the course of the wall is clearly visible as a ridge, only its first part was unearthed and displayed (photo Tajda Senica). 3) Information and 3D reconstructions are provided by an interpretive panel and an archaeo-stereoscope (photo Tajda Senica). 4) Reconstructed view of the wall visible through the archaeo-stereoscope (made by Link 3D).

Additional digital content can be made available also through QR codes which are applied to interpretative panels, benches, signposts or printed materials. This solution is cost-effective and can be suitable for different target groups, also those with different disabilities, as the content connected to the QR codes can be designed in very diverse ways, but of course it presupposes the use of appropriate smartphones and internet disponibility.

Mobile apps are a popular solution for improving accessibility, presentation and interpretation of archaeological remains. They can be combined with aspects of gamification and they can also be easily adapted to visitors with different disabilities, involving different senses and offering different utilities. For example, in the project Claustra+ a mobile app was developed, that includes (besides many other utilities) also audio guides which are beneficial for users with visual impairment (Oxygen Tech 2020).

The publication of printed material (such as guidebooks, children books, brochures, leaflets, site plans, etc.) is a basic, but efficient way to mediate interpretation about archaeological sites to the audience. The solution is mostly cost-effective and can also be adapted for people with different disabilities, for example for visual impairment the material can be printed in Braille. For the information to be accessible for people with learning disability, elders, and hearing impairment or also for those whose content language is their second, the text should be written in easy read method. In the end it is also crucial to identify suitable places for the distribution of printed materials otherwise it can be difficult to reach the desired target groups.

The establishment of a visitor interpretation centre can especially if placed at the entrance of the site provide a good introduction or a basic insight into the story of the archaeological site. It is also beneficial for visitors with different disabilities which in this way can avoid potential dangers of the diverse terrain of the site itself, if that is not adapted to their needs. An interpretation centre can be a complex offering also other facil-

ities (reception, sanitary, etc.) or simply a room with displays of digital presentations and reconstructions, AR/VR equipment, models, didactic tools, tactile reproductions, replicas, etc. It can also host equipment or material that can be used on the site like audio-guides and AR/VR mobile equipment, guidebooks, brochures and site plans. An advantage of interpretation centres is the fact that they are usually covered with a roof and contents are available over the whole year.

In situ presentation is the conservation and displaying of archaeological remains in their original location in order to maintain their significance and authenticity (Egri 2021, 153). Conditions and restoration techniques implied for *in situ* presentation depend on the materials of the remains, as defined by the user in the questionnaire. *In situ* display can be performed *sub divo* (without any shelter) or under a protective structure. Archaeological remains composed of fragile materials (organic materials, mosaics, plaster, etc.) have to be protected by buildings, shelters, glass walkways, seasonal removable coverings or other similar means (Stanley-Price and Jokilehto 2002; Aslan 2007). Frequently, archaeological remains don't only need to be consolidated, but also additionally protected from standing water or water folds. For this purpose, different kinds of drainage structures (channels, substrates, etc.) have to be planned, with minimal impact on the archaeological remains.

In situ display of archaeological remains is particularly demanding especially because of their fragmentary nature; principles developed by conservation and restoration science have to be respected (Stanley-Price and King 2009), but also parameters concerning the specific situation affect the decision on how to display *in situ* archaeological remains, as shown in Table 3.

Main procedures used for *in situ* display of archaeological remains are listed in Table 3 and have advantages and disadvantages, which are briefly discussed in the following paragraphs and Tables 4, 5 and 6.

Conservation or consolidation of the original substance (as it was unearthed) ensures a

Table 3: *In situ* display of archaeological remains: issues, principles, parameters and possible procedures.

Issues specifically related to <i>in situ</i> display of archaeological remains
<ul style="list-style-type: none"> • The state of conservation of archaeological remains is mostly fragmentary (in some cases only minimal parts of the original buildings or features survived – there are very few examples where the original substance is preserved almost in its entirety, like in Akrotiri or Pompeii and other sites of the Vesuvian area); • In most cases there is no proper documentation showing the original appearance of the archaeological structures, i.e. building documentation or similar, which would allow a matching reconstruction of the original (there are several exceptions, for example more recently dated archaeological heritage for whom building documentation, including drawings and photographs, can be found in archives); • Archaeological sites are often multi-period phenomena, where the layout and function of the structures and other features had changed from one period or phase to another; • Original building materials have different conservation needs, and some cannot survive if exposed to air, rain, sunlight, temperature changes, etc.; besides different types of physical display, the possibility of additional protective structures should be considered.
Principles to be respected in conservation/restoration works
<ul style="list-style-type: none"> • Authenticity (authenticity of the remains has to be preserved); • Compatibility (materials used for conservation and restoration works have to be compatible with the original ones); • Reversibility (materials used for conservation and restoration works have to be reversible); • Minimal intervention (conservation and restoration interventions have to be as limited as possible).
Parameters influencing the decision how to <i>in situ</i> display archaeological remains
<ul style="list-style-type: none"> • Type, size, materials and state of conservation of the archaeological remains; • Quantity and quality of information about the archaeological remains; • Maintenance capacities; • Available budget.
Possible procedures for <i>in situ</i> display of archaeological remains
<ul style="list-style-type: none"> • Conservation, i.e. consolidation; • Integration; • Reconstruction; • Anastylis; • Translocation; • Integration of original features using alternative elements; • Substitution of original features using alternative elements.

high level of authenticity, which has an intrinsic value for most visitors, as visitors stay in queues to see original art works, not their reproductions. However, it does not facilitate direct reading or interpretation of the remains, but this issue can be supported and solved by adopting proper interpretative media. It also leaves the original substance almost exposed to the effects of weather (Table 4; fig. 3), which can be overcome by applying protective structures.

Integration is normally performed by adding small parts to the original structure in order to provide stability (e.g. by filling in gaps with-in walls), better protection (e.g. by adding a wall topper to seal the original part of the wall), and improved water drainage (e.g. by adding a sloped



Figure 3: Rijeka (Croatia), display of the consolidated structures of the late Roman *principia* within the city centre (photo Petar Fabijan).

wall topper to eliminate excess water quickly). Integration has similar advantages and disadvantages to consolidation and can be regarded as a suitable compromise between safeguarding authenticity and implementing practical solutions intended for an easier conservation of archaeological remains, especially *sub divo*, i.e. without additional protective structures (Table 4; fig. 4).



Figure 4: Solin near Kostrena (Croatia), slightly integrated structures of a late Roman fortlet (photo Petar Fabijan).

Table 4: Advantages and disadvantages of conservation/consolidation and integration.

Conservation/consolidation	
<ul style="list-style-type: none"> Ensures a high level of authenticity; Maintenance requirements are affordable, but especially in the case of <i>sub divo</i> conservation continuous care is needed. 	<ul style="list-style-type: none"> Does not facilitate direct reading or interpretation of the remains; Lets the original substance exposed to the effects of weather.

Integration	
<ul style="list-style-type: none"> Ensures a high level of authenticity; Maintenance requirements are affordable. 	<ul style="list-style-type: none"> Does not facilitate direct reading or interpretation of the remains; In some cases, this solution is still not sufficient to safeguard specific fragile materials of the original structure and additional protective elements have to be foreseen.

In archaeology, a reconstruction normally represents the rebuilding of the hypothetical appearance of usually one phase of a building or feature of a site (fig. 5). Because of many disadvantages, listed also in Table 5, *in situ* reconstructions are generally not supported by international doctrinal documents and conventions – this is also the case of the *Convention Concerning the Protection of the World Cultural and Natural Heritage* (UNESCO 1972), for which authenticity is an indispensable value. Consequently, some UNESCO candidatures of reconstructed sites have been frequently amended or rejected. There are specific conditions for reconstructions to be admissible:

- Reliable and detailed data about the original appearance have to be available and used in order to correctly plan the reconstruction;
- Especially in the case of monuments destroyed during wars, their reconstruction is regarded as a way of healing open war wounds (which, if left open, would instigate hate – see for example the reconstruction of the Mostar Bridge as a symbol of reconciliation).

These conditions are rarely fulfilled in the case of archaeological heritage, so the choice to nevertheless reconstruct archaeological sites is at least controversial. If fragile materials of an archaeological site are going to be displayed and the reconstruction can at the same time help to protect them from weather conditions, then the reconstruction can be justified from the point of

view of protection. The process of reconstruction can be an educative process itself and the finished building can be an important didactic tool for visitors (Stanley-Price 2009, 36). Still, it would be preferable to place reconstructions outside the site perimeter, in order to prevent their disturbance and to give visitors the possibility to admire the original remains and compare them to the reconstructions.



Figure 5: Saalburg (Germany), *porta decumana* reconstruction (photo Gorinin, <https://commons.wikimedia.org/wiki/File:Saalburg-Porta.Decumana.01.JPG>).

Anastylosis is the restoration of a ruined building or monument by reassembling fallen original elements that have to be placed back into their original positions; new materials can also be incorporated in order to provide structural integrity and stability. The Venice Charter of 1964 has defined specific criteria for anastylosis, which are still valid: a) the original condition of the structure must be confirmed scientifically, b) the correct placement of each component must be determined, c) supplemental components must be limited to those necessary for stability and must be recognizable (ICOMOS 1964). It is therefore clear that anastylosis is conceivable especially in the case of structures made of specifically shaped building elements, where the original position of every component can be deduced from its form and dimensions (to other types of structures the technique cannot properly applied) (Table 5; fig. 6).



Figure 6: Šempeter (Slovenia), mausoleum of *Ennius* reassembled by anastylosis (photo Jacquesverlaeken, https://commons.wikimedia.org/wiki/File:Sempeter_v_Savinjski_dolini_Necropolis_Enius_1.JPG).

Anastylosis is sometimes used in combination with translocation (Kořakowski 2015), performed when a monument has to be moved from one location to another, by disassembling or cutting it into parts and then reassembling it by anastylosis at the new location (Table 5; fig. 7).



Figure 7: Abu Simbel (Egypt), the Great Temple after translocation (photo Pepaserbio, https://commons.wikimedia.org/wiki/File:Abu_Simbel_main_temple.jpg).

The integration of original features by using alternative elements foresees the replacement of missing parts by clearly different materials and forms, which can give an abstract idea of the original features. In this kind of project, modern building materials are frequently used, but also organic elements (Table 6; Figure 8). The replacement of missing parts can also be performed by providing an abrupt contrast, and in this case, it is called interpolation (Kandic 1990; Stamatović, Vučković and Kujundžić 2018).

Table 5: Advantages and disadvantages of reconstructions, anastylosis and translocation.

Reconstruction	
<ul style="list-style-type: none"> • Reconstructions are immediately understood by the public (though the reconstruction represents just one possible interpretation of the site, so what the visitors will so easily perceive is not the original appearance itself, but a particular idea of that); • They offer protection to fragile types of materials which cannot be preserved <i>sub divo</i>; • They can host collections or other facilities, but the latter can severely affect the original substance; • A reconstructed building can be easily open to the public throughout the year; • The process of reconstruction can be an educative process itself and the finished building can be an important didactic tool for visitors, helping them to better understand the past of the site. Still, it is not necessary to do that <i>in situ</i> (thus affecting the remains), as there can be additional areas intended for reconstructions and experimental archaeology; • A reconstructed building can perhaps attract more visitors and thus generate more income for the public or private authorities that manage it (Stanley-Price, 2009, 36), though additional research has to be performed in order to verify this assumption. 	<ul style="list-style-type: none"> • Reconstructions can inhibit the proper completion and viewing of the original substance of the site, and the respective structures can even damage the archaeological remains. Technically, it is possible to create less invasive and reversible reconstructions, but these are often raising the implementation costs; • Normally, several elements have to be reconstructed in a hypothetical way, so if the original substance of a building is, for example, preserved only at foundation level, frequently there is no information about the original location of the doors and windows, or the height of the ceiling etc. These are relevant architectural details that affect the internal communication, lighting and volume of the building, so there is the risk to recreate a building with erroneous characteristics as a hypothetical reconstruction. Authenticity is in this case curtailed due to using non-original materials and also wrong architectural features; • Just one hypothetical view of the original appearance will be shown (interpretive media allow to show different possible reconstructions), and that cannot be easily changed if additional research will indicate that the reconstruction is wrong; • Just one period or phase of the site will be privileged at the expenses of other phases (interpretive media allow to show reconstructions for different phases); • The maintenance of the reconstructed parts has to be considered alongside the original parts of the site.

Anastylosis

- High level of authenticity, if the reassembling is made correctly;
- Immediate and overall understanding of the building and its features.
- The material is usually left exposed to the effects of weather; this can be overcome by applying additional protective structures;
- The process of reassembling and replacement can affect the original substance of the structure;
- Some elements may have been reused in different buildings from different periods, so their use in one reassembled structure prevents their use in others;
- There is always a risk of mistakes in reassembling the elements.

Translocation

- Sometimes translocation is the only way to save a monument from destruction.
- High costs and technical difficulties.



Figure 8: Veii (Italy), Portonaccio temple with architectural elements indicated by stylized additions (photo Livioandronico2013, https://commons.wikimedia.org/wiki/File:Tempio_di_veio.JPG).

In some cases, archaeological remains themselves cannot be displayed directly, for example, because the area has to be used for other non-compatible purposes, or the type of materials of the original substance are not suitable for display. One option is the substitution of original features by using alternative elements which allows displaying ground plans of archaeological remains by using vegetation/shrubs or different building materials inserted into the paving. This kind of display could be appropriate for archaeological sites where the remains are mainly known from non-invasive research, especially geophysical surveys. In some cases, viewing platforms can be necessary in order to fully ap-

preciate such true to scale ground plans, as well as additional explanation by interpretive media (Table 6; fig. 9).



Figure 9: Künzing (Germany), visualisation of the Roman amphitheatre using a simple wooden structure (photo Katharina Zanier).

In situ integration of the missing parts and substitution of the whole can be performed also in an immaterial way, using light projections and holograms. These solutions are not invasive and surely represent appealing attractions due to their innovative character (Table 6; fig. 10).

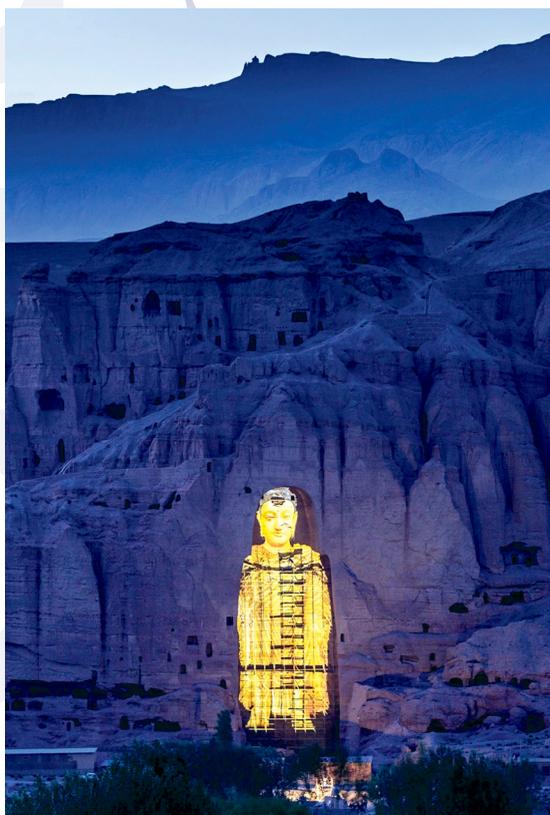


Figure 10: Bamiyan Valley (Afghanistan), projection by Zhang Xinyu and Liang Hong of one of the two Buddhas destroyed by the Taliban in 2001 (photo Zhang Xinyu/Xinhua Press/Corbis, source: Marazuella Kim, 2015, 49).

Accessibility of archaeological sites for visitors with different disabilities

To provide accessibility of archaeological sites is an obligation to the society, however in reality that is not always guaranteed. Especially inclusion with accessibility of the archaeological remains for visitors with different disabilities, that represent a third of the total world population, is often forgotten in the process of establishing archaeological parks and similar sites which leads to repetitive discriminatory policies and practices (Masliković and Tomić 2015; Casiddu 2020, 186; United Nations Department of Economic and Social Affairs Disability 2022). Inclusion can be defined as the concept of ensuring equal rights and access to opportunities by creating the best possible conditions for people with different disabilities and members of other minority groups (Kobal Grum and Kobal 2009; Cambridge Dictionary 2022). Inclusion can also be described as a fight for the equality of all people and at the same time a battle against capitalism and its logic of exclusion (Rutar 2010, 40). For people with different disabilities to experience their fundamental rights and freedoms that provide equal opportunities, a number of national and international laws were written and should be taken into account in the process of establishing archaeological parks and similar sites (Çetin-er 2018). In the document *Union of Equality:*

Table 6: Advantages and disadvantages of integration or substitution of original features using alternative elements, light projections and holograms.

Integration of original features using alternative elements	
<ul style="list-style-type: none"> • Can easily be adapted in order to minimise the impact on the archaeological remains; • By offering an abstract idea of the original features, the visitor can be stimulated to think about the site and interact with it; • The procedure allows to show different development phases of the site; • It can be easily combined with the installation of protective structures. 	<ul style="list-style-type: none"> • Can be confusing for non-expert visitors; • Costs for design and implementation of such projects, including frequently used materials, are normally very high.

Substitution of original features using alternative elements

- The original substance of the archaeological remains can be preserved intact and without disturbance underground;
- Different development phases can be displayed;
- The area can be easily used for other purposes;
- It is a mostly cost-effective solution.
- If vegetation/shrubs are used for display, they will need continuous maintenance;
- Visitors could have some problems understanding it, but they can be supported by higher viewpoints and additional interpretive media.

In situ integration or substitution of archaeological remains using light projections and holograms

- No impact on the original substance of the archaeological remains;
- Different development phases can be displayed;
- Attractiveness due to the innovative character.
- Limited to specific light conditions/time in the day;
- Especially for holograms, costs are high, and at the time being they are therefore used mostly for objects of limited dimensions like movable archaeological finds.

Strategy for the Rights of Persons with Disabilities 2021–2030 that was prepared by the European Union (2021, 20) is written: “Accessible and inclusive art and culture, sport, leisure, recreational activities, and tourism are essential for full participation in society. They increase wellbeing and give everyone, including persons with disabilities, the opportunity to develop and utilise their potential.” Greater awareness in the field of accessible tourism, which also includes archaeological tourism with archaeological parks and similar sites, began in 1989, when a report by experts entitled “Tourism for all” was published (Raspor and Macuh 2021, 71). Accessible tourism can be described as: “Making efforts to cater for the needs of a wide range of consumers by removing institutional or attitudinal obstacles” (Sakarneh and Katanani 2021, 268).

On the other hand, archaeological remains represent a particularly sensitive category of heritage that requires special measures of preservation and protection and is in most cases, especially in Slovenia, located in difficult-to-access terrain, which represents a bigger challenge of how to ensure physical accessibility to such locations. In such cases, the use of digital technology and virtual tours can be a great alternative with the use of Virtual Reality (VR) systems or desktop computers (Kyrlitsias et al. 2020), which can also be adapted for users with different disabilities. When ensuring accessibility, it is necessary to take into account that visitors have different disabilities such as mobility, sensory, intellectual, learning disabilities and other disabilities such as diabetes, allergies, etc., which have dif-

ferent needs and require very different adaptations to be able to ensure inclusion for all potential visitors.

Visitors with physical and mobility disabilities

Visitors with physical and mobility disabilities are not only wheelchair users; visitors with reduced mobility and reduced dexterity (for example visitors with reduced mobility in their legs that use walking cane or with reduced mobility in their arms) also have physical limitations despite the differences in their positions. This group of visitors includes people with (Inclusive City Maker 2021a):

- Spinal cord injuries,
- Cerebral palsy,
- Spina bifida,
- Multiple sclerosis,
- Heart diseases,
- Arthritis,
- Parkinson’s disease,
- Epilepsy,
- Respiratory disorders,
- Carpal tunnel syndrome,
- Dwarfism, etc.

For visitors with different physical and mobility disabilities ergonomic adaptations of the site should be included in the establishing process. Parking areas of archaeological sites should include reserved parking spaces near the main entrance. Entrances and information points should be adapted with large doors and lowered

counters. For example, placement of promotional material and information counters with staff should not be placed too high because in that case visitors that use wheelchairs and visitors with dwarfism cannot reach the promotional material, nor can they communicate properly with the staff if they cannot even see them. If turnstiles are used at the entrance with electronic ticket control, they should be lowered and include dedicated airlocks for visitors that use wheelchairs. Paths around archaeological sites should be adapted in such a way that archaeological remains are not endangered and are at the same time easily accessible for visitors that use wheelchairs or have other mobility disabilities. That means that paths around the site should be wide, even, with lower curbs, without obstacles, protected with fence and inclusion of several resting points. Benches, tables, drinking fountains and information panels around the site should also be adapted and accessible. Stairs should be non-slip and protected with handrails. Visitor interpretation centre with several floors should include suitable elevators. If the archaeological site provides sanitary building, it also should be adapted with the option to call for help if needed (Çetiner 2018, 56–57; Inclusive City Maker 2021a).

Visitors with invisible disabilities

Not all visitors with disabilities have visible disabilities, for example, visitors with sensorial disabilities such as hearing and visual impairments are less visible and obvious, but still require special adaptations to ensure equal opportunities. Of all people with disabilities, 80% have invisible disabilities. This group of visitors includes people with (Inclusive City Maker 2021b):

- Visual impairment,
- Hearing impairment,
- Voice disorder,
- Heart diseases,
- Bipolar disorders,
- Certain forms of autism,
- Dyslexia,

- Alzheimer's disease,
- Diabetes mellitus,
- Coeliac disease,
- Post-traumatic-disorders, etc.

When it comes to the accessibility of archaeological sites, we mostly have in mind physical and informational accessibility at the location of the archaeological site itself. Information about archaeological sites on mobile apps, printed materials and especially on official websites is rarely adapted for people with different disabilities. For example, an easy read method that adapts written information to make it easier to understand not only assists visitors with intellectual and learning disabilities, but also benefits elderly visitors or visitors whose language of information is not their native language. In Slovenia alone, more than half a million people need adaptation of information in an easy read method (Knapp 2019, 9). It is necessary to know who the target visitors are and always test the information with test readers. Easy read information should be written with (Haramija and Knapp 2019, 30):

- Non-serif letters,
- Minimum font size 14,
- Clear title,
- Use of easier words and explanation of difficult ones,
- Left alignment,
- Short sentences,
- Sufficiently large spacing between lines,
- Use of images that are clearly visible, etc.

As explained before, information can be adapted and made accessible in several formats and through diverse media (Egri 2021), which can be more or less appropriate for visitors with different disabilities and can be as such combined in order to meet their needs:

- Interpretive panels,
- Audio-guides on separate devices or apps that can be downloaded on mobile phones,

- Audio-visual and multimedia displays,
- Digital media (websites, apps, downloadable content, QR codes, etc.),
- Printed materials, etc.

Visitors with visual and hearing impairment are mainly facing communication barriers, as they need adapted forms and methods of communication and information. For visitors with visual impairment, the interpretation of the archaeological site can be adapted with audio, tactile, or olfactory equipment that will improve their experience. Paths around archaeological site should be even, without obstacles, adjusted in the tactile paving system and protected by fence in more dangerous areas. Printed material should also be written in Braille. Tactile method of interpretation should be used for better understanding of maps, objects and other models that are presented at site. Pictures can be vividly described in audio method. Video interpretations should include audio descriptions and other audio effects. For visitors with hearing impairment subtitles, sign language, or incorporation of a certified deaf interpreter should be included in interpretation. Vibration and light effects can also be included for better interpretation. Guided tours on the site can also be adapted in this way (Rebernik 2014; Naniopoulos and Tsalis 2015). The use of sign language is not only helpful for visitors with hearing impairment but is also beneficial for visitors with autism, aphasia, Down's syndrome and cerebral palsy (Berke 2021).

Organized lectures, workshops, guided tours and courses on the archaeological sites can all be adapted for visitors with different disabilities. Archaeological sites with restaurants and cafes should also take into considerations visitors with disabilities such as diabetes mellitus, coeliac disease or different food allergies who too often depend on pre-prepared food that they bring with them, because providers do not adjust their offer to them or they only have one dish on the menu to choose from.

Conclusions

In the process of establishing an archaeological park, it is necessary to think of all people including their diversity, as their disabilities can be very different (from movement, sight, and hearing to intellectual). Unfortunately, presentation and interpretation at archaeological sites frequently do not take into consideration people with disabilities. Therefore, for example, the ICOMOS Ename *Charter for the Interpretation and Presentation of Cultural Heritage Sites* does not mention disabilities with any word (ICOMOS 2008). The same applies to the *Faro Convention on the Value of Cultural Heritage for Society* (Council of Europe 2005). In general, this lack of consideration of people with disabilities is probably more evident in the fruition of immovable cultural heritage than in museums.

Immovable cultural heritage and especially archaeological sites represent on their own a category with special needs. It is important to bear in mind a basic, but crucial requirement, already mentioned in the Venice Charter for the Conservation and Restoration of Monuments and Sites: "The sites of monuments must be the object of special care in order to safeguard their integrity and ensure that they are cleared and presented in a seemly manner" (ICOMOS 1964). For this reason, every decision regarding the presentation of archaeological remains should be made in accordance with a long-term vision and with the actual disponibilities. In order to achieve sustainability it is also important to involve the local community and have its support (Egri 2021).

To choose between different possible solutions of presentation and interpretation can be very challenging and our tool can in this represent a valid support, but users of course have to actively shape proposed solutions. As already mentioned, the tool does not specifically focus on people with disabilities. It is aimed to assist users in finding solutions, which are appropriate for different target groups, with and without disabilities, encouraging shared fruition of archaeological sites and thorough inclusion.

An example of good practice in this field is the Archaeological and Landscape Park of the Valley of the Temples in Sicily, where the offer is adapted for visitors with different disabilities. For visitors with sensory disabilities information is provided through QR codes with videos and sign language and also Braille panels are installed. About 85% of the paths through the park are adapted to visitors with physical disabilities and their levels of difficulty are clearly indicated. Free shuttle service and free rental service of electric wheelchairs is also provided. For visitors with intellectual disabilities specifically adapted guided tours are offered. The café and restaurant of the archaeological park also offer a variety of gluten-free products for visitors with special diets (Parco Valle dei Templi Agrigento 2022). At the same time, the archaeological park offers contents and utilities of the highest quality also for visitors without disabilities.

We hope that our tool will in general help to improve presentation and interpretation at archaeological sites, which is frequently defective, not only for people with disabilities. New efforts aimed to improve this field should be seen as an opportunity for inclusive thinking and acting.

Summary

The paper highlights two essential aspects related to sustainability and inclusion, which should be taken into consideration in the process of establishing and further development of archaeological parks or other forms of public archaeological sites. The article addresses the topic of presentation and interpretation of archaeological sites depending on their entity, conservation status, and development potentials, as well as accessibility of the sites, contents and services for all kind of visitors. We explain the first aspect through a detailed presentation of the new digital tool *Yesterday-Today-Tomorrow* that was developed within the ArcheoDanube project and is a complete novelty on the world market. It guides the user through a detailed questionnaire about the specifics of the archaeological site and the user's preferences. At the end of the questionnaire, the tool (based on the given answers) suggests the most suitable solutions for presentation and interpretation of the archaeologi-

cal remains. Proposed solutions provide inclusion aiming at accessibility for visitors without and with different disabilities, as they can be adapted for different target groups. Ensuring accessibility of the most relevant archaeological sites is an obligation to society, but mainly due to its complexity, this is not always fulfilled in practice. The presentation of archaeological remains is for its own demanding because of their fragile and fragmentary nature that requires special preservation and protection measures as well as particularly effective interpretation solutions. They are often located in areas that are physically difficult to access, which represents an even greater challenge in the process of ensuring accessibility, especially for visitors with different disabilities that require special adjustments in order to fulfil their needs. The second aspect of the article highlights precisely this issue on how to ensure inclusion and a quality interpretation of archaeological remains for visitors with different disabilities. Presented are different suggestions for the adaptation of the presentation and interpretation of archaeological sites for visitors with visible disabilities, such as mobility, as well as for visitors with different invisible disabilities.

Povzetek

Prispevek izpostavlja dva bistvena vidika, povezana s koncepti trajnosti in inkluzije, ki bi se morala upoštevati pri procesu ustanavljanja ali nadaljnega razvoja arheoloških parkov oziroma drugih oblik javno dostopnih arheoloških najdišč. Članek obravnava prezentacijo in interpretacijo arheoloških najdišč glede na njihovo entiteto, stanje ohranjenosti in potencialne možnosti razvoja in hkrati tematiko dostopnosti najdišč, vsebin in storitev s strani vseh obiskovalcev. Prvi vidik predstavljamo s podrobno predstavitvijo novega digitalnega orodja *Yesterday-Today-Tomorrow*, ki je bilo razvito v okviru projekta ArcheoDanube in je popolna novost na svetovnem trgu. Uporabnika vodi skozi podroben vprašalnik o posebnostih arheološkega najdišča in uporabnikovih željah. Na koncu vprašalnika orodje na podlagi podanih odgovorov predlaga najprimernejše rešitve za prezentacijo in interpretacijo arheoloških ostalin. Rešitve zagotavljajo inkluzijo z vidika dostopnosti za obiskovalce brez in z različnimi oviranostmi, saj jih je mogoče prilagoditi različnim ciljnim skupinam. Zagotavljanje dostopnosti najpomembnejših arheoloških najdišč je

obveznost do družbe, ki pa predvsem zaradi svoje kompleksnosti v praksi ni vedno izpolnjena. Prezentacija arheoloških ostalin je sama po sebi zahtevna zaradi njihove krhke in fragmentarne narave, ki zahteva posebne ukrepe ohranjanja in varovanja ter še posebej učinkovite rešitve pri interpretaciji. Pogosto se arheološke ostaline nahajajo na fizično težje dostopnem terenu, kar predstavlja še večji izziv pri zagotavljanju dostopnosti, še posebej za obiskovalce z različnimi oviranostmi, ki potrebujejo posebne prilagoditve za zadovoljitev svojih potreb. Drugi del prispevka izpostavlja prav to problematiko, kako zagotoviti inkluzijo in kvalitetno interpretacijo arheoloških ostalin za obiskovalce z različnimi oviranostmi. Predstavljeni so različni predlogi prezentacije in interpretacije arheoloških najdišč za obiskovalce z vidnimi oviranostmi, kot so gibalne, ter za obiskovalce z nevidnimi oviranostmi.

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