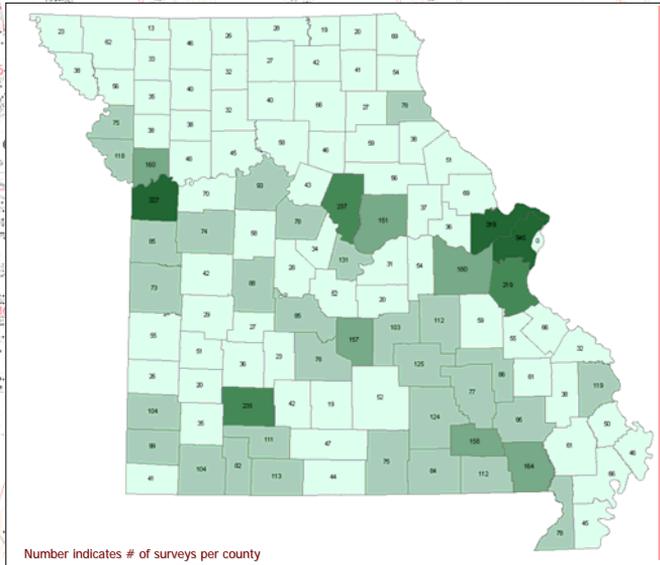


# GIS Capture of Missouri Archaeology Surveys and Sites

Dianna Pursell<sup>1</sup>, David Diamond<sup>1</sup>, Diane True<sup>1</sup>, Brad Harris<sup>1</sup>, Robert Reeder<sup>2</sup>, George Kopp<sup>2</sup>, Kerry Nichols<sup>3</sup> and Mike Schanta<sup>4</sup>

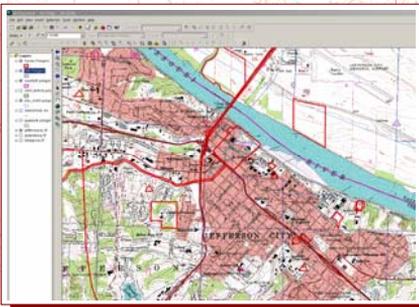
<sup>1</sup>Missouri Resource Assessment Partnership (MoRAP) <sup>2</sup>Missouri Department of Transportation (MoDOT) <sup>3</sup>Missouri Department of Natural Resources/State Historic Preservation Office (DNR/SHPO), <sup>4</sup>Mark Twain National Forest/US Forest Service (MTNF/USFS)

This project represents the usability and necessity of a digital representation of archaeological surveys and sites as an aid to cultural resource management and planning.



**Surveys vs. Sites**  
**A survey** is the area that was investigated for the presence of archaeological artifacts  
**A site** is the location where archaeological artifacts are found

The Total Number of Sites and Surveys Digitized\*:  
 Total Surveys Captured for the Project: 20,200 polygons  
 Total Sites Captured for the Project: 21,600 polygons  
 Surveys Fully Attributed for the Project: 8,700  
 Sites Fully Attributed for the Project: 17,000  
 \*As of May 15,2007



The data is stored and managed in a geodatabase using a spatial database engine (SDE) on a structured query language (SQL) server. Relationship classes are used to relate (link) tables using a common identifier.  
 Red polygons  are surveys  
 Purple polygons  are sites

## Usability of the Archaeology Geodatabase

In the past, it took many hours to sort through the boxes of data to locate the information needed for a new project. This geodatabase allows that to be accomplished in a fraction of the time.

**Data Entry Process**  
 Hard copy information is extracted and transferred digitally to a secure web-based form. This data is temporarily stored in a SQL Server database, then moved to the SDE database for delivery. Implementation of this process increased efficiency by 50%.

