The Archaeology Program introduces students to past civilizations and cultures and to the analytical methods, techniques, and theories that archaeologists use to facilitate their study. The major is designed to develop anthropological, historical, and geographical perspectives in archaeological research, encompassing prehistoric and early historic cultures.

**Degree Outcomes**

- Preparation for advanced training in archaeology and museum studies, cultural resource management, and leading teams in a variety of settings.
- Qualification for any career requiring good research, writing, speaking, and critical thinking skills, such as public relations, retail, research, and management.
- Graduate study in archaeology programs at schools including Arizona State University, the University of Michigan, The University of Memphis, and Florida State University.

**The Student Experience**

- Students excavate, survey, draw and sort artifacts, study museum collections, and analyze and categorize various soil types during summer fieldwork in South America, Africa, the Southeastern United States, and the Mediterranean region.
- Undergraduates experience research opportunities with faculty.
- They develop professional skills with work in the archaeology lab.
- Networking and socializing occurs in an informal setting with monthly gatherings of the University Archaeological Association.

**Accolades & Accomplishments**

- Courses about the archaeology of prehistoric and historic cultures around the globe inspire collaboration with departmental faculty from anthropology, classical studies, geography, and history.
- The program uniquely crosses traditional disciplinary boundaries between "Old World" and "New World" archaeology and incorporates undergraduate coursework from the geography department on geomorphology and GIS.
- The respected, longstanding program was established in 1985.