

The Portus Project Archaeology and Computing

Portus was the port of Imperial Rome and during the 1st - 6th centuries AD was one of the most important commercial centres in the Roman Empire. The Portus Project is using archaeology to find out more about the history of this fascinating site and the people that lived and worked there.

The site of Portus is huge - over 3km² - and the only way to deal with the large amount of archaeological information generated during the fieldwork is through using the latest techniques in archaeological computing. These include a range of types of land and underwater survey, computer reconstructions, and innovative recording methods.

The project is funded by the Arts and Humanities Research Council, the Soprintendenza per i Beni Archeologici di Ostia, the University of Southampton, the University of Cambridge and the British School at Rome. It brings together experts in archaeology, classics, oceanography, and sedimentology from across the world to study the site.

1 In this computer generated image a red line is used to show how people moved around the building.

2 All the data from the survey and excavations is joined together and can be viewed in 3D.

3 Large amounts of survey data have been generated in recording this huge site.

4 Excavation has revealed several previously unknown structures, including a large oval building.

