SUBJECT	/MODULE	SYLLABUS*
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1.	Subject/module name	
	Conflict archaeology	
2.	Discipline	
	archaeology	
3.	Lecture language	
	Polish	
4.	The entity conducting subject	
	Institute of Archaeology	
5.		
5.	22-AR-S1-KS-AK	
6.	Type of subject/module (obligatory or optional)	
0.		
7	optional	
7.	Field of study (specialization)*	
	archaeology	
8.	Level of studies (1st degree*, 2nd degree*, long-cycle master's studies*, name of	
	the Doctoral College*)	
	1st degree	
9.	Year of studies <i>(if applicable)</i>	
10.	Semester (winter or summer)	
11.	Form of classes and number of hours (including number of hours of online classes*)	
	seminar 30 hours	
12.	Prerequisites in terms of knowledge, skills and social competences forthe	
	subject/module	
	Knowledge of European history and archaeology at secondary school level	
13.		
15.	Learning objectives for the subject	
	Learning about conflict as a cultural phenomenon in Europe based on archaeological	
	sources.	
14.		
	Program content:	
	1. Conflict as a cultural phenomenon. Legal, ethical and religious aspects and	
	archaeological sources	
	2. Does the custom of fighting water battles, common in the early Middle Ages, have	
	avel an anaiont aviain? An avanable of Universe full of the average	
	such an ancient origin? An example of "rivers full of treasures".	
	3. "The river flows from the east through valleys of poison, full of swords, javelins,	
	its name is Slid." Prelude to the conflict - the ritual of declaring war, ceremonial	
L		

weapons and the problem of water deposits consisting of weapons.

4. Archaeological traces of conflicts in the Mediterranean world in antiquity. A freeze frame in the history of a place and people recorded in an archaeological context. Examples Kalkriese (9 AD), Ephesus gladiatorial burial ground (2nd/3rd century AD), Harzhorn (230-235 AD) and Dura Europos (256 AD).

5. Gifts of weapons in the early Middle Ages and their socio-cultural role

6. The emblematic nature of the decoration of medieval weapons - the problem of the long persistence of ancient customs. Characterists, talismans and amulets.

7. The problem of the medieval and modern dress code - a weapon as an accessory to the outfit. Safety on the streets of a medieval city and the duties of defending the land. Personal weapons and murder weapons.

8. Iron cut - the influence of fashion on protective equipment.

9. Archaeological research of battlefields and castles as places of conflict.

10. Results of research on the remains of kings and knights killed in armed conflicts.

11. The problem of mass graves located directly on the battlefield and the transfer of human remains to consecrated ground.

12. The relationship between medieval and modern sepulchral sculpture and the furnishings of knights' graves.

13. Methodology of research on modern conflict sites. Bullets are a priceless but underestimated source of information, irreversibly destroyed by people unaware of their value.

14. Exchange of fire and hand-to-hand combat during the Thirty Years' War.Possibilities of modern research methods, including: on the example of research onthe Frankenkronwerk in Stralsund and mass graves from the Battle of Wittstock.15. Oh my goodness, there's too much rye here. The battlefield near Berestechko as

	a mirror of camp life and a treasure trove of knowledge about war and people.			
	Assumed learning outcomes	Appropriate directional symbols		
		learning outcomes		
		K_W04		
	Has structured, basic knowledge of the archaeology			
	of various eras.			
	Knows basic research methods and tools of the	K_W11		
	archaeologist's workshop.			
	Is able to search, analyze, evaluate, select and use	K_U01		
	information using various sources and methods,			
	and formulate critical judgments based on it.			
	Has the ability to substantively argue using the	K_U06		
	views of other authors, the ability to formulate			
	conclusions and present synthetic studies in various			
	forms.			
	Understands the need for lifelong learning.	К_К01		
	Correctly identifies and resolves dilemmas related	К_К04		
	to performing a profession, conducting scientific			
	research and presenting knowledge about the past.			
	Demonstrates independence and self-reliance in	К_К06		
	formulating views, while understanding and			
	respecting the right of other people to do the same.			
15.	Required and recommended literature (sources, studies, textbooks, etc.)			
	Journal of Conflict Archaeology, ISSN: 1574-0773 (druk) 1574-0781 (Online) Łuczak B. 1996. Antropologiczne źródła informacji historycznej, Łódź: Wydawnictwo UŁ.			
	- selected issues corresponding to the topics of classes			

	 Recommended literature: Brock T., Homan A. 2011. Schlachtfeldarchäologie auf den Spuren des Krieges, Stuttgart: Wissenschaftliche Buchgesellschaft. Eickhoff S., Schopper F. 2014. Schlachtfeld und Massengrab. Spektren interdisziplinärer Auswertung von Orten der Gewalt, Wünsdorf: BDLAM. Fiorato V., Boylston A., Knusel Ch. 2000. Blood Red Roses: The Archaeology of a Mass Grave from the Battle of Towton AD 1461, second edition, Oxford: Oxbow Books. Meller H. (Hrsg.) 2009. Schlachtfeldarchäologie. Battlefield Archaeology, Halle (Saale): Landesmuseum für Vorgeschichte. Knüsel Ch., Smith M. (eds.). 2014. The Routledge Handbook of the Bioarchaeology of Human Conflict, London and New York: Routledge. 			
16.				
	Methods of verifying the assumed learning outcomes:			
17.	Oral exam			
17.	Conditions and form of passing individual components of the subject/module:			
	- continuous monitoring of attendance and progress in the scope of classes (T)*			
10	- examination (written or oral) (T)*			
18.	Student/PhD student workload			
	the form of carrying out classes by the	the number of hours allocated to		
	student*/doctoral student*	carry out a given type of classes		
	classes (according to the study plan) with the			
	instructor:			
	seminar:	30		
	student/doctoral student's own work (including			
	participation in group work), e.g.:			
	- preparation for classes	30		
	- reading the indicated literature	30		
	Total number of hours	90		
	Number of ECTS points (if required)	3		

(T) – implemented in a traditional way(O) – implemented online

* remove unnecessary