**M.A in Ancient Indian History, Culture and Archaeology**

Open Elective

Curse code: ARCH 416

**Semester –I**

**FUNDAMENTALS OF COMPUTERS & INFORMATION TECHNOLOGY**

Objective: Introduce new computer techniques useful for students of archaeology.

Outcome: students learn how to prepare PPT files, data charts useful for writing research papers, draw maps, locate ancient sites in maps, digital elevations.

**UNIT – I**

Computer, Characteristics of Computer, Evolution of Computer, and Computer Generation; Basic Input Devises (Keyboard, mouse scanner etc.), Output Devices: Monitor, Printer. Types of Viruses, prevention and cure. MS Word: Menus and Statistics analysis with Different graphs & Charts, Presentation Package: Introduction & area of use; Creating a new Presentation, Save document.

Unit II

Introduction of GIS, Introduction of remote sensing , use of GIS and remote sensing in Archaeology, GIS data sources, Introduction of QGIS Coordinate referencing system,Types of Plugins,Types of Data: Raster data ,Vector Data;
DEM, Hydrological analysis ,Hillshade analysis, contour analysis, Cross section elevation profile, Reprojection of CRS, Final process of map making

**Referance Book:**

P.K.Shinha, “Computers Fundamentals”.

Alexis Leon & Mathews Leon, “Fundamentals of Information technology”, Vikas Publishing House.