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*Kristin M. Barry*

# Constructing for History

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## Archaeological Parks Through Landscape and Architectural Design

### Abstract

Open-air archaeological complexes use the integrated design of exterior space to physically and metaphorically ‘guide’ visitors through the cultural chronology of a specific place, interpreting the past through a hybrid of architectural construction and landscape development. Often, these facilities must mediate not only tourism facilities but also ancient material, creating new intersections of land and building through architectural intervention. The use of design strategies initiated to accommodate for public accessibility, but has evolved to facilitate the (re)creation of context for better understanding of historical remains. As a largely unexplored typology, these design interventions can have a significant impact on how visitors understand the historical narrative of a site, particularly when examining authenticity and the influence of ‘place.’ For many archaeological heritage sites, the concepts of architecture and environment combine to create a ‘musealized landscape,’ a hybrid idea that suggests interpreting heritage and place for the general public in a physically and visually accessible way. Is it possible to recreate a historical experience for tourism, or do accessibility and circulation mandate a modified or inauthentic experience?

### Keywords

Accessibility, Archeology, Architecture, Interpretations, Landscape  
Architecture