Jean-Claude Gardin and the evolution of archaeological computing

At the opening of the CAA2014 Paris Conference, a tribute to Jean-Claude Gardin is more than appropriate. A scholar of international renown, with an eclectic academic background, in the early 1950s Gardin pioneeringly approached the use of innovative techniques to automate the processes of description and classification of archaeological materials, be they objects, iconographic themes or ancient texts. As part of his personal scientific endeavours, Gardin founded and led a number of specialised research laboratories, in which numerous research projects were launched, new methods were experimented and international events were promoted. By retracing his masterful role in the earliest stages of computer applications to archaeology, we can today explore some of the theoretical aspects underlying the subsequent evolution of archaeological computing, over and above technological progress.