

Projects For Ancient Civilizations

Andean civilizations

the oldest known civilization in the Americas, dating back to 3500 BCE. Andean civilizations are one of at least five civilizations in the world deemed

The Andean civilizations were South American complex societies of many indigenous people. They stretched down the spine of the Andes for 4,000 km (2,500 miles) from southern Colombia, to Ecuador and Peru, including the deserts of coastal Peru, to north Chile and northwest Argentina. Archaeologists believe that Andean civilizations first developed on the narrow coastal plain of the Pacific Ocean. The Caral or Norte Chico civilization of coastal Peru is the oldest known civilization in the Americas, dating back to 3500 BCE. Andean civilizations are one of at least five civilizations in the world deemed by scholars to be "pristine." The concept of a "pristine" civilization refers to a civilization that has developed independently of external influences and is not a derivative of other civilizations...

Cradle of civilization

the early civilizations. Less formally, the term "cradle of Western civilization" is often used to refer to other historic ancient civilizations, such as

A cradle of civilization is a location and a culture where civilization was developed independently of other civilizations in other locations. A civilization is any complex society characterized by the development of the state, social stratification, urbanization, and symbolic systems of communication beyond signed or spoken languages

(namely, writing systems and graphic arts).

Scholars generally acknowledge six cradles of civilization: Mesopotamia, Ancient Egypt, Ancient India and Ancient China are believed to be the earliest in Afro-Eurasia, while the Caral-Supe civilization of coastal Peru and the Olmec civilization of Mexico are believed to be the earliest in the Americas. All of the cradles of civilization depended upon agriculture for sustenance (except possibly Caral-Supe which may have...

Ancient Egypt

civilizations, including the Hyksos, the Kushites, the Assyrians, the Persians, and, most notably, the Greeks and then the Romans. The end of ancient

Ancient Egypt was a cradle of civilization concentrated along the lower reaches of the Nile River in Northeast Africa. It emerged from prehistoric Egypt around 3150 BC (according to conventional Egyptian chronology), when Upper and Lower Egypt were amalgamated by Menes, who is believed by the majority of Egyptologists to have been the same person as Narmer. The history of ancient Egypt unfolded as a series of stable kingdoms interspersed by the "Intermediate Periods" of relative instability. These stable kingdoms existed in one of three periods: the Old Kingdom of the Early Bronze Age; the Middle Kingdom of the Middle Bronze Age; or the New Kingdom of the Late Bronze Age.

The pinnacle of ancient Egyptian power was achieved during the New Kingdom, which extended its rule to much of Nubia and...

Outline of ancient India

following outline is provided as an overview of and topical guide to ancient India: Ancient India is the Indian

subcontinent from prehistoric times to the start

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Ancient India is the Indian subcontinent from prehistoric times to the start of Medieval India, which is typically dated (when the term is still used) to the end of the Gupta Empire around 500 CE.

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The following outline is provided as an overview of a topical guide to ancient Egypt:

Ancient Egypt - ancient civilization of eastern North Africa, concentrated along the lower reaches of the Nile River in what is now the modern country of Egypt. Egyptian civilization coalesced around 3150 BCE (according to conventional Egyptian chronology) with the political unification of Upper and Lower Egypt under the first pharaoh.

The many achievements of the ancient Egyptians include the quarrying, surveying and construction techniques that facilitated the building of monumental pyramids, temples, and obelisks; a system of mathematics; a practical and effective system of medicine; irrigation systems and agricultural production techniques; some of the first known ships; Egyptian faience and glass technology...

Ancient technology

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During the growth of the ancient civilizations, ancient technology was the result from advances in engineering in ancient times. These advances in the history of technology stimulated societies to adopt new ways of living and governance.

This article includes the advances in technology and the development of several engineering sciences in historic times before the Middle Ages, which began after the fall of the Western Roman Empire in AD 476, the death of Justinian I in the 6th century, the coming of Islam in the 7th century, or the rise of Charlemagne in the 8th century. For technologies developed in medieval societies, see Medieval technology and Inventions in medieval Islam.

Museum of Anatolian Civilizations

Anatolian Civilizations Pitcher Assyrian Colonies period Museum of Anatolian Civilizations Vessel Assyrian Colonies period Museum of Anatolian Civilizations Pithos

The Museum of Anatolian Civilizations (Turkish: Anadolu Medeniyetleri Müzesi) is located on the south side of Ankara Castle in the Atpazarı area in Ankara, Turkey. It consists of the old Ottoman Mahmut Paşa bazaar storage building, and the Kurşunlu Han. Because of Atatürk's desire to establish a Hittite museum, the buildings were bought upon the suggestion of Hamit Zübeyir Koşay, who was then Culture Minister, to the National Education Minister, Saffet Arıkan. After the remodelling and repairs were completed (1938-1968), the building was opened to the public as the Ankara Archaeological Museum.

Today, Kurşunlu Han, used as an administrative building, houses the work rooms, library, conference hall, laboratory and workshop. The old bazaar building houses the exhibits. Within this Ottoman building...

Classical African civilization

The terms African civilizations, also classical African civilizations, or African empires are terms that generally refer to the various pre-colonial African

The terms African civilizations, also classical African civilizations, or African empires are terms that generally refer to the various pre-colonial African kingdoms. The civilizations usually include Egypt, Carthage, Axum, Numidia, and Nubia, but may also be extended to the prehistoric Land of Punt and others: Kingdom of Dagbon, the Empire of Ashanti, Kingdom of Kongo, Empire of Mali, Kingdom of Zimbabwe, Songhai Empire, the Garamantes the Empire of Ghana, Bono state, Harla Kingdom, Kingdom of Benin, Ife Empire and Oyo Empire.

Ancient Aliens

pseudoscientific and pseudohistoric topics, such as: Atlantis and other lost ancient civilizations, extraterrestrial contact and ufology, and popular conspiracy theories

Ancient Aliens is an American television series produced by Prometheus Entertainment that explores the pseudoscientific hypothesis of ancient astronauts in a non-critical, documentary format. Episodes also explore related pseudoscientific and pseudohistoric topics, such as: Atlantis and other lost ancient civilizations, extraterrestrial contact and ufology, and popular conspiracy theories. The series, which has aired on History since 2010, has been a target for criticism of History's channel drift, as well as criticism for promoting unorthodox or unproven hypotheses as fact. According to Smithsonian, episodes of the series overwhelm the viewer with "fictions and distortions" by using a Gish gallop.

Originally broadcast as two-hour documentary special in 2009, Ancient Aliens: The Series aired...

Civilization V

version of Civilization V. 7 DLC civilizations and a further 18 were added by the two expansions, leading to a total of 43 civilizations. The player

Sid Meier's Civilization V is a 4X turn-based strategy video game developed by Firaxis Games and published by 2K. It is the sequel to Civilization IV, and was released for Windows in September 2010, for Mac OS X on November 23, 2010, and for Linux on June 10, 2014.

In Civilization V, the player leads a civilization from prehistoric times into the future on a procedurally generated map, attempting to achieve one of a number of different victory conditions through research, exploration, diplomacy, expansion, economic development, government and military conquest. The game is based on an entirely new game engine with hexagonal tiles instead of the square tiles of earlier games in the series. Many elements from Civilization IV and its expansion packs have been removed or changed, such as religion...

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