I’m talking about archaeology and volunteers today – but, speaking of archaeology – Calvin and Hobbs went on a dig:

Wow! I can’t believe we found a dinosaur skull on our very first archaeological dig!

Warning
Archaeologists don’t dig dinosaurs.
It's completely intact, too!
What a discovery!

Maybe the rest of the skeleton is nearby!
YEAH! IF WE CAN FIND THE
WHOLE THING, WE'LL BE
WORLD FAMOUS!
Calvin has a *very* inflated notion of archaeologists’ compensation!
INTRODUCTION - TIME TRAVELERS?
COMMUNITY-FOCUSED ARCHAEOLOGY
CONTEMPORARY VOLUNTEERISM

- Term Volunteering is being increasingly replaced by Task and Micro Volunteering
PRESENTATION OVERVIEW

• Time Travelers c. 1995
• Time Travelers 2015:
  • Branding, Buy-In, and Partnering
  • Media and Communications
  • Training, Recognition, and Rewards
  • Program Responsiveness
TIME TRAVELERS C. 1995

- “Hands-on heritage experience for the public”
- Hierarchical organization
- Projects were termed “Missions”
BRANDING, BY-IN, AND PARTNERSHIPS

• Branding
  • A hands-on program of cultural heritage volunteer opportunities
  • A branding effort for cultural heritage-themed programs and events
BRANDING, BY-IN, AND PARTNERSHIPS

• Partnerships
  • The Archaeological Society of Delaware

• Lenape Indian Tribe of Delaware
BRANDING, BY-IN, AND PARTNERSHIPS

• Buy-in
  • Chiefs of Interpretive Programs of Volunteers and Community Involvement
  • Creative Services – New Logo
  • Park Interpretive Managers
    • Programs presented in parks
MEDIA AND COMMUNICATIONS

• Web sites and Social Media (ASD & Parks)
• Seasonal State Park Program Guides
• Outdoors Delaware Feature Article
• Email list
TRAINING, RECOGNITION, AND REWARDS

- Training
  - Basic Archaeology Class
  - Ceramics Identification
  - Mapping
TRAINING, RECOGNITION, AND REWARDS

• Recognition and Rewards
  • Small gifts – samples of sun screen or bug repellent
  • State Parks promotional items
  • Trowel
  • Parks Admission Passes
PROGRAM RESPONSIVENESS

• Park Development Projects
• Research Objectives connected to interpretive and engagement opportunities
• Ongoing consultation with key stakeholders
• Creating more opportunities for involvement
SUMMARY

- Time Traveler program is still in its infancy – this is our third field season
- The original program and the reimaged program were described
- Four sets of issues were discussed:
  - branding, buy-in, and partnering
  - media and communication
  - training, recognition, and rewards
  - program responsiveness
CONCLUSION

• The Time Travelers Program will help tell some of the stories of Delaware State Parks though the power of archaeology

• It will continue to be a success as long as it is remembered that enrichment and volunteer satisfaction are as important, if not more important, than any archaeological research goals
THANK YOU FOR YOUR ATTENTION

AND REMEMBER –

There’s Treasure Everywhere!

John.McCarthyy@state.de.us