

B32- The emergence of warrior societies and its economic, social, and environmental consequences

As it's known, the Neolithic is the first witness of the major changes made by Mankind in the landscape through the burning for the cultivation of the land. However, the emergence of societies of warrior character will also make several environmental, social and economic changes both through the construction of settlements and exploitation of opencast mines (environmental changes), or the importance of the warriors in the society, the development of myths and construction of the burial areas (social changes), and also through technological and commercial development and the resulting contacts between peoples (economic changes).

In fact, the transformation of peasant societies into warrior societies is a turning point in the history of Mankind, which results in a change from local conflicts to widespread conflicts, planned according with rules / special laws, involving alliances and trade over long distances, i.e., acculturation, and represents a major anthropological shift that must be approached by archaeological studies.

The Iliad, or the Edda, reveals a world of symbols and materials from warlords with weapons of prestige and monumental architectures to impress and protect, with spectacular burial rituals and modeled landscapes. It would seem that the "art of war" imposed a deep cultural change, with new myths and rituals, at a global level and especially among human beings, and also between humans and animals.

Therefore, with the discovery of the metal, a new materiality that changed the world, we are witnessing the stratification of human societies (from the Copper Age to the Iron Age), where the phenomenon of war has a starring role, either in the social structure of human groups, which are named as "warrior societies", or in its interaction with the material, cultural and environmental world.

We call for proposals of papers that are indicative examples of the marks left by warrior societies in the diverse manifestations of human culture, such as rituals, mythology, arts, architecture, trade, technology and the environmental space throughout all the metal ages.

Dead line 31th March 2014

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