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This editing sample is from Jason Miller's thesis **Functional Element Analysis of Bronze Age Aegean Sword Types Using Finite Element Analysis**. Used by permission.

1993; Harrell 2009; Kristiansen and Larsson 2005<sup>6</sup>). The issue, however, is far from settled. Work conducted by: (REFS) (or perhaps: based on findings of material remains in battle fields? Or on pottery scenes? Or??) demonstrates that armor and weapons were used directly in combat during the Bronze Age (REFS). Ultimately, evaluating the hypothesis that Bronze Age swords were shaped by their use in combat question requires generating information about their performance characteristics as well as their use in the field.

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Overall, archaeological discussion about variability in Bronze Age swords begins in earnest in the late 19<sup>th</sup> century (Coffey 1894, Wilde 1861, Wright 1866), but can be arguably traced to Homer in the first millennium BCE. One limitation of previous work conducted on Bronze Age weaponry is the fact that most analyses tend to focus on intuitive recreations of their expected use. Kamphaus (2007:132), for example, points out that "most of the 'big picture' work being done on the Bronze Age relies more heavily on outdated experimental studies or impressionistic evaluations of weaponry, than it does on recent excavations in constructing an overall synthesis." Consequently, our understanding of Bronze Age weapons tends to emphasize their symbolic dimension in graphical representations on stelae and pottery rather than the details of their use.

**Comment [S15]:** How so? You don't support this assertion. Citation at least a little bit, such as "... given his reference to the armor of Achilles in *The Iliad*." Or some such thing.

We are not limited, however, to simple speculation. Determining the contexts of use for these objects can be achieved by examining the physical properties of swords. Those swords that were actually used in combat should have aspects of their variation design or manufacture change over time in a way that is correlated to the conditions in the environment of combat. If swords were not objects of war but were simply symbols, aspects of their variation design over time would change in ways consistent with processes that drive stylistic variation, similar to popular fads (Dunnell 1978 1996). Stylistic variability is driven predominately by patterns of inheritance and thus will change independently of environment and use context. Swords as symbols, then, will change in frequency in ways consistent with the neutral model (Crow and Kimura 1970; Kimura 1977, 1983; King and Jukes 1969). Stylistic forms will also change in relative proportion to one another, with no one type dominating assemblages for any length of time or correlated with any particular environment.

**Comment [S16]:** Unclear. "Variation" here ought to be "design" or "nature". You are speaking of the QUALITY that might change, not, well, the "change" that might change.

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**Comment [S17]:** Remember that you need to add these references to the Reference List.

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