

THE BIOANTHROPOLOGICAL DATABASE OF THE INSTITUTO CANARIO DE BIOANTROPOLOGÍA

José Miguel Gey-Goñi¹; Mercedes Martín-Oval²,
and Alberto Jesús Martín-Rodríguez²

¹ Unidad de Informática. Museos de Tenerife. OAMC. Spain
JGEY@museosdetenerife.org

² Instituto Canario de Bioantropología. Museos de Tenerife. OAMC. Spain
mercedes@museosdetenerife.org; albjmartin@gmail.com

Collaborator: HIADES S.L.

GEY-GOÑI, J.M.; MARTÍN-OVAL, M. AND MARTÍN-RODRÍGUEZ, A.J. (2021). The bioanthropological database of the Instituto Canario de Bioantropología. *Canarias Arqueológica*, 22: 607-610.
<http://doi.org/10.31939/canarq/2021.22.50>

Abstract. In order to modernize the digitalization process of all bioanthropological collections of Museos de Tenerife, it was developed a Bioanthropological Data Man-

agement System based in the recommended standards at international level adapted to the particularities of the Canary archaeological findings.

Keywords. Bioanthropological. Data Management System.

OBJECTIVES

Store and draw on the data related to bioanthropological material found in archaeological discoveries of the Canary Islands to get a general idea of their history and environment, collecting the following information:

1. Type, disposition and pattern of the deposits.

2. Bones and mummified remains found in the deposits.
3. Bioanthropological studies of the material.

THEORETICAL FOCUS

The requirements specification was made using international standards adapting the functionality to the particularity of archaeological discoveries in the Canary Islands. For that, an exhaustive analysis of requirements was made with the scientists, who will be the final users of the application. (Figs 1, 2, 3)

METHODOLOGY

The development of the application was executed in two phases:

1. Requisites Analysis, which was made using using an iterative methodology to detect all the use cases using UML modeling diagrams.
2. A subsequent developing work building an software architecture that satisfies all the requirements. It was made with GPL licensed tools, such as Linux, NodeJS, Angular and MongoDB as a base development platform, which is currently booming in this kind of projects.

Yacimiento: Barranco de Agua de Dios **ID Esqueleto:** 003

Esqueleto General

Id Esqueleto 003	Estado Conservación Óptimo	Integridad material Entre el 30% y el 50%	Tipo de esqueleto Postcraneal
Edad 17	Edad poblacional Edad poblacional 2	Edad individual Edad Individual 2	Criterio Edad Análisis radiológico
Descripción edad Individuo juvenil	Sexo Hombre	Grupo racial Caucásico	
Observaciones Aparición de una corona en el borde			

Fig. 1.

Yacimiento: Barranco de Agua de Dios **ID Esqueleto:** 001

Estudio Tafonómico

Localización
aaa

Observaciones
aaa

¿Hay cambio de color?
Sí

Color Normal
#D60606
HEX

Color Hueso

Russell Ref
aaa

Russell Ref

Fig. 2.

Yacimiento: Barranco de Agua de Dios

Localización

Latitud GPS
28.506243134463634

Longitud GPS
-16.32851600646973

Mapa

Pais
España

Provincia
S.C.TENERIFE

Isla
Tenerife

Municipio
TEGUESTE

Localidad
Tegueste

Observaciones
La zona arqueológica se inicia en el nacimiento del barranco, en el término municipal de Tegueste, pero se prolonga hasta Tejina, dónde se denomina Barranco de Milán

Fig. 3.

BIBLIOGRAPHY

BUIKSTRA, J.E. and UBELAKER, D.H. (1994). Standards for data collection from human skeletal remains. *Arkansas Archeological Survey Research Series* 44.