SAN DIEGO STATE UNIVERSITY
Leadership Starts Here

SDSU
presents
a thesis defense for
Master of Science
degree in
Computer Science

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11:00am
GMCS 310

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Multimedia Survey of Ancient Babylonian Civilization

Abstract

The motivation of this thesis is to develop an interactive GIS application which should enhance student activity and interest in learning History of Ancient Babylonia. This tool could be a geographic computer interactive and user friendly tool which could be supplement to the text book reading. This thesis focuses on creating a GIS multimedia teaching tool incorporated with respective web pages to learn more about Babylonian Civilization which endured from the 18th until the 6th century BC, and was like the Sumerian era that preceded it. This tool provides interactive graphical information about cities, battle fields, and monuments built at the time of each King's rule, as well as tombs of significant personnel at that specific time and other important places. Users can switch between different Kings/Kingdoms and learn about them with ease. Once a King's layer (layer in the map) is selected, it could come up with points on it. And clicking on each point would open up a webpage which contains detailed information of the King's empire with famous locations. Points might be capital/monument/battle field/any other valued place. Apart from the information about Ancient Babylonian Civilization, students can also customize the tool to select layers of their choice, zoom-in, zoom-out, print command, map tips, distance between points and query builder. This tool was developed using GIS technologies like Map objects – Java Edition and j2sdk. Eclipse as the IDE to develop this tool.

Thesis Committee

Carl Eckberg, Thesis Chair, Department of Computer Science
Rob Edwards, Department of Computer Science
Michael O'Sullivan, Department of Mathematics & Statistics