A Process and Problems in Experiments
For Clay Figurines Data Generation

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Since 1983, we have carried ont various experiments and discussions to determine how a scientifiic data base for archaeological evidence should be and how it should be generated and used.

This paper show the results of our study on data structure and data content. taking clay figurines as a part of the evidence.

At first, the authors tried to cover all the potential subjects of the study of clay figurines. In the generation of real data from real evidence, however, this method encountered a lot of difficulties.

The authors adopted the present method after they took into account various factors such as ; the real state of avalilable clay figurines, difference of knowledge and scope of study between researchers who originate data ; and the scope of data actually originated, etc.

On the other hand, there remain many problems that can not be solved for the time being, such as the question of the relationship between data and researchers generating and using them. It was also felt necessary to distinguish batween public data and private data. In conclusion, this data base had to remain a rather primitive one, to be used only for indexing purposes and to be linked with private data and research attribute data that seems likely to increase in future.

The chapters hereafter show the process of the experiment and the interpretation of the conclusion drawn.