

Celebrating Archaeology in Scotland - Notes for contributors

Editing

Issues of Celebrating Scotland's Archaeology can have dozens of contributors so, to achieve consistency, we edit all articles to create a relatively consistent style, as well as to match our house style in terms of punctuation etc. We like to tell as many of your stories as we can but, due to limitations of space, we may shorten your article if needed. We have put a sample from our 2021 issue below to give you a sense of how the final article may look.



Carved in Stone: unearthing Scotland's unexplored past through role-playing games

What was it like to live in Scotland over 1,000 years ago? *Carved in Stone* is a cross-sectoral project that will transport you and your friends into a world of blacksmiths, forests and ranging kings.

Dig It!, Dungeons on a Dime, Glasgow Life and the University of Glasgow are working together to bring the latest archaeological research to the public through *Carved in Stone*, a tabletop roleplaying game set in early medieval Scotland.

Adventures in the Past

Roam the Pictish lands of Fortriu on a quest to throw a funeral fit for a king. Hagglng for beer from monks, rustling prized cows and hunting game in the wild are only some of the immersive adventures which lie ahead. By collaborating with leading experts, the game designers are building an accurate base from which players can explore topics such as identity, disability and society.

Carved in Stone will benefit people in Scotland and beyond at all stages of production. The project will provide constructive and fairly paid employment opportunities, with an emphasis on supporting entry-level creatives early in their careers. In line with the project's accessible ethos, resources from the game

Titles and Sub-titles

Please give us a short title for your contribution – this should be simple and eye-catching. Please consider a short sub-title at any natural breaks in the writing; this improves ease of reading, helps readers navigate, and breaks up the text.

Attribution

Please let us know who you would like your contribution to be attributed to. We do not use titles or post-nominals before or after names and prefer named contributors, rather than organisations, to make the magazine more approachable.

Links

As the publication will have a digital version, we encourage you to embed links to websites if you wish, where readers can find out more.

Images

Any submission should come with at least two high-resolution images to illustrate the story, and more if possible. You should have permission to share these and be able to let us know what copyright allocation may be needed. A short caption should be supplied within the text of your submission, including copyright attribution.

We also use photographs and images on social media, Scotland's Archaeology Strategy website and elsewhere to promote the magazine and the strategy. We may follow up to ask you if you are happy for us to do so.

Acknowledgements

We understand that people wish to thank funders and participants of projects in their submission, but this can become repetitive when reading the magazine as a whole, so we prefer a general single statement (i.e. 'we are grateful to all our funders and participants') rather than a list of funders or

lengthy lists of thanks. If funders have requirements for you to acknowledge them by name, please let us know.

Accessibility

The magazine will be checked for accessibility, including supplying alt-text descriptions for images to allow the magazine to be read using screen-readers.

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