



HELLENIC REPUBLIC  
MINISTRY OF CULTURE  
AND SPORT  
39th EPHORATE OF PREHISTORIC  
AND CLASSICAL ANTIQUITIES

ARCHAEOLOGICAL MUSEUM OF TEGEA

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# ARCHAEOLOGICAL MUSEUM OF TEGEA

FROM MYTH TO HISTORY

BIRTH AND DEVELOPMENT OF AN ARCADIAN POLIS  
AND ITS TERRITORY



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Ευρωπαϊκή Ένωση  
Ευρωπαϊκό Ταμείο  
Περιφερειακής Ανάπτυξης



ΕΠΧΑ  
Πρόγραμμα 2007-2013  
ΠΡΟΓΡΑΜΜΑ ΠΕΡΙΦΕΡΕΙΑΚΗΣ ΑΝΑΠΤΥΞΗΣ



ΕΣΠΑ  
2007-2013  
Πρόγραμμα για την ανάπτυξη

ΥΠΟΥΡΓΕΙΟ ΠΟΛΙΤΙΣΜΟΥ - ΛΘ' Ε.Π.Κ.Α.  
ΕΡΓΟ «ΕΠΑΝΕΚΘΕΣΗ ΑΡΧΑΙΟΛΟΓΙΚΟΥ ΜΟΥΣΕΙΟΥ ΤΕΓΕΑΣ»  
Με τη συγχρηματοδότηση της Ελλάδας και της Ευρωπαϊκής Ένωσης

In 1906, Bishop Neilos donated a plot of land at Piali (modern day Alia) to the Archaeological Society at Athens for the construction of the Archaeological Museum of Tegea. The Society, after having accepted the donation, appointed Konstantinos Romaios, then Ephor of antiquities at Sparta, as the manager of the project of the completion of the museum building as well as of the creation of the exhibition. The museum opened to the public in 1909. Almost a century later, in 2005, the building upgrade project of the Museum was integrated in the 3d Community Support Framework, while in 2011 the re-exhibition project was integrated in the Operational Program "Western Greece - Ionian Islands" of the National Strategic Reference Framework (NSRF). The museum opened in 2014.

The story of the birth and development of Tegea, the most powerful city in ancient Arcadia, is narrated. The rural sanctuaries lie at the center of the narration. Among these, the most important is the sanctuary of Athena Alia - famous all over the Peloponnese.

Gallery 1

Artifacts dating from Neolithic up to the Archaic period are exhibited. The exhibition narrative begins with the significant prehistoric sites of the Neolithic Era and the Bronze Age and proceeds in historical times with the significant rural sanctuaries of Tegeatis. The latter played an important part in the process of polis formation from the Early Geometric period up to the 6th century B.C. The development of monumental architectural forms (doric capitals) is associated with the emergence of a strong pole of power and the emergence of the polis (city-state).

Gallery 2

A peculiar category of monuments, the so-called Arcadian Herms, is exhibited. The Arcadian Herms, private votive offerings to sanctuaries, constitute abstract representations of gods or deities. They have been discovered only in Tegea.

Gallery 3

The evolution of the polis from the Classical period up to the Roman times is narrated. Many different aspects of the city's life are presented: economy (monetarization, weights and measures, trade), cults, athletic contests - festivals, the world of the dead and the hereafter.

Gallery 4

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Outdoor Exhibition

It is divided into two entities: in the entity "Public Life", selected inscriptions are exhibited. They refer to the public life in Tegea, while in the entity "The Hereafter" a set of grave stele from classical up to the Late Roman period is exposed. The outdoor exhibition covers a period from the Late Archaic up to the Late Roman period.

THE NARRATIVE ENVIRONMENT

Within a powerful narrative environment the visitor is given the opportunity to comprehend the phenomenon "polis", the characteristic institution of the Greek political and social organization in antiquity.

Certain means have been employed in order for this purpose to be achieved: Backlit poster quality notices of high aesthetic design, standards hierarchically structured information, use of diagrams, timelines and maps, as well as special museum lighting design, (scenographic), music and video projections, QR technology and automatic tour guide.

INNOVATION

The innovative element, though, as far as the learning sources in the museum are concerned, is the development of digital applications ("Timeline" and "Virtual History") on interactive surfaces.

Archaeology and history of Tegeatis are presented in a frame entirely inspirational, in an interdisciplinary abstracted environment created by Informatics and the Geographical Information Systems.

