

INVESTMENT PROPOSAL FOR RESTORATION OF SHENGAVIT ARCHAEOLOGICAL SITE AND ESTABLISHMENT OF TOURISM INFRASTRUCTURES



Project Description

The aim of Shengavit archaeological cultural preserve restoration and tourism infrastructures establishment project is to present the history and heritage of 6000-year-old settlement by creating a tourism center.

Shengavit settlement is one of the Armenia's most famous archaeological monuments dating back to early Bronze Age. It is situated in the south-western part of the city, on the left bank of the Hrazdan River. The archaeological examinations and excavations were made in 1936-1938, the works restarted in 1958. The archaeological excavations revealed that the settlement was surrounded by a massive wall built of rough stones and had an underground route covered with tiles leading to the Hrazdan River (in ancient times Ildaruni) and the necropolis was in outer part of the wall. Shengavit ancient settlement belongs to prehistoric period of the tribal society. The original settlement consists of cultural and ancient 4 layers built one on each other at depth of 4m.

The first layer is late Neolithic /3500-3000/, the second layer is early Chalcolithic /3000-2700/, the third layer is middle Chalcolithic /2600-2300/, fourth layer is Chalcolithic /2300-2000 /.



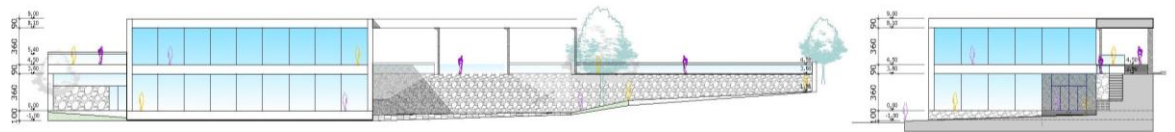
The spindle heads discovered in Shengavit are the evidence that spinning was very popular and developed during that period. It is obvious that during that era fabrics and clothes were made. Based on the excavated findings Shengavit Museum was opened in 1968, which is the branch of "Erebuni" Historical and Archaeological Museum.

In 2003 the museum was renamed to Shengavit Historical and Archaeological Preserve. Some parts of the materials from the archaeological site are currently in Historical museums of Yerevan and Armenia.

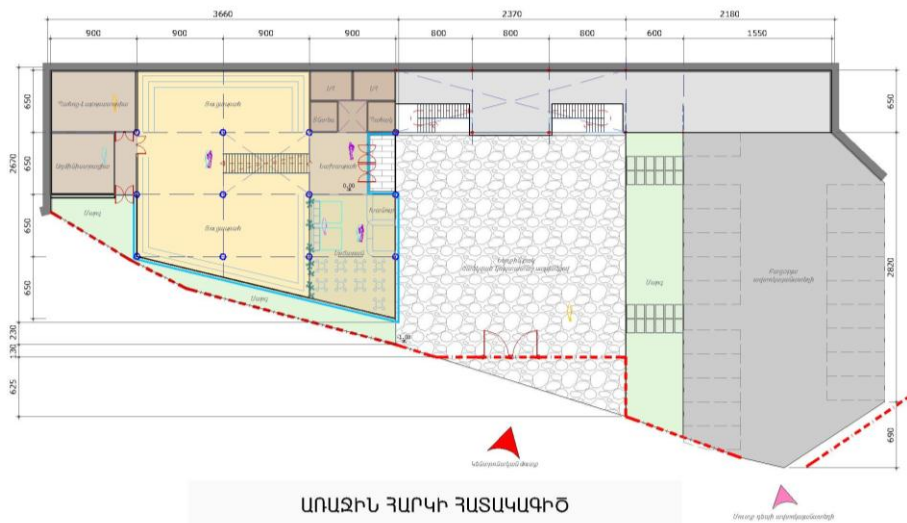


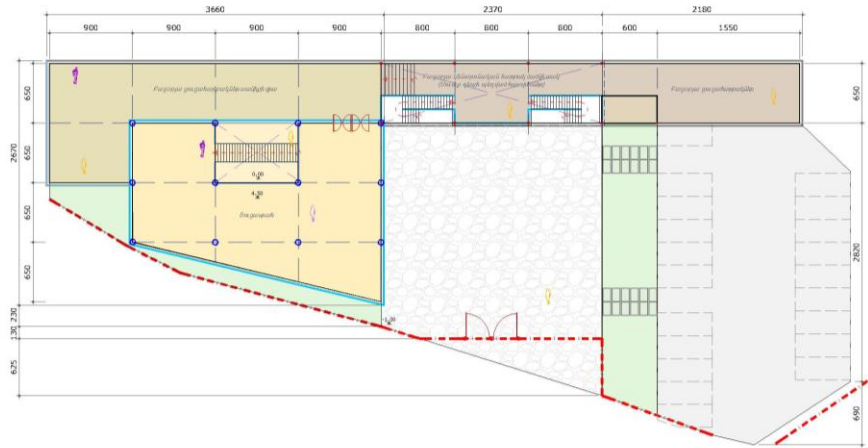
Within the framework of the project it is planned to construct:

1. Museum Complex



- Showroom, as well as a temporary exhibition hall
- Conference hall, which will also have a cinema
- Funds vault, storage
- Library
- Office, booking office/kiosk
- The complex will be equipped with innovative multimedia technologies, interactive maps, displays and other support equipment and computer programs.





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2. Service infrastructure section for visitors and tourists

- Indoor and outdoor cafeteria which will be also an observatory for archaeological excavations
- Souvenir shop and bookstore, decorated appropriate environment for visitors to take photos
- Provision of outdoor lightening
- Establishment of checkpoints
- Parking
- Fencing of the site



3. Exhibition section of the archaeological site

- Route development for exhibitions/excursions/
- Access paving, installation of bridges and platforms along the route alignments, restoration of pass ways, replacement of concrete slabs by plates
- Construction of temporary showrooms and pavilions where carpet weaving and textile crafts will be presented
- Territory improvement and landscaping of the separate parts by grass: this will give the opportunity to present in the best way the archaeological buildings and passage ways on the green “carpet”
- Exhibition of the archaeological site findings /in open or in closed area-covered by glass/ along the route alignment
- Restoration, fortification of archaeological buildings along the alignment of the route
- The method which will be used for the exhibition of the excavated findings, residential buildings is expected to be the way by which the archaeological structures and buildings will remain undisturbed, meanwhile their copies will be built from other materials, emphasizing design solutions, streets, entrances, etc.
- Restoration of the circular layout of the buildings, entrances and installation of special fire resistant materials which was specific to the culture of Shengavit

- Equipping the whole territory of the archaeological site with QR code displays, installing audio-guides, as well as implementing interactive kiosks: in case of availability of special application, the visitor can keep it on the ruined building and watch the restored condition of the building
- Ensuring laser lightning and sound effects
- Installation of guidelines, layouts and samples
- Ensuring access for people with limited mobility

Technical Data

The total area of the archaeological site is more than 6.2 ha. The actual borders cover 3,218 ha. The museum part is 1055 sq., the fence length is 180 dimeters, parking area is 740sq.



Project Deadlines
Project Cost

Project duration is 2 years.
The total amount of the project is around USD 1.6 million. It is possible to split the implementation of the project into phases.

Project Types and
Fundamental Terms

Community-privet investment

Present Data

For some elements of the project design is available and for large-scale projects sketch-design is available.