

**Рухани жаңғыру: білім беру және мәдени кеңістігі**  
**Рухани жаңғыру: научное, образовательное и культурное пространство**  
**Rukhany zhangyru: scientific, educational and cultural space**

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**CONCEPTUAL APPROACH TO THE DEVELOPMENT OF THEMATIC AREAS OF  
THE ARCHAEOLOGICAL «KULTOBE SETTLEMENT» PARK**

*Abstract*

The article studies the features of conceptual approach to the development of thematic areas based on the archaeological «Kultobe Settlement» park. Archeological monument «Kultobe Settlement» is based in buffer zone of the mausoleum of Khodja Ahmed Yasawi. This monument is on UNESCO's World Heritage List. The base area of the archaeological park is 27 hectares. The territory of the settlement shows the city's life in the context of four main historical periods. The ancient period dating from I-II centuries AD, early medieval, dating from the VI-X centuries, the medieval period of the XI-XII centuries – era of K.A. Yasawi and the late medieval period (XVI-XIX centuries) – the period of the Kazakh khanate. In total, more than 50 archaeological sites of different eras are concentrated here: from the oldest cult settlement of the Kangju to the buildings of the Kazakh khanate. It was the beginning of the idea of creating an archaeological open-air park.

The author of this article shows some design aspects of the «Kultobe Settlement» park, which implements an integrated approach added to the museumification of open-air objects, the development of «scientific reconstructions» – products of experimental archeology, a museum exposition on the ancient and medieval history of Turkistan and prepared for tourism archaeological sites where excavations are in real time.

*Key words:* Kultobe; Turkistan; archeological park; conceptual approach; design; construction; formation of the space and subject zone.

**Introduction.** Archeology is an integral aspect of Kazakhstani fundamental science and now as in all sectors is not easy time. It is important to remember that the regular field expeditions have always been and will be the basis of archeology. However, archeology work in the project format accepted for service in Kazakhstan as it always deals with something specific, visible and tangible.

Now, archeology is «responsible» for formation of a scientific and based vision of our history, both general and regional. It is a source of historical, collective memory, an impulse for other humanities that are connected to research on the archaeological discovery basis. Kazakhstani archeology «made in» soviet school with its well-developed infrastructure, methodology, research and organizational

system. Automatically, we compare the previous and the current schools, but it is obvious that we cannot lose the core that was formed and developed and became as a core for modern archaeological science.

The high technology improving the scientific process today and it is simplifying many specific archaeological processes. Today, we have almost everything for the intensive development of this industry. Now, the importance of a modern understanding of archeology, especially for the new generation of researchers is clear. Archeology has always attracted people, because it interacts with history like no other science. In fact, archeology creates and constantly updates the scientific picture of the historical society development. The archeology as a science has not lost its

relevance today and its sociocultural idea is essential for the creative development of historical territories. One of the most illustrative examples of this is the archaeological parks.

**The main part.** Archeological heritage as the most materialized culture and one of the most important sources of non-material culture, not only the heritage of the object's origin country, but an integral element of global human heritage. According to the historical and archeological specialists, the modern world and Kazakhstani practice shows that the most optimized and effective protection of archeological heritages from vandalism or destroying is museumification [1; 2].

Today, the most required form of museumification is open-air museum and archeological park. The archeological park has more expositional capacity, because can contain partially or completely reconstructed objects. This increases the tourist attraction. However, in the world practice of museumification and scientific literature there is no unified definition of the archeological park as a specialized form of museumification of the archeological heritage. Probably, it is difficult to have one definition and archeologists every time use characteristics from the objects when it comes to the question of the archeological park status. But here you can still highlight some general trends.

The basis of the archeological park is historical and cultural landscape – the result of a long steady relationship between nature and human. Actually, the concept of cultural landscapes appeared about a century ago, as a result of transformations in geographical science. In general, many scientific industries, especially humanitarian were transformed: history, philosophy, art history and other sciences. All these sciences had significant revisions, because of the changes in the cultural paradigm. The main body was man, his environment and the mechanisms of creation and functioning of spiritual values.

An archeological park can be created around one object, but in fact, a whole complex of different parameters is formed here. Starting with material characteristics and ending-up

with non-material aspects. We mean the value algorithm. Any archaeological handmade or non-handmade object is material. In fact, any object found during the excavations is material. What makes it special is the non-material cultural value - importance as an object of worship, ritual, sacred knowledge, ceremonies and traditions. During museumification, important is the object in the landscape, the conservation, restoration and scientific reconstruction of initial appearance. In other words, an ancient pile of stones «comes to life» only if a cultural atmosphere is works onto it. One of the most significant features of the archeological park is that on the territory concentrated different periods and different cultural objects, but they linked territorially and chronologically. The archeological park allows visitors to form a comprehensive perception of the natural and anthropogenous landscape.

This form of museumification is «real» and changes all past «fixed» installations of the museum beliefs. Unlike ordinary exhibits located in the museum, the archeological park «includes» archeological site-monument in the modern social and cultural infrastructure. The experience of the international analogues is convincing and useful here, such as: the European Archaeological Park of Bliesbruck-Reinheim, Yoshinogari Historical Park (Japan), «Museum of Barbarian Times» Archeological Park (France), Parkin Archeological State Park (USA), Ancient settlement preservation program (UK), Archaeological Open-air Park of Pompeii (Italy), Bolgar Historical and Archaeological Complex (Russia) and etc.

Simultaneously, along with the archeological park, tourism and transport infrastructure should be created nearby. As an object of excavation, the archeological park is interesting only for archeologists, but a developed network of roads, hotel and restaurant service allowed the archeological park to become an important tourist attraction. Another significant factor is the ability to create new temporary and permanent jobs and to employ the local community. Now, in Kazakhstan are several archeological parks and most of them are archeological museums around the Saka mounds. The same two parks

are under the creation. One of them is the Kultobe settlement in Turkistan (Turkistan region).

The archeological park «**Kultobe Settlement**» is being created as part of the big «Restoration of historical sites of the Kultobe settlement» project. The project is implemented by «Kazakh Research Institute of Culture», LLP and works with the financial support of Eurasian Resources Group (ERG). Also, the «Restoration of historical sites of the Kultobe settlement» project is an important part of the comprehensive plan for the social and economic development of Turkistan region until 2024 (approved by the Government of the Republic of Kazakhstan dated December 29, 2018 No. 938 (paragraph 60)).

The project duration is 3 years (2019-2021), but the first phase of the archeological park will be launched in the fall 2020. The project focuses on archeological and cultural studies of the spatial location, preservation degree and level of correlation of the Kultobe settlement as the oldest part of Yasi city with a complex of spiritual and religious sacred objects of the Turkistan oasis. The study has a scientific and applied character. The goal is to correlate the data with an analysis of the investment attractiveness of the studied objects from developing internal and external tourism views and expanding the network of religious, historical and cultural tourism routes in the country. The first archeological studies of the Kultobe settlement was started by Turkistani archeological group of the Institute of History and Archeology named after C.C.Valikhanov, Academy of Science of the Kazakh SSR under the supervision of a candidate of historical sciences T.N. Senigova in 1973.

In 1980-1982, Turkistani archeological group of the Institute of History and Archeology named after C.C.Valikhanov, Academy of Science of the Kazakh SSR under the supervision of Y.A. Smagulov continued work on the Kultobe settlement. The next stage of the archeological studies continued only in 2010-2015 under the supervision of a candidate of historical sciences, associate professor Y.A. Smagulov. The results of the archeological studies of the settlement were published by Y.A. Smagulov [3; 4-9] and some

studies of the settlement were published in other scientist's works [10; 11]. During the scientific reconstruction of the archaeological sites of the settlement, the works of K.M. Baipakov [12], V.L. Voronina [13], G.Pugachenkova [14] and many other scientists' works were used.

Particular fact is that the ancient Kultobe settlement is located in the buffer zone of the Khoja Ahmed Yasawi Mausoleum, UNESCO World Heritage Site (currently, only five sites in Kazakhstan). All archaeological works, both on excavations and planning of the archaeological park, at every stage is agrees with the expert opinion of the international expert commission of UNESCO and ICOMOS. The archeological park «Kultobe Settlement» will have importance not only for science and culture of Kazakhstan, but for international science and technology development. At the national level, the archeological park helps to rethink the significance of historical and sacred places in the context of strengthening a united nation, demonstrates the country's cultural and historical past and connection with the present.

The project and future archeological park are designed to emphasize the importance of cultural diversity, the dialogue of civilizations and religions that has been and is happening in the country. All this, will contribute the basis of Kazakhstani national identity and patriotism. For strengthening Kazakhstani image policy and the development of tourism, the project work and future park shows the great interest in the results from the regional administration and tourism industry operators, because this is an expert assessment of cultural, historical and spiritual objects of the State Museum-Reserve «Azret-Sultan» and is important for marketing development of new routes within the country.

At the moment, the territory of the settlement (27 hectares) is divided into three sections (9 hectares each) for the exploration of every section during the year out of three years of the project through comprehensive archaeological and scientific research and restoration work. In 2019, all territory large-scale georadar scan of the Kultobe settlement (27 hectares) was carried. During this work, the most prospective areas of archaeological excavations were identified.

Site No. 1 under archaeological development. A number of archaeological objects of different times belonging mainly to the medieval period of the XII-XIV centuries were cleared from the rock. These findings, together with the previous discovered ancient citadel of the Kangju era (II-III centuries) allow differentiating the four main eras of the historical and cultural landscape of Kultobe from the II to XIX centuries.

Experts identified specific objects for conservation that are the most important architectural examples of the urban architecture of ancient Turkistan for the regeneration of the authentic look. A unique treasure of gold female jewelry of the III-IV centuries AD, hundreds samples of ancient and medieval ceramics, religious ancient books (probably the Quran) and other artifacts were found. All archeological finds discovered during the Project will be studied, cataloged, restored (if necessary) and become as a part of museum collections. In 2020, site No. 2 will be developed. A clear framework of its borders divided for sectors. Every sector is assigned to the leading researchers, experts and heads of search teams. According to georadar and archaeological fieldwork, site No. 2 contains mainly valuable cultural strata of the Kazakh khanate era (XV-XVII centuries).

At the moment, the Project assets include archaeological sites of the Kangju (II-III centuries), medieval (XII-XV centuries) periods and part of the Kokand khanate (XVIII-XIX centuries). The archeological content of site No. 2 (elements of urban architecture of Kazakh khanate XVI-XVII centuries) will provide a full picture of the specific formation and historical and cultural genesis of ancient Yasi.

Detection and clearing of fragments of rabad and shakhristan (caravan-saray, administrative, craft and residential blocks) will show well-developed socio-cultural infrastructure of Turkistan as the capital of the Kazakh khanate and powerful political and economic Central Asian center. According to the results of the three round-table discussions in Turkistan on progress in the Kultobe settlement, a team of foreign experts noted and positively assessed the scope and quality of scientific research, the general methodology and development concept

of the Project and educational and tourist potential of Kultobe as an archaeological park. A number of important recommendations have been received for preserving and exhibiting sites of the ancient settlement through conservation, partial restoration and the possibilities of a digital multimedia environment.

We plan that in the archeological park, as an open-air museum, based on the site, we will conserve some objects discovered during excavations. We plan to exhibit them inside special pavilions and outside. This plan can create a complete sense of presence, even immersion in the atmosphere of a genuine *historical environment*. The archeological park «Kultobe Settlement» has already marked the main touristic trails for visitors. These trails will create a full historical picture of the formation and development of the most ancient part of Turkistan. The central promenade and its indoor side lines «side streets» will allow visitors under any weather conditions to see different periods of Kultobe-Yasi – a cult center, fortified constructions, streets of gentlefolks, craft workshops and etc.

Over some objects, that are under conservation and will be restored and half reconstructed, there will be a special pavilions that accommodate a large groups of visitors. It is planned that visitors can not only inspect the reconstructed objects, but also «visit» the pottery house, blacksmith house, jewelry and weaving workshops and can feel like a medieval craftsman.

In the future, it is considered to expand the exhibition, cultural and educational potential of the park. Especially, to provide an opportunity for visitors to participate in archeological excavations; organize different forms of historical reconstructions, including interesting daily life stories of ancient Turkistan. The architectural park «Kultobe Settlement» will fully adapted for people with disabilities.

As a result of the project, we expect that Kazakhstan will get a modern and competitive archeological park. Also, it will be the platform for further scientific and applied research, the implementation of expert and analytical reviews of an economic. The park «Kultobe Settlement»

will become a powerful tool for investment (mainly from the tourism sector) for further self-development and development the same projects in the same format.

**Conclusion.** Archaeological heritage sites make up a significant part of the archeological heritage of Kazakhstan and are as a cultural foundation. This determines our historical place in regional and world history. A.T. Kulsariyeva and M.E. Sultanova are noting that «without «yesterday», «today» is impossible and this inviolable law regulates incremental steps that regulate the balance between generations» [15, С.112].

Achievements are as evidence. Firstly, this is an increase in the total volume of archaeological work. Judging by the number of open sheets (permits), it has grown by almost 2.5 times in comparison with the end of the Soviet era (90s). It is observed that over a quarter of a century, the requirements for ensuring the preservation of the archaeological heritage have changed significantly. Rescue excavations have helped and are helping to preserve a huge array of valuable archaeological materials found in areas of active human activity.

Also, the quality of field archeological documentation significantly improved. We believe that the reason for this is not even in technics and technology, but in the growth

of consciousness of specialists, their efforts in creating the most accurate, scrupulous reporting data. It is important to remember that a big part has been done in the framework of the state program “Madeni mura” for national archeology and for the future systematic study of archaeological finds.

Along with positive achievements there are following problems:

- commercialization of Kazakhstani archeology;
- reduction of the field works and this is the main problem, because the archeology is the field science, not a “home” science. Field expeditions are the nucleus of archeology;
- the minimum number of the long-term archeological programs. Today, the project format is the reality, but in archeology the key importance is the long-term research field projects;
- deficiency of the necessary connection between archeology as a science and modern museum infrastructure, especially in the regions. Museum funds cannot keep up to date the increasing amount of archaeological material. Consequently, the resources and time spent by archaeologists on excavations and studies and the results of all this work may be wasted. This imbalance is fatal for archeology and for the entire museum industry.

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**«Күлтөбе қалажұрты» археологиялық паркының тақырыптық кеңістіктерін қалыптастырудың тұжырымдамалық тәсілдері**

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*Аңдатпа*

Мақалада «Күлтөбе қалажұрты» археологиялық паркі мысалында тақырыптық кеңістікті қалыптастырудың тұжырымдамалық тәсілдердің ерекшеліктері қарастырылған. «Күлтөбе қалажұрты» археологиялық ескерткіші ЮНЕСКО-ның Бүкіләлемдік мұра тізіміне енген нысан – Қожа Ахмет Ясауи кесенесінің буферлік аймағында орналасқан. Археологиялық парктің негізгі аумағы 27 га құрайды. Қазіргі уақытта зерттеліп отырған қалажұрт төрт негізгі тарихи кезең тұрғысындағы қаланың өмірін бейнелейді. Кезеңдерге – ежелгі кезең – I-б.з. II ғасыр, ерте ортағасырлық VI-X ғғ., ортағасырлық кезең – XI-XII ғғ. – Х.А. Ясауи дәуірі және кейінгі ортағасырлық кезең (XVI-XIX ғғ.) – Қазақ хандығының кезеңі жатады. Жалпы алғанда, әр түрлі дәуірдегі 50-ден астам археологиялық ескерткіштер шоғырланған, яғни: ашық жерлерде археологиялық парк құру идеясының дамуына серпін берген қаңлылардың көне ғибадатханаларынан бастап, Қазақ хандығы кезеңіндегі ғимараттарға дейін бар.

Автор мақалада ашық аспан астында нысандарды мұражайлау, эксперименттік археологияның «ғылыми қайта құруды» әзірлеу, Түркістанның ежелгі және ортағасырлық тарихына арналған мұражай экспозициялары және туристік көрсетілімге арналған қазіргі таңда қазба жұмыстары жүргізіліп жатқан археологиялық нысандарға кешенді тәсілдерді жүзеге асырумен үйлестірірілген Күлтөбе қалажұрты паркін жобалауда кейбір аспектілерін ашып көрсетеді.

*Түйін сөздер:* Күлтөбе, Түркістан, археологиялық парк, тұжырымдамалық тәсілдер, жобалау, құру, кеңістік пен тақырыптық аймақтар құру

**Концептуальные подходы к формированию тематических пространств археологического парка «Городище Культобе»**

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*Аннотация*

В статье рассматриваются особенности концептуальных подходов к формированию тематических пространств на примере археологического парка «Городище Культобе». Археологический памятник «Городище Культобе» находится в буферной зоне Мавзолея Ходжа Ахмеда Ясауи – объекта, входящего в список Всемирного культурного наследия ЮНЕСКО. Базовая площадь археологического парка занимает 27 га. Исследования на настоящий момент территории городища показали картину жизни города в разрезе четырех основных исторических периодов. Это древний период, датируемый I-II в. н.э., раннесредневековый, датируемый VI-X вв., средневековый период XI-XII вв. – эпоха Х.А. Ясауи и позднесредневековый период (XVI-XIX вв.) – период Казахского ханства. В общем количестве здесь сосредоточено более 50 археологических памятников разных эпох: от древнейшего культового поселения кангюев до строений периода казахского ханства, что послужило толчком к разработке идеи создания археологического парка под открытым небом.

Автор в настоящей статье раскрывает некоторые аспекты проектирования парка «Городище Культобе», в котором реализуется комплексный подход, сочетающий музеефицирование объектов под открытым небом, разработку «научных реконструкций» – продуктов экспериментальной археологии, музейную экспозицию по древней и средневековой истории Туркестана и подготовленные к туристическому показу археологические объекты, на которых в реальном режиме проводятся раскопки.

*Ключевые слова:* Культобе, Туркестан, археологический парк, концептуальные подходы, проектирование, создание, формирование пространств и тематические зоны

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