

## Conversations with Archaeologists and Researchers

Dr. Eileen Schuller, Scholar and Professor, McMaster University

*[title screen reads: Conversations with archaeologists and researchers. Where the past meets the present and the people behind it. Fades to black.]*

*[Fades in to a woman talking to the camera sitting in a black room. Title screen reads: Dr. Eileen Schuller. Archaeologist.]*

*Eileen Schuller:* Eileen Schuller and I am a professor in the Department of Religious Studies at McMaster University in Hamilton. Right now I work mainly on the Dead Sea Scrolls as an area of research that's what I have been working on now for almost 30 years; involved in the publication of the scrolls.

Because of the nature of this research I've been fortunate – I've worked quite a bit in Israel. I worked there at various times when it was very important for me to work with the actual manuscripts and I tend to go back every summer, I'll be going back this summer for the World Congress of Jewish Studies.

By the time we got the 1980s or so it became clear the project was much too vast for a small number of people and so they began to take on a new generation of younger scholars and I happened to be there working at that stage and so I became part of that.

At that time then, the real need was to take an individual manuscript or a group of manuscripts and really these had been worked on a little bit in that people had sorted them out and sort of tried to figure out which fragments belonged together but there was a huge amount of unpublished material by 1980, and this was thirty years after the scrolls had been discovered, and tremendous pressure to try to then make them available. But what you really needed was to work individually with each manuscript by manuscript, preparing them. And so that is what I began working on two manuscript for Q – we always have numbers for them – Q380 and 381 which were collections of Psalms, Psalms that aren't in the Biblical collection of 150. And again, like all of the manuscripts from cave 4 these were very fragmentary so we have some preserved, much of it was just lost.

*[ROM sound sting and animation]*