Angus A. A. Mol, PhD — Curriculum Vitae

“In this great future, you can’t forget your past.” (Bob Marley)

Dr. de Bruijnestraat 20
2351PD, Leiderdorp
The Netherlands
a.a.a.mol@hum.leidenuniv.nl
+31 6 4744 2762
http://www.shoresoftime.com &
http://www valore-foundation.org

keywords: digital culture, video games, networks, heritage and identity, public outreach

Professional Experience

2018-Current Assistant Professor at Leiden University Centre for Digital Humanities.
2017-2018 Digital Strategy Coordinator of the Prince Claus Fund
2017 Network Coordinator of the Cultural Emergency Response programme, Prince Claus Fund
2015-2017 Post-doctoral fellow Department of Anthropology, Stanford University
2013-2015 Post-doctoral fellow NEXUS1492 project, Leiden University
2013-2015 Post-doctoral fellow Island Networks project, Leiden University
2013 University Teacher, Faculty of Archaeology Leiden University
2011-2012 Honours College Coordinator, Honours Academy, Leiden University
2008-2012 PhD researcher, Faculty of Archaeology, Leiden University

Education

2014 Ph.D. (Archaeology): Leiden University, the Netherlands
Dissertation: The Connected Caribbean: A socio-material network approach to patterns of homogeneity and diversity in the pre-colonial period.

2007 Master of Arts in Archaeology — cum laude: Leiden University

2005 Bachelor of Arts in Archaeology: Leiden University

Continued education and competencies

Teaching
BKO (including Grading and testing-module, Mentoring students, Blended learning), Mentoring in research (Stanford teaching workshop), Incorporating Blended Learning (Stanford teaching workshop), Designing an Effective Syllabus (Stanford teaching workshop)

Software
(visone (network visualization and analysis), NetLogo (Agent-based-modelling), Unity (game engine), GIS (geographic information systems), AutoCAD (Computer-Aided-Drawing), Wordpress (CMS), Adobe Creative Suit (design and editing), Audacity (audio editing), Twine (interactive-narrative tool), Open Broadcast Software (streaming)

Languages
Dutch (mother tongue), English (fluent), Spanish (intermediate), German (basic), French (basic).

Programming
Python (intermediate), C# (Unity; intermediate), SQL (intermediate), SPARQL (basic), JavaScript (basic).
Publications

Key publications


Other monographs, papers and chapter publications


2011 **A.A.A. Mol**. Bringing Interaction into Higher Spheres: Social distance in the Late Ceramic Age Greater Antilles as seen through ethnohistorical accounts and the distribution of social valuable; *Communities in Contact: Essays in archaeology, ethnography and ethnology of the Amerindian circum-Caribbean*, C. L. Hofman and A. Duijvenbode [eds], pp. 61-86, Sidestone Press, Leiden.

2011 **A.A.A. Mol**. The Gift of the “Face of the Living.” *Journal des Américanistes* 97(2): 7-44


2008  **A.A.A. Mol.** Universos Socio-cósmicos en Colisión: Descripciones etnohistóricas de situaciones de intercambio en las Antillas Mayores durante el periodo de proto-contacto; *Caribe Arqueológico* 10: 13-22.

2007  **A.A.A. Mol.** Costly Giving, Giving Guaízas: Towards an organic model of the exchange of social valuables in the Late Ceramic Age Caribbean. Sidestone Press, Leiden.

**Keynotes and other invited lectures**

2019  *Playing the Past*. Joukowsky Institute for Archaeology and the Ancient World, Center for Digital Scholarship, Department of Modern Culture and Media (Brown University, 27-28 January).

2019  *Archaeogaming*. Institut für Digital Humanities/Archäologisches Institut (Cologne University, 7 January).

2017  *Archaeological Network Analysis: A microcosm of the opportunities and challenges of contemporary archaeology*. Leiden Data Center Seminar (Leiden University, May).

2016  *An Archaeology of the Virtual*. Archaeology Lunch Club Series (Stanford University, November).

2016  *A Virtual Heritage Tour of World of Warcraft*. Heritage at Play-workshop (University of York, September).

2016  *Re-Constructing Social and Material Entanglements*. Re-Constructing Archaeological Networks (Konstanz University, September).

2016  *Snapshots of the Repeating Island*. Archaeology Workshop Series (Stanford University, February).

2015  EPNet (Production and Distribution of Food during the Roman Empire: Economic and Political Dynamics) workshop (Barcelona University, July).

2015  *Jamaican Encounters*, lecture for the Archaeology department (University of the West Indies, March)

**Funding (PI)**

2017  Erfgoed Gelderland Public Engagement programme: RoMeincraft, Minecraft reconstructions of and around the Dutch Limes (€10,300)

2017  South Holland Public Engagement grant: RoMeincraft, Minecraft reconstructions of and around the Dutch Limes (€13,300)

2017  LUF and ARCHON conference grants: Interactive Pasts Workshop: (Hi)storytelling. (total: €3,000)

2016  Crowd-funding for The Interactive Past: A book on video games and archaeology (€2,800 through Kickstarter and private pledges)

2016  LUF, ARCHON and York Centre for Digital Heritage conference grants “Interactive Pasts: Exploring the intersections of archaeology and videogames” (total: €3,500)

2015  NWO-Rubicon Grant “Entangled Encounters: Developing a novel theoretical and methodological framework for the emergence of new socio-cultural systems” (€85,727)
Volunteering and Conferences

Committees and boards
2017-current President of the board of VALUE – A non-profit foundation for research and development of initiatives at the intersection of academia and gaming (www.value-foundation.org)
2014-2015 Staff member of the Faculty Council – Faculty of Archaeology, Leiden University
2010-2012 Member of the Honours College Steering committee – Leiden University
2009-2012 Member of the Research Committee – Faculty of Archaeology, Leiden University
2008-2010 PhD Student member of the Graduate School Committee – Faculty of Archaeology, Leiden University
2006-2007 President of the board of Leiden Archaeological Student Society “Terra” – Leiden University

Outreach
Current Editor and content producer at Interactive Pasts (www.interactivepasts.com)
Current Developer and host of RomeinCraft (www.romeincraft.nl)
2014-2015 Editor of Hot Topics, research blog of NEXUS1492 (www.nexus1492.eu)
2011 Two-thousand years of history at Brighton Beach. Outreach program for the youth of St. Vincent and the Grenadines, April-May (co-organized with The National Heritage Trust of St. Vincent and the Grenadines).

Recent Conference and Workshop Organisation
2018 The Interactive Pasts Conference 2: A 3-day, multidisciplinary conference and workshop with academics and developers at the interface of interactive media and the past.
2017 The Interactive Past (Hi)Storytelling Workshop: A 2-day, multidisciplinary workshop with academics and developers to explore the potential of interactive and playful historytelling.
2017 In Play: Archaeology in Videogames as a Metadisciplinary Approach (Roundtable and paper session at the EAA 2017, Maastricht).
2017 The Interactive Past Online: A 24 hour, online conference on the intersection of the past and interactive media.
2017 A History of the Caribbean in 100 Objects: Live podcast-recording and discussion forum at the 82nd annual conference for the Society for American Archaeology.
2016 Networks As Theory and Tool Working Group. Bi-weekly meeting of the Stanford Archaeology Center (12 participants, main organiser).
2016 The Interactive Pasts Conference: Exploring the intersections of archaeology and videogames. Two-day conference and workshop held at Leiden University, April (co-organized with C. Ariese, K. Boom and A. Politopoulos)

2015 Introduction to Archaeological Network Modelling with Visone. One-day workshop at Leiden University, April (co-organized with D. Weidele)


2013 Re-connecting the past: the future of social network analysis in archaeology. Forum held at the 78th annual meeting of the Society for American Archaeology, April, Honolulu, Hawaii (co-organized with Mark Golitko).