Angus A. A. Mol, PhD — Curriculum Vitae

"In this great future, you can't forget your past." (Bob Marley)

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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
2013-2015	**Visiting Researcher** Algorithmics group, Konstanz University, Germany
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 (selection)	**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 languages	**Python (**intermediate), **C#** (Unity; intermediate), **SQL** (intermediate)**, SPARQL** (basic), **JavaScript** (basic).

Publications

Key publications

2017   **A.A.A. Mol**, C. Ariese, K. Boom and A. Politopoulos (eds). *The Interactive Past: A book on archaeology and videogames.* Sidestone Press, Leiden.

2017   **A.A.A. Mol**, C. Ariese, and A. Politopoulos. "From the Stone Age to the Information Age": Review of Sid Meier's Civilization Series. *Advances in Archaeological Practice* 5(2): 214-219.

2016   I. Hodder and **A.A.A. Mol**. Network Analysis and Entanglements. *Journal of Archaeological Method and Theory* 23(4): 1066–1094.

2016   **A.A.A. Mol**, C. Ariese, K. Boom and A. Politopoulos. Video games in Archaeology: Enjoyable but Trivial? *SAA Archaeological Record* 16(5):11-16.

2014   **A.A.A. Mol**. Play-Things and the Origins of Online Networks: Virtual Material Culture in Multi-Player Games. *Archaeological Review from Cambridge* 29(1): 144-167.

Other monographs, papers and chapter publications

In press   V. Amati, **A.A.A. Mol**, T. Shafie, C. Hofman, U. Brandes. A framework for reconstructing archaeological networks using exponential random graph models.

In press   H.L. Mickleburgh, M.L.P. Hoogland, J.E. Laffoon, D.A. Weston, R. Valcárcel Rojas, A. van Duijvenbode, and **A.A.A. Mol**. "Deviant" Burials in the Caribbean: Insights from investigating non-normative practices in a variable funerary record. In *A Bioarchaeological Perspective of Atypical Mortuary Practices*, T.K. Betsinger, A.B. Scott and A Tsaliki [eds]. To be published by University of Florida Press, Gainesville.

2018   H.L. Mickleburgh, J.E. Laffoon, J.R. Pagán Jiménez, **Angus A.A. Mol**, S. Walters, Z. J.M. Beier, C.L. Hofman. Precolonial/early colonial human burials from the site of White Marl, Jamaica. New findings from recent rescue excavations. *International Journal of Osteoarchaeology* (online first).

2015   **A.A.A. Mol**, M.L.P. Hoogland and C.L. Hofman. Remotely Local: Ego-networks of late pre-colonial (AD 1000-1450) Saba, Northeastern Caribbean. *Journal of Archaeological Method and Theory* 22(1): 275-305.

2014   **A.A.A. Mol**. *The Connected Caribbean: A socio-material network approach to patterns of homogeneity and diversity in the pre-Colonial period.* Sidestone Press, Leiden.

2014   C.L. Hofman, **A.A.A. Mol**, M.L.P. Hoogland and R. Valcárcel Rojas. Stage of Encounters: Migration, mobility and interaction in the pre-colonial and early colonial Caribbean. *World Archaeology* 46(4): 590-609

2014   C.L. Hofman, **A.A.A. Mol**, S. Knippenberg and R. Rodríguez Ramos. Networks Set in Stone: Archaic-Ceramic interaction in the early pre-Colonial northeastern Caribbean. In *Archéologie Caraïbe*, B. Bérard and C. Losier [eds], pp. 119-132. Sidestone Press, Leiden.

2013   **A.A.A. Mol**, Studying Pre-Columbian Interaction Networks: Mobility and Exchange. *Oxford Handbook of Caribbean Archaeology*, W.F. Keegan, C.L. Hofman, and R. Rodriguez [eds], pp. 329-346, Oxford University Press.

2013   **A.A.A. Mol** and J.L. Mans. Old Boys Networks in the Indigenous Caribbean; *Network Analysis in Archaeology: New Approaches to Regional Interaction*, Carl Knappet [ed], pp. 307-335, Oxford University Press.

2012   R. H. A. Corbey and **A. A. A. Mol**. By Weapons Made Worthy: A Darwinian Perspective on Beowulf. In *Creating Consilience: Issues and Case Studies in the Integration of the Sciences and Humanities*, M. Collard and E. Slingerland [eds]. Oxford University Press.

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 valuables; *Communities in Contact: Essays in archaeology, ethnohistory and ethnography 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

2011   *A.A.A. Mol* The Dark Side of the Shaman: Sorcery in the Indigenous Caribbean. *Proceedings of the 23rd Conference of the Association of Caribbean Archaeologists*: p. 231-245.

2010	**A.A.A. Mol**. Something for Nothing: Exploring the importance of strong reciprocity in the Greater Caribbean. *Journal of Caribbean Archaeology* special publication #3: 76-92.
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)
2018	Host of Minecraft: Nineveh (in partnership with The National Museum of Antiquities and the Prince Claus Fund).
2015-2017	Podcast-host of *A History of the Caribbean in 100 Objects* (www.shoresoftime.com, co-hosted with A.V.M. Samson)
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	*CDH Conference 2017*. A 3-day open conference, organized through Aarhus, Leiden, and York's Universities' Centre for Digital Heritage.
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)
2014	*Old Worlds, New* Histories. Session held at the EAA 2014, September, Istanbul (co-organized with A. Pluskowski and D. Calaon at EAA 2014, Istanbul, September)
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, Hawai'i (co-organized with Mark Golitko).
2008-2015	*Archaeological Forum*. Bi-weekly lecture series of the Faculty of Archaeology, Leiden University (various co-organizers).