

AUSTIN MASON

*Director of Digital Arts & Humanities,
Assistant Director of the Humanities Center for Digital Humanities & Lecturer in History
Carleton College*

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ACADEMIC EXPERIENCE

EDUCATION

- August 2012 Ph.D. (with distinction) Medieval History, Boston College
Thesis: *Listening to the Early Medieval Dead: Religious Practices in Britain, 400–900CE*
Winner of the CGS/ProQuest Distinguished Dissertation Award in the Humanities
Directed by Professor Robin Fleming
- June 2006 M.St. Modern History: Medieval Britain, 300–1100, University of Oxford
Thesis: *Anglo-Saxon Paganism: An Examination of the Evidence and Methodology*
Directed by Dr. Bryan Ward-Perkins
- May 2002 B.A., *cum laude*, Medieval & Renaissance Studies, College of William & Mary

ADDITIONAL TRAINING

- July 2007 *West Halton Archaeological Field School*, led by Dawn Hadley and Hugh Willmott,
University of Sheffield, England, UK
- 2000–2001 Junior Year Abroad, *Advanced Studies in England*, Bath, UK

PROFESSIONAL EXPERIENCE

- 2019–present **Director of Digital Arts & Humanities**, *Carleton College*
- 2018–present **Assistant Director of the Humanities Center for Digital Humanities & Lecturer in History**, *Carleton College*
- 2016–2018 **Assistant Director of the Humanities Center for Digital Humanities & Visiting Assistant Professor in History**, *Carleton College*
- 2015–2016 **Robert A. Oden Jr. Postdoctoral Fellow for Innovation in the Liberal Arts and Digital Humanities in History**, *Carleton College*
- 2015–2016 **Postdoctoral Associate**, *Center for Medieval Studies: University of Minnesota – Twin Cities*
- 2013–2014 **Contract Assistant Professor**, *University of Minnesota – Twin Cities*
- 2012–2013 **Digital Technologies Coordinator & Visiting Assistant Professor**, *Boston College*
- 2011–2012 **Mellon/ACLS Dissertation Completion Fellow**, *Boston College*
- 2009–2011 **Teaching Fellow** (instructor of record), *Boston College*
- 2006–2010 **Teaching Assistant**, *Boston College*

TEACHING EXPERIENCE

CARLETON COLLEGE

Undergraduate

The Archaeology of Burial (2018S)
The Boston Massacre in 3D: Mapping, Modeling and Serious Gaming (2017F, 2017W, 2019F)
Digital History, Public Heritage & Deep Mapping (2019S)
Digital Arts & Humanities ePortfolio: A Capstone Seminar (2020S, 2021S)
Hacking the Humanities: Intro to Digital Methods and Theory
(2015W, 2015F, 2017W, 2018W, 2019W, 2020W)
The Material World of the Anglo-Saxons (Spring 2015, Spring 2018)
Migration and Mobility in the Medieval North (2016F, 2017F, 2018F)
The Viking World (2015S, 2017S, 2020S)

Co-taught

Bringing the English Past to (Virtual) Life, with Susannah Ottaway (2015W, 2018W)
Digital Humanities: Social Justice Collections and Liberal arts Curricula, LACOL consortium
with Mark Sample, Nhora Serrano, Mike Zarafonetic, and José Vergara (Summer 2021)
Early Medieval Worlds, with Bill North (2019W)
Experimental Archaeology/Experiential History, with Alex Knodell & Jake Morton (2021S)
Site Specific Media: Out and About, with John Schott (2015S)
Textual Technologies from Parchment to Pixel, with George Shuffelton and Tim Raylor (2020S, 2021S)

UNIVERSITY OF MINNESOTA

Graduate

Scope and Methods of Historical Studies (Fall 2014)

Undergraduate

Civilization and the Environment: World History to 1500 (Fall 2014)
The Viking World: Story, History, and Archaeology (Fall 2013)
Europe and the World: Expansion, Encounter, & Exchange from 1500 to Present (Spring 2014)
The Dark Ages Illumined: Medieval Europe to 1050 (Spring 2014)
Daily Life in Europe: 1300–1800 (Spring 2014)

Co-taught

Civilization and the Environment: World History to 1500, with Giancarlo Casale (Fall 2013)

BOSTON COLLEGE

Undergraduate

Modern History II: Globalization and Visual Culture (Spring 2010, Spring 2011, Spring 2013)
Modern History I: Globalization and Material Culture (Fall 2009, Fall 2010)
The Making of the Modern World I (Fall 2012)

As Teaching Assistant

Islamic Civilization, Professor Jonathan Bloom (Fall 2010)
Europe in the World II, Professor Paul Spagnoli (Spring 2008)
Europe in the World I, Professor Robin Fleming (Fall 2007)
Europe and the World, 1804 to the Present, Professor Edward Rugemer (Spring 2007)
The Atlantic World and the Development of a Global Economy, Professor Alan Rogers (Fall 2006)

INVITED GUEST LECTURES

Carleton College (Class: *Topic of Lecture*)

Archaeological Methods: *Photogrammetry, Web GIS, and Online Presentation Tools* (2015S, 2019S, 2021S)
The Arts of Islam: *History in Virtual Reality* (Fall 2019)
Global Religions in Minnesota: *Digital Public Scholarship* (Spring 2021)
House Histories: *Digital History 101* (Winter 2017)
Foundations of Modern Europe: *Material Culture and History* (Spring 2021)
The Critical Toolbox: *Who's Afraid of Theory?: Authorship and Material Culture* (2019W)
The Era of the American Revolution: *The Boston Massacre in 3D* (Winter 2017)

University of Minnesota (Class: *Topic of Lecture*)

Medieval Urban History: *Introduction to GIS for Medievalists* (Spring 2014)
Research Seminar: Late Antiquity: From Constantine to Muhammad:
The Material Early Middle Ages (Spring 2017)
Research Seminar: Mission, Conversion, Christianization: The First Millennium:
Christianization in the Late Antique West, A Material Culture View (Fall 2018)
Scope and Methods of Historical Studies: *Material Culture and the Historian* (Fall 2014)

St Olaf College (Class: *Topic of Lecture*)

Research Seminar: Musical Geographies: *Deep Mapping: Telling Stories with Digital Maps* (Spring 2018)

Boston College (Class: *Topic of Lecture*)

Analyzing James Joyce: *A Digital Adventure: Introduction to Unity for Serious Games* (Fall 2016)

George Mason University (Class: *Topic of Lecture*)

The Digital Past: *Witness to the Revolution: A Serious Game* (Fall 2020)

AWARDS AND FELLOWSHIPS

EXTERNAL

Œuvre Nationale de Secours Grande-Duchesse Charlotte

2021 Applying Game Technology to the Experience of Learning History Grant: "Luxembourg/America: A History Game about Migration" (with Marie-Paule Jungblut, Emmanuel Guardiola, et al)

Associated Colleges of the Midwest

Faculty Career Enhancement (FaCE) Grants:

- 2019 "Building ACM-wide Partnerships for Developing Virtual-/Augmented-Reality Tools For Pedagogy" (with Damian Kelty-Stephen, Angela Vanden Elzen, Bret Jackson, and Brad Sturgeon)
- 2018 "Fostering Humanistic Tools for Digital Mapping" with Louis Epstein, Hsiang-Lin Shih, and Victoria Morse)

Alliance to Advance Liberal Arts Colleges

Faculty Workshop Grant: 2017 "Curricular Pathways for Digital Scholarship at Liberal Arts Colleges"

Council of Graduate Schools / ProQuest

Distinguished Dissertation Award in the Humanities, 2013

Andrew W. Mellon Foundation / American Council of Learned Societies (ACLS)

Dissertation Completion Fellowship, 2011–2012

The Haskins Society

Denis Bethell Prize for the best paper presented by a junior scholar at sponsored sessions worldwide, 2007

INTERNAL

Carleton College

Targeted Opportunity Grant:

- 2020 "Witness to the Revolution: A Serious Digital Game"

Mellon Public Works Initiative Grants:

- 2020 “Viking Cultural Impact Field Trip”
- 2019 “Bdote Memory Map Tour” (with Anita Chikkatur)
- 2018 “Digital History, Public Heritage & Deep Mapping”
- 2018 “New Course: Textual Scholarship” (with George Shuffelton, Tim Raylor, & Susan Jaret McKinstry)

Committee for Effective Learning with Technology (CELT) Grant:

- 2019 “The Viking World in Virtual and Augmented Reality”
- 2019 “Bring Your Own Device (BYOD) pedagogy at Carleton” (with Greg Marfleet and Justin London)
- 2015 “Visualizing the Material World of the Anglo-Saxons”

Curriculum Innovation Grant:

- 2017 “Bringing the English Past to Virtual Life 2.0” (with Susannah Ottaway)
- 2015 “Bringing the English Past to Virtual Life” (with Susannah Ottaway)

Humanities Center Student Research Assistant Award

- 2017 “3D Modeling Anglo-Saxon Cremation Urns with Photogrammetry”
- 2015 “Digital Archaeology of Early Medieval England Research Trip”

University of Minnesota

Postdoctoral Associate, *Center for Medieval Studies*, 2015 – 2016

Boston College

Donald and Helène White Dissertation Prize for the best dissertation in the Social Sciences, 2013

Postdoctoral Fellowship, 2012–2013

1st Prize Winner, GIS Mapping Contest, 2012

Research Expense Grant, 2008

Award for Summer Research, 2007

University Fellowship for Doctoral Study, 2005–2010

The College of William & Mary

Cum laude graduate, 2002

Golden Key International Honor Society

Phi Eta Sigma National Honor Society

Alpha Lambda Delta National Honor Society

PUBLICATIONS

PEER-REVIEWED ARTICLES

“Reconsidering Institutions for the Poor by Virtually Reconstructing and Re-viewing an Eighteenth-Century Workhouse,” with Susannah Ottaway, *The Historical Journal*, 64 (2021), 557-582.

[doi:10.1017/S0018246X20000448](https://doi.org/10.1017/S0018246X20000448)

“Digital History, Deep Mapping and Public Heritage in the Undergraduate Classroom,” in *DH2020 Book of Abstracts*, Ottawa: ADHO (2020).

“Ritual Landscapes in Pagan and Early Christian England” with Tom Williamson, *Fragments* 6 (2017),

<http://hdl.handle.net/2027/spo.9772151.0006.003>.

Reissued with commentary in “A Thing of the Past: Material Evidence and the Writing of Medieval England’s Past,” *Fragments* 7 (2018) <http://hdl.handle.net/2027/spo.9772151.0007.005>.

“The Early English Cult of Saints in Long-term Perspective,” in *The Long Seventh Century: Continuity and Discontinuity in an Age of Transition*, ed. Emanuele E. Intagliata, Thomas J. MacMaster, and Bethan N. Morris (Oxford: Peter Lang, 2015), 39–59.

“Buried Buckets: Rethinking Ritual Behavior Before England’s Conversion,” in Austin Mason, Alecia Arceo, and Robin Fleming, “Buckets, Monasteries, and Crannógs: Material Culture and the Rewriting of Early Medieval British History,” *Haskins Society Journal* 20 (2008), 1–38 at 3–18.

BLOG POSTS & WHITE PAPERS

- "Bringing the Past to (Virtual) Life through Digital History Research and Pedagogy," with Susannah Ottaway, Cambridge Core blog, December 3, 2020. <https://www.cambridge.org/core/blog/2020/12/03/bringing-the-past-to-virtual-life-through-digital-history-research-and-pedagogy/>
- "Add Historic Maps to ArcGIS Online," Digital Mapping for Humanists: A Cookbook (2019) <https://digital-carleton.gitbook.io/digital-mapping-for-humanists/recipes/add-historic-maps-to-arcgis-online>
- "Digital History and Argument," white paper, Arguing with Digital History working group, Roy Rosenzweig Center for History and New Media (November 13, 2017): <https://rrchnm.org/argument-white-paper/>
- "Making 3D Models with Photogrammetry," tutorial, *The Haskins Society* (November 2015): <https://thehaskinssociety.wildapricot.org/photogrammetry>

DIGITAL PROJECTS

- "2020 Keywords: Definitions for #2020 crowdsourced by Carleton" with the Humanities Center, December 2020: <https://2020keywords.sites.carleton.edu>
- "Virtual Gressenhall," with Florence Wong and Susannah Ottaway, Carleton College, March 25, 2020. SketchUp. https://digitalcommons.carleton.edu/virtual_workhouse/
- "Digital Mapping for Humanists: A Cookbook," Austin Mason, Victoria Morse, Louis Epstein, Hsiang-Lin Shih, et al. 2019 <https://digital-carleton.gitbook.io/digital-mapping-for-humanists/>
- "Commentary on selections from Bede's *Historia Ecclesiastica*," ed. Rob Hardy, Dickinson College Commentaries online (2017) <http://dcc.dickinson.edu/bede-historia-ecclesiastica/intro/preface>.
- Ritual Landscapes in Pagan and Early Christian England: An interactive digital map* (2017) http://go.carleton.edu/fragments6_mason_williamson
- GET LOST*, A psychogeography app for the WALK! festival at Carleton College, ArcGIS Online (Spring 2016)

REVIEWS

- Review of *Environment, Society and Landscape in Early Medieval England: Time and Topography*, by Tom Williamson, *The Medieval Review* (October 2014).
- Review of *Britons and Anglo-Saxons: Lincolnshire AD 400-650*, by Thomas Green, *Speculum* 88, no.4 (October 2013).
- Review of *The Oxford Handbook of Anglo-Saxon Archaeology*. ed. Helena Hamerow, David A. Hinton, and Sally Crawford, *The Antiquaries Journal* 93 (September 2013).
- Review of *Medieval Life: Archaeology and the Life Course*, by Roberta Gilchrist, *Journal of Interdisciplinary History* 44, no.2 (Autumn 2013).

WORKS IN PROGRESS

- Listening to the Early Medieval Dead: Religious Practices in Eastern Britain, 400–900CE* (book manuscript in preparation)
- "Urns in the Round? Re-imag(in)ing the link between Anglo-Saxon Cremation Urns and Annular Brooches using Photogrammetry" (article in progress)
- "Aligning the Dead: Rethinking Burial Orientation at Multiple Scales," with Lauren Hosek (article in progress targeted for the *Journal of Social Archaeology*)
- "The construction of funeral pyres in Beowulf," with Erin Sebo (article in progress targeted for *ANQ: American Notes & Queries*)

CONFERENCE EXPERIENCE

INVITED SPEAKER OR WORKSHOP LEADER

- “Material Culture, Death Ritual and Digital Humanities: Reconsidering Pagan Anglo-Saxon Practices through Photogrammetry,” *The First Millennium: Religion in Late Antiquity Workshop*, University of Minnesota – Twin Cities (March 2019).
- “Virtual History: An Introduction to Immersive Environments and 3D Simulation,” *Getting Started in Digital History Workshop*, American Historical Association Annual Meeting, Chicago IL (January 2019).
- “Beyond Collaboration: Integrating Interdisciplinary Approaches to the Middle Ages through the Digital Humanities,” *Webb Lectures* at University of Texas at Arlington (April 2018).
- “Learning to Live with the Dead in Early Medieval Britain,” *The Goliardic Society*, Western Michigan University (April 2017).
- “3D Imaging and Computer Vision in History,” *Getting Started in Digital History Workshop*, American Historical Association Annual Meeting, Denver, CO (January 2017).
- “Digital Humanities and Archaeology: Anglo-Saxon Material Culture,” *Boldt Chair of Humanities Luncheon Lecture Series on Material Culture* at St Olaf College, Northfield, MN (October 2016).
- “Serious Gaming in the Classroom: Critiquing and Creating ‘Playable Realities,’” *Gamification: Immersed in Tomorrow — Gaming, VR, and Digital Pedagogy* symposium at Boston College, Chestnut Hill, MA (October 2016).
- “Carleton circa 1910: Experiments with Augmented Reality and Unity 3D,” *Computer Science Tea Talk* at Carleton College (October 2016).
- “3D Design and Virtual Reality Workshop” with Bret Jackson, *Digital Liberal Arts Workshop*, Macalester College (May 2016).
- “Gaming and Mixed Reality as Deep Mapping Environments,” *Expert Workshop on Deep Mapping and Spatial Storytelling*, West Virginia University, Morgantown WV (May 2016).
- “Bringing the Past to (Virtual) Life: Experiments in Digital Research and Teaching,” Boston College, Chestnut Hill MA (April 2016).
- “Bringing the English Past to (Virtual) Life: Modeling the Gressenhall Workhouse in a Collaborative Classroom,” *Digital Innovation and Scholarship in Social Sciences & Humanities Symposium*, East Carolina University (March 2016).
- “Modeling Medieval Material Culture: Exploring Dress Ornament and Death Ritual in Anglo-Saxon England using Photogrammetry” *Medieval Research Group*, St Paul, MN (October 2015).
- “Where Can I Fit into the World of Digital Humanities? A Conversation” *Digital Premodern Workshop, Consortium for the Study of the Premodern World*, University of Minnesota (April 2015).
- “An Experiential GIS between Archaeology and History?” *Archaeology Brown Bag* series, University of Minnesota (February 27, 2015)
- “The Anglo-Saxon ‘Bone-house.’ Bodies and Buildings in the Conversion of England” *Colloquia Medievalia* series at the Center for Medieval Studies, University of Minnesota (September 11, 2014)
- “An Introduction to GIS for Medievalists,” *Professional Issues in Medieval Studies* workshop, Fordham University (September 2013)
- “GIS Mapping for Historical Research,” Digital Humanities panel at *eTeaching Day*, Boston College (May 2012).
- “Regarding the Water: Landscapes of Conversion in Early Medieval England,” *Harvard Medieval Workshop*, Cambridge, MA (November 2011).

ORGANIZER

- “Day of Digital Humanities” annual one-day regional conference, Carleton College, Northfield, MN (2016–present).
- “Digital Humanities @ Haskins: Mapping and Modeling the Middle Ages” panel at the 34th *International Conference of the Haskins Society*, Northfield, MN (November 2015).

"Using ArcGIS for Historical Research Workshop," Boston College (February 2013).

PRESENTER

- "Transformation by Fire: An Experimental Archaeology Approach to Pottery and Cremation in Early Medieval England," *International Society for the Study of Early Medieval England Conference*, Montréal (June 2021).
- "The Virtual Viking Longship Project: A Study in the Future of Liberal Arts Teaching and Research," with David Neville & Tim Arner, *The 7th International Conference of the Immersive Learning Research Network* (2021). <https://framevr.io/ilrn2021-showcaseviking>.
- "Witness to the Revolution," VR Salon at the *American Historical Association Annual Meeting*, New York, NY (January 2020).
- "(Re)playing the Past in 3D: Interactive History through the Integration of GIS, Procedural Modeling and Gaming Technology," *American Historical Association Annual Meeting*, Chicago IL (January 2019).
- "Enhancing Undergraduate Digital Research Methods and Skills by Connecting (Co-)Curricular Learning Opportunities," with Celeste Sharpe and Sarah Calhoun, *From Evidence to Scholarship: Transforming Undergraduate Student Research in the Digital Age*, Reed College, Portland OR (March 2018).
- "The Cornice and the Arcade: Re-viewing an Eighteenth-Century Institution through Virtual 3-D Reconstruction," with Susannah Ottaway, *American Historical Association Annual Meeting*, Washington DC (January 2018).
- "Witness to the Revolution: Experiencing the Boston Massacre in 3D," with Serena Zabin, HASTAC Conference, Orlando FL (November 2017).
- "Digital Commentary on Bede's *Historia Ecclesiastica*," with Rob Hardy, *Day of DH*, Carleton College (June 2017).
- "Digital Methods in the Dark Ages? Mapping and Modeling Medieval History," *American Historical Association Annual Meeting*, Denver CO (January 2017).
- "The Cornice and the Arcade: Re-viewing an Eighteenth-Century Institution through Virtual 3D Reconstruction," with Susannah Ottaway, *North American Council on British Studies*, Washington DC (November 2016).
- "Transformation by Fire: The Materiality of Anglo-Saxon Pottery and Cremation," *The Material World Of The Early Middle Ages*, Pacific University, Forest Grove OR (October 2016).
- "Locating and Representing the Material Culture of the Poor," with Elizabeth Budd and Brittany Johnson, *Midwest Conference on British Studies*, University of Iowa, Ames, IA (September 2016).
- "Building a Distributed Collaborative Model for Digital Scholarship Support at Liberal Arts Institutions: A Mixed Metaphor Salad," with Iris Jastram and Sarah Calhoun, *Oberlin Digital Scholarship Conference* (June 2016).
- "Modeling Medieval Material Culture using Photogrammetry," *Digital Projects Lightning Round, 130th Annual Meeting of the American Historical Association*, Atlanta, GA (January 2016).
- "A History of the Viking World in 100 Objects: A Scalar Class Project," *Digital Pedagogy for History: Lightning Round, 130th Annual Meeting of the American Historical Association*, Atlanta, GA (January 2016).
- "Urns in the Round? Re-imag(in)ing the link between Anglo-Saxon Cremation Urns and Annular Brooches using Photogrammetry" *34th International Conference of the Haskins Society*, Northfield, MN (November 2015).
- "Ritual Landscapes in Pagan and Early Christian England" *A Thing of the Past: Material Evidence and the Rewriting of Medieval England's Past* conference, University of Michigan, Ann Arbor, MI (June 2015).
- "Gone, But Not Forgotten: Housing the Anglo-Saxon Dead Above- and Below-ground," *SUBTERRANEAN in the Medieval World* conference, University of York, UK (May 2014)
- "The Burial of Marginal Bodies in Pagan and Christian Anglo-Saxon Communities," *49th International Congress on Medieval Studies*, Kalamazoo, MI (May 2014).
- "The Early English Cult of Saints in Long-Term Perspective," *Edinburgh University Seventh Century Colloquium*, Edinburgh, Scotland (May 2013).
- "Mapping the Anglo-Saxon Conversion: GIS and Understanding Early Medieval Lived Religion," *127th Annual Meeting of the American Historical Association*, New Orleans, LA (January 2013).
- "Remembering the Special Dead: Curating Ancestors and Saints in Early Medieval England," *47th International Congress on Medieval Studies*, Kalamazoo, MI (May 2012).

- "Curating Ancestors and Culting Saints: The Role of Women in the Anglo-Saxon Conversion," *39th Sewanee Medieval Colloquium*, Sewanee, TN (March 2012).
- "Regarding the Water: Landscapes of Conversion in Early Medieval England," *31st International Conference of the Charles Homer Haskins Society*, Boston, MA (November 2011).
- "Placing the Dead in their Graves: Objects, Bodies and Burial Space in Conversion Period England," *37th Annual Meeting of the Southeastern Medieval Association*, Decatur, GA (October 2011).
- "Death, Water, and the Conversion of the Landscape in Early Medieval England," *28th Annual New England Medieval Studies Consortium Graduate Student Conference*, Providence, RI (March 2011).
- "Grave Goods, the Cult of the Saints, and Making Christian Burial Communities in Early Medieval England," *125th Annual Meeting of the American Historical Association*, Boston, MA (January 2011).
- "Animals in the Religious Life of Early Medieval England," *36th Annual Meeting of the Southeastern Medieval Association*, Roanoke, VA (November 2010).
- "Early Medieval Global History?," *Global Arts Summer School*, Venice, Italy (March 2009).
- "Buried Buckets: Ritual Behavior Before England's Conversion," *26th International Conference of the Charles Homer Haskins Society*, Georgetown, Washington DC (November 2007).
- "Anthropology and Understanding Early Medieval Conversion," *Oxford University Medieval Seminar*, Oxford, UK (May 2005).

WORKSHOPS AND ROUNDTABLES

- Humanities Center Faculty Research Seminar*, "What is a Text? What is an Author?," Carleton College (2018-19).
- Liberal Arts Collaborative for Digital Studies Workshop*, "Digital Competencies and Digital Studies" with Gina Siesing, Carleton College (May 2018).
- Premodern Studies Workshop*, Carleton College (October 2017).
- Arguing with Digital History Workshop* Roy Rosensweig Center for History and New Media, George Mason University (September 2017).
- Making Deep Maps*, West Virginia University (May 2016).
- Digital Topography Workshop* on advanced GIS, LiDAR and satellite imagery, University of Minnesota (May 2015).
- An Introduction To TEI's ODD: One Document Does It All*, Text Encoding Initiative annual conference, led by Lou Burnard and Sebastian Raetz, Northwestern University, Chicago, IL (October 2014).
- A Thing of the Past: Material Evidence and the Writing of Medieval England's History*, Radcliffe Institute for Advanced Study Exploratory Seminar, led by Robin Fleming and Katherine French, Harvard University, Cambridge, MA, (May 2013).
- WorldMap for Antiquity and Today – Collaborating and Publishing Using GIS on the Web*, Semitic Museum, Harvard University, Cambridge, MA (January 2012).
- Archaeological Survey Technologies, Data Integration, and Applications Workshop*, led by Margaret Watters, Ken Kvamme, et al., Longfellow House, Cambridge, MA (August 2011).
- Global Arts: Exchange and Innovation of Visual and Material Culture Across the World, 1300–1800*, University of Warwick Global History and Culture Center Summer School, led by Giorgio Riello and Luca Molà, Venice, Italy (March 2009).
- Presenting Data and Information*, led by Edward Tufte, Boston, MA (March 2008)

OTHER PROFESSIONAL ACTIVITIES

- Expert Liaison, *Institute for Digital Liberal Arts Scholarship*, (June 2018, July 2021).
- Expert Consultant for *JoyceStick: Ulysses in VR* (2017)

SERVICE

EXTERNAL

Chair, Digital Humanities and Multimedia Studies Committee, *Medieval Academy of America*, 2021–present
Member, Digital Humanities and Multimedia Studies Committee, *Medieval Academy of America*, 2019–2021
Member, Medieval Digital Resources Committee, *Medieval Academy of America*, 2020–2021
Member, Faculty Advisory Council, *Liberal Arts Collaborative for Digital Innovation*, 2020–present
Member, 2020 Annual Meeting Program Committee, *American Historical Association*, 2018–20
Councillor, *Haskins Society*, 2017–present
Assistant Webmaster, *Haskins Society*, 2017–present
Associate Conference Director, *Haskins Society*, 2014–2016
Anonymous Reviewer/Manuscript Reader for
National Endowment for the Humanities,
Digital Humanities Quarterly,
Alliance of Digital Humanities Organizations: Digital Humanities 2020
International Journal of Humanities and Arts Computing,
Bloomsbury Press

INTERNAL

Co-Supervisor, *Digital Scholarship Interns*, Carleton College, 2017-present
Co-Supervisor, *Digital Humanities Associate* student workers, Carleton College, 2015-present
Member, *Committee for Effective Learning Technologies*, 2020–present
Faculty Co-Leader, *Ultimate Iceland: Land of Ice and Fire*, Carleton College Alumni Adventures, 2021
Member, *Digital Curriculum Initiatives and Pathways* task force, *Mellon Public Works: Arts and Humanities Connecting Communities* initiative, Carleton College, 2017–2019
Member, ePortfolios working group, Carleton College, 2017
Member, *Committee for Digital Visualization/Spatial Analysis*, Carleton College, 2016
Member, *Science Center Planning Group*, Carleton College, 2016
Member, *Undergraduate Studies Committee*, University of Minnesota, 2014
Faculty Editor, *Website and Electronic Communications Committee*, University of Minnesota, 2013–2014
Member, *Katherine E. Sullivan Scholarship for Study Abroad* selection committee, University of Minnesota, 2014
Member, Search Committee for Teaching/Digital Humanities Post-Doc Fellow at Boston College, April 2013
Member, Search Committee for Medieval European History faculty position at Boston College, February 2012
Graduate Student Association Rep/Webmaster, Boston College Graduate History Alliance, 2011–2012
Reading Room/Collections Assistant, John J. Burns Rare Books Library, Boston College, 2006–2008

DIGITAL HUMANITIES EXPERIENCE

Digital Arts & Humanities minor program founding Director, Carleton College, 2019–present

Serve as founding Director of the Digital Arts and Humanities interdisciplinary minor at Carleton College, which provides students with a framework for studying, understanding, and actively participating in the integration of new digital methods, arts & humanities academic research and creative production.

Digital Humanities @ Carleton, Carleton College, 2015 – present <https://www.carleton.edu/digital-humanities/>

Work closely with students, faculty and staff at Carleton College in building a campus-wide Digital Humanities program. Duties include: teaching an introductory Digital Humanities course (“Hacking the Humanities”); consulting with faculty members on their research and teaching projects involving GIS mapping, 3D modeling, database design and other DH tools; and strategizing about long-term goals for digital scholarship at the college with faculty, Academic Technologists, Librarians, and other campus stakeholders.

Lead developer and supervisor, Digital Carleton github repository <https://github.com/DigitalCarleton>

Lead development and supervision of student interns building plugins and themes for the Omeka and WordPress content management systems, as well as experimental coding projects for the Unity game engine, in python, JavaScript libraries, and other web development tools.

Principal Planning Member, Digital Premodern Workshop, Consortium for the Study of the Premodern World, University of Minnesota, 2015 – 2016

Planned and co-presented the inaugural talk of the digital workshop at the U of M on April 4, 2015, entitled “Where Can I Fit into the World of Digital Humanities? A Conversation.” Participated in planning “Mapping the Global Midwest: Histories of Space and Place in the Upper Mississippi Watershed” a new digital project focused on the Joseph Nicollet 1843 map of the upper Mississippi River basin.

Digital Technologies Coordinator, Reimagining the History Core, Boston College, 2012–2013

Took the lead role in developing and implementing innovative technologies to facilitate enhanced out-of-classroom learning experiences for students as part of Boston College’s reimagined History Core program. Initiatives included: the use of Echo360 lecture capture software to enable flipped classrooms; better integration of the University’s learning management system (LMS) across courses; utilization of online mapping and exhibition tools for born-digital assignments; and the creation and maintenance of a central website to collect, disseminate and archive digital teaching material for future use.

URL: <http://www.bc.edu/content/bc/offices/atab/innovation.html>

GIS/Web Design Consultant, “A Human Geography of the Premodern World,” Boston College, 2013

Assisted PI Prof. Dana Sajdi in securing an Exploratory Technology Grant for her digital mapping project by advising project participants on database schema suitable for geographic analysis, developing a workflow for collecting and geocoding data, importing into ArcGIS 10.1, and publishing a web application using ArcGIS Online or WorldMap.

Graduate Assistant Web Developer, Boston College Instructional Design and eTeaching Services (IDeS), 2009–2011

Developed and maintained web-based instructional technologies for Boston College faculty, including learning management systems, custom-built repositories, and lecture capture software. Also designed and built a custom internal ticketing system for IDeS that allowed instructional designers to field, track, complete and archive consultation requests, which they still use to this day.

Skills: HTML, CSS, JavaScript/jQuery, PHP, MySQL, Drupal development, configuration and customization.

URL: <http://www.bc.edu/content/bc/offices/ides.html>

Curator/Web Assistant, Global History Archive, Boston College, 2008–2009

Helped to develop a History Department online teaching repository in Drupal and populate it with images, articles, videos and “teaching moments” that faculty and graduate student instructors use to construct, enhance, or revise lectures with a global history focus.

URL: http://www.bc.edu/content/bc/offices/ides/projects/2008/Global_History_Archive.html

Zotero Citation Management Software

Developed and contributed citation styles in the XML-based Citation Style Language.

Digital Humanities Workshop Presenter

Have given numerous informal presentations on topics like using technology in the classroom; getting started with GIS and web mapping; Digital Humanities as scholarship, pedagogy, and practice; and productivity software for academic life at workshops and in-services at Carleton College, the University of Minnesota, Boston College and elsewhere.

RESEARCH AND TEACHING FIELDS

Religious History (Medieval Christianity and Islam)
Early Medieval Europe
Anglo-Saxon England
The Viking Age

Digital Humanities
Material Culture
Experimental Archaeology
Historical Method and Theory

PROFESSIONAL ASSOCIATIONS

American Historical Association
Medieval Academy of America
Haskins Society

Association for Computers and the Humanities
American Institute of Archaeology
International Society for the Study of Early
Medieval Europe

LANGUAGES

French (reading proficiency and conversational knowledge)
Latin (reading proficiency)
German (reading proficiency)
Old English (reading knowledge)
Old Norse (reading knowledge)

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