

AUSTIN MASON

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

MAILING ADDRESS: Carleton College
One North College St
Northfield, MN 55057
EMAIL: amason@carleton.edu

BLUESKY: @meDHieval.bsky.social
WEB: meDHieval.com
carleton.edu/directory/amason/
PHONE: 507.222.4853

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

- 2025–present **Assistant Director of the Humanities Center for Digital Humanities & Senior Lecturer in History, Carleton College**
- 2019–present **Director of Digital Arts & Humanities, Carleton College**
- 2018–2024 **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, 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, 2023S, 2025F)
Digital Arts & Humanities ePortfolio: A Capstone Seminar
(2020S, 2021S, 2022S, 2023W, 2024S, 2025S, 2026S)
Directed Research in Digital Arts and Humanities: Virtual Viking Longship
(2023F, 2024W, 2024S, 2024F, 2025W, 2025S, 2025F, 2026W)
Experimental Archaeology and Experiential History (2021F, 2024S, 2025S)
Hacking the Humanities: Intro to Digital Humanities Methods and Theory
(2015W, 2015F, 2017W, 2018W, 2019W, 2020W, 2021W, 2022W, 2022F, 2023W, 2024W, 2025W,
2025F, 2026W)
Making Early Medieval England (2022F)
The Material World of the Anglo-Saxons (2015S, 2018S)
Migration and Mobility in the Medieval North (2016F, 2017F, 2018F, 2021F, 2024F)
The Viking World (2015S, 2017S, 2020S, 2022S, 2024S)

Co-taught

Analog Media: Microfiche, with George Shuffelton (2022S)
Bringing the English Past to (Virtual) Life, with Susannah Ottaway (2015W, 2018W)
Early Medieval Worlds, with Bill North (2019W)
Experimental Archaeology and 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)

LACOL (LIBERAL ARTS COLLABORATIVE FOR DIGITAL INNOVATION)

Co-taught

Digital Humanities: Social Justice Collections and Liberal Arts Curricula, LACOL consortium online
with Mark Sample, Nhora Serrano, Mike Zarafonetis, and José Vergara ([Summer 2021](#))
with Nhora Serrano, José Vergara, and Beth Fischer ([Summer 2022](#))
with Nhora Serrano, José Vergara, and Beth Fischer ([Summer 2023](#))

UNIVERSITY OF MINNESOTA

Graduate

Scope and Methods of Historical Studies (2014F)

Undergraduate

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

Co-taught

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

BOSTON COLLEGE

Undergraduate

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

As Teaching Assistant

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

INVITED GUEST LECTURES

Boston College (Class: *Topic of Lecture*)

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

Carleton College (Class: *Topic of Lecture*)

- Archaeological Methods: *Interpreting Archaeology with Digital Humanities* (2022F, 2024F)
- Archaeological Methods: *Photogrammetry, Web GIS, and Online Presentation Tools* (2015S, 2019S, 2021S)
- Creative Coding and Generative AI: *Inform 7 Demo: Building a First Room* (2025W)
- Data Visualization as Activism: *DataViz Project Consultation* (2022F)
- Global Religions in Minnesota: *Digital Public Scholarship* (2021S)
- House Histories: *Digital History 101* (2017W)
- The Human Story: Archaeology and the Anthropocene (ARCN 100):
 - Europe in the Middle Ages: Climate Change and BioArchaeology* (2025W)
 - Trade and Warfare in Medieval Europe, or When and Who Were the Vikings?* (2026W)
- Foundations of Modern Europe: *Material Culture and History* (2021S)
- Perspectives on the Humanities (IDSC 111):
 - History (and objects and computers) or Why Study History? and How?* (2025W, 2026W)
- Philosophy of Cognitive Science: *Digital Humanities for Cognitive Science* (2023S)
- The Arts of Islam: *History in Virtual Reality* (2019F)
- The Critical Toolbox: *Who's Afraid of Theory?: Authorship and Material Culture* (2019W)
- The Era of the American Revolution: *The Boston Massacre in 3D* (2017W)

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

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

Lawrence University (Class: *Topic of Lecture*)

- Historical Research and Methods (HIST 203):
 - Beyond the Written Word: Non-Textual Historical Sources and Digital Humanities Approaches* (2026S)
- The Emergence of the Modern World (HIST 100):
 - Beyond the Written Word: Non-Textual Historical Sources and Digital Humanities Approaches* (2026S)

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

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

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

- Einführung in die Public History: *Wat d'Hemecht as, dat froen s'oft: History through Play* (2020F, 2021F)

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

- Introduction to (Gendered) Digital History: *The Virtual Viking Longship Project* (2024F)

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

- Medieval Urban History: *Introduction to GIS for Medievalists* (2014S)
- Military History of Premodern Europe (300–1800): *Roman to 'Barbarian' Of Pots, Swords and Ships* (2023S)
- Research Seminar: Late Antiquity: From Constantine to Muhammad:
 - The Material Early Middle Ages* (2017S)
- Research Seminar: Mission, Conversion, Christianization: The First Millennium:
 - Christianization in the Late Antique West, A Material Culture View* (2018S)
- Scope and Methods of Historical Studies: *Material Culture and the Historian* (2014F)

AWARDS AND FELLOWSHIPS

EXTERNAL

National Endowment for the Humanities

2022 Digital Humanities Advancement Grant: “The Virtual Viking Longship Project: A Study in the Future of Liberal Arts Teaching and Research” (with David Neville, Timothy Arner, et al)
<https://www.carleton.edu/news/stories/austin-mason-awarded-digital-humanities-advancement-grant/>

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, Johannes Pause, et al)
<https://innovative-initiatives.public.lu/stories/learning-through-gaming-migrants-chronicles>

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 Kely-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

ACE (Academic Civic Engagement) Community Collaboration Grant

- 2025 “Virtual Alexander Faribault House Project with HIST 338: Digital History, Public Heritage and Deep Mapping” (with Rice County Historical Society)

AI Year of Curiosity Travel Grant

- 2025 “The Future of Research in the Age of AI” (American Historical Association Symposium)

Anderson Integrated Science Center Equipment Fund

- 2022 “Global Navigation Satellite Systems Receivers to Support Teaching and Research” (with Aaron Swoboda, Alex Knodell, Nancy Braker, Dan Maxbauer, and Chloé Fandel)
- 2022 “Mapping and Photogrammetry Equipment for Teaching and Research” (with Alex Knodell, Nancy Braker, and Wei-Hsin Fu)

Broom Public Scholarship Grant

- 2024 “Best Practice Guide for 3D Public Scholarship” (with Serena Zabin)
- 2022 “Digital Diorama of Colonial Boston” (with Serena Zabin)

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:

- 2022 “Assignments and Assessments for Community-Engaged History” (with Antony Adler, Meredith McCoy, Victoria Morse, Susannah Ottaway, Thabiti Willis, and Serena Zabin)
- 2017 “Bringing the English Past to Virtual Life 2.0” (with Susannah Ottaway)
- 2015 “Bringing the English Past to Virtual Life” (with Susannah Ottaway)

Galusha Fund Visiting Speaker

- 2022 Andrew J. Welton “Secrets of the Medieval Swordsmith: Experiments with Art and Archaeology”

Humanities Center Student Research Assistant Award

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

Humanities Center Student Research Partner Award

- 2025 “The Virtual Viking Longship Project Winter Break Research Group”
- 2025 “The Virtual Viking Longship Project Summer Research”
- 2024 “The Virtual Viking Longship Project Winter Break Research Group”
- 2024 “The Virtual Viking Longship Project Summer Research Group”
- 2023 “The Virtual Viking Longship Project Travel Funds”
- 2022 “The Migrants’ Chronicles: 1892”

Mellon Public Works Initiative Grants:

- 2022 “Assessing DH Minor Programs in a Liberal Arts Context”
- 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)

Targeted Opportunity Grant:

- 2020 “Witness to the Revolution: A Serious Digital Game”

Writing Across the Curriculum Grant

- 2022 “Assessment of reflective and public writing in Digital Arts & Humanities classes”

Wu Family Fund for Faculty/Student Research Travel

- 2024 “3D Scanning in Germany and Denmark for Virtual Viking Longship Project”

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

“Reimagining the Viking Legacy in Virtual Reality: Race and Representation in America’s Viking Past,” with David Neville and Tim Arner, in Th. Lemm, S. Kalmring, F. Lichtenstein, V. Hilberg (eds.), *Vikings! Vikings? New Insights and Reflections on the Use and Misuse of the Terms ‘Viking’ and ‘Viking Age’ in Research, Education, and Society* (Schriften des Museums für Archäologie Schloss Gottorf Ergänzungsreihe 17, 2026).

“How to Build a Cremation Pyre: Insights from Experimental Archaeology,” in *Cremation in the Early Middle Ages. Death, Fire and Identity in North-West Europe*, ed. Howard Williams and Femke Lippok (Sidestone Press, 2024), 291–301, [doi:10.5964/1e3h9b0c1d2](https://doi.org/10.5964/1e3h9b0c1d2).

“Balancing Education and Engagement: A Suggested Co-design Process for Historical Game Development”, with Franziska Funken, Emmanuel Guardiola, Marie-Paule Jungblut, and Johannes Pause, *DH Benelux Journal*, 6: Crossing Borders: Digital Humanities Research Across Languages and Modalities (Fall 2024). [doi:10.5281/zenodo.14169050](https://doi.org/10.5281/zenodo.14169050).

- “Reinventing DH Student Research at Liberal Arts Colleges with Spatial Computing: The Virtual Viking Longship Project,” with David Neville, Timothy Arner, Lily Haas, Maddie Smith, Kritika Pandit, Jack Ochoa-Andersen, and Henry Loomis, in Jajwalya Karajgikar, Andrew Janco, and Jessica Otis, eds., *DH2024 Book of Abstracts* (2024), doi:10.5281/zenodo.13761066.
- “Launching an Experimental Archaeology Course at the Undergraduate Level,” with Jake Morton, *EXARC Journal*, Issue 2022/4 (2022). <https://exarc.net/ark:/88735/10666>
- Selected to be reissued in abridged form in print as Jake Morton and Austin Mason, “Launching an Experimental Archaeology Course at the Undergraduate Level,” *EXARC Journal Digest 2023* (2023), 10-13.
- “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
- “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

- “Virtual Viking Longship Project: A Study in the Future of Liberal Arts Teaching and Research - White Paper” *NEH Digital Humanities Advancement Grant, Level I (HAA-290378-23)*, (April 30, 2025)
<https://apps.neh.gov/publicquery/AwardDetail.aspx?gn=HAA-290378-23>
- “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

- “The Migrants’ Chronicles: 1892,” a historical educational game, with the Cologne Game Lab (TH Köln), Luxembourg University’s Faculty of Humanities Education and Social Sciences, et al (2024)
https://play.google.com/store/apps/details?id=com.thkoeln.migrantschronicles&hl=en_US,
<https://apps.apple.com/us/app/the-migrants-chronicles-1892/id6469622697>
- “Virtual Viking Longship Project: A Study in the Future of Liberal Arts Teaching and Research,” with David Neville, Tim Arner, et al (2024) <https://virtualvikings.sites.grinnell.edu/>
- “Witness to the Revolution,” a historical educational game, with Andrew Williams, Serena Zabin, et al (2023)
<https://www.wtrgame.com/>
- “Homeric Ship Model: an annotated 3D model to teach Greek nautical vocabulary from Homer’s *Odyssey*” with Rob Hardy, Dickinson College Commentaries online (2023) <https://dcc.dickinson.edu/homeric-ship-model>
- “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, SketchUp. (March 25, 2020) 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

"Exploring Career Pathways for Undergraduate Minors in Digital (Arts &) Humanities," with Brittany Johnson '18, Nicole Connell '20, Marcella Lees '21, Grace Brindle '21, Rebecca Hicke '22, and Tonushree Chowdhury '24, in Jeanelle Horcasitas, Lisa Tagliaferri, Kalle Westerling (eds.), *Navigating Digital Humanities Careers Beyond the Ivory Tower* (University of Minnesota Press, accepted, expected 2027).
"Teaching and Learning about Early Medieval Textiles through Experimental Archaeology," in Alexandra Makin and Mary Valante (eds.), *Textilian Worlds of Learning* (University of Liverpool Press, in progress).
"Greater than the Sum of its Parts: Teaching Cultural Complexity through Experimental Archaeology of Composite Artifacts," in Jason Kennedy and Marie Hopwood (eds.), *Experimental Archaeology Pedagogy* (University of Utah Press, in progress).
Listening to the Early Medieval Dead: Religious Practices in Eastern Britain, 400–900CE (book manuscript in preparation)
"Aligning the Dead: Rethinking Burial Orientation at Multiple Scales," with Lauren Hosek (article in progress targeted for the *Journal of Social Archaeology*)
"Urns in the Round? Re-imag(in)ing the link between Anglo-Saxon Cremation Urns and Annular Brooches using Photogrammetry" (article in progress)

CONFERENCE EXPERIENCE

INVITED SPEAKER OR WORKSHOP LEADER

"Making the Medieval Modern: New Insights from Digital Methods for Premodern History," *Innovating Medievalisms* series, Lawrence University, Appleton, WI (April 2026).
"Expand your Context Window! Why History Matters in the Age of AI," keynote for *Phi Alpha Theta honor society induction ceremony*, Lawrence University, Appleton, WI (April 2026).
"Open Pedagogy with Open Source: WordPress in the Classroom" roundtable participant, *WordPress in Education: What we Teach When we Teach WordPress*, online summit, hosted by WPCampus (March 2026).
"Lone Digital Historians" panelist at the *American Historical Association Annual Meeting*, Chicago, IL (January

2026).

- “The End... or a New Beginning? Maintenance and Migration of PHP-based Websites,” *ILIADS (Institute for Digital Liberal Arts Scholarship)*, Bryn Mawr College (June 2025).
- “PS Talks,” *Day of Public Scholarship*, Carleton College, Northfield, MN (June 2025).
- “Summer Research Groups in the Humanities: The Virtual Viking Longship Project,” *Learning and Teaching Center Lunch*, Carleton College, Northfield MN (September 2024).
- “Teaching Cultural Complexity through Experimental Archaeology of Composite Artifacts,” *Society for American Archaeology* annual meeting, New Orleans, LA (April 2024).
- “Vikings in VR?: New Digital Humanities and Local History Approaches to the Viking World,” *Northfield Historical Society History Happy Hour*, Northfield, MN (January, 2024).
- “What was the Power and the Problem of Exhuming Saints and Royals in the Past?,” *Problematic Bodies: Exhumation from Medieval to Modern Symposium* organized by The Human Remains: Digital Library of British Mortuary Science and Investigation Project, University of Liverpool (September 2023).
- “A Perspective on Digital Humanities,” with Shana Crosson, *Digital Arts, Sciences and Humanities Conversation*, University of Minnesota (May 2023).
- “Aligning the Dead: Burial Orientation and Christian Conversion in Early Medieval England and Bohemia,” with Lauren Hosek, *First Millennium: Religion in Late Antiquity Workshop*, Center for Premodern Studies, University of Minnesota (February 2023).
- “Reimagining the Viking Legacy in Virtual Reality: Race and Representation in America’s Viking Past,” with David Neville & Tim Arner, *Vikings! – Vikings? Towards a responsible use of the term “Viking”*, Schloss Gottorf, Schleswig, Germany (October 2022).
- “Teaching the Premodern: Medieval Material Culture at a Midwestern Small Liberal Arts College,” *Premodern Workshop Regional Colloquium*, Center for Premodern Studies, University of Minnesota (February 2022).
- “Historical Inquiry as Playable Experience,” *Video Games as a Field for Multidisciplinary Research* workshop, University of Luxembourg (December 2021).
- “Mapping for Digital Humanities,” *GIS Day*, Carleton College, Northfield, MN (November 2020).
- “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 Golliardic 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).
- “Response, Adaptation, and Resistance to Technology,” *Humanities Center Faculty Research Seminar*, with George Cusack, Carleton College (2025-26).
- “Teaching with Virtual Reality,” workshop co-led with Em Palencia, *Day of DH*, Carleton College (June 2023).
- “Digital Storytelling with ArcGIS StoryMaps,” *Learning and Teaching Center winter conference*, Carleton College, Northfield, MN (December 2022).
- “Digital Arts & Humanities Projects as Research-Based Learning Opportunities,” *Learning and Teaching Center winter conference*, Carleton College, Northfield, MN (December 2021).
- “Digital Projects for the Post-Pandemic Classroom,” *Learning and Teaching Center winter conference*, Carleton College, Northfield, MN (December 2020).
- “Writing History with Scientific Data,” Roundtable session at the *134th Annual Meeting of the American Historical Association*, New York, NY (January 2020).
- “Fostering Humanistic Tools for Digital Mapping,” *ACM Faculty Workshop*, Northfield, MN (July 2019)
- “Curricular Pathways for Digital Scholarship at Liberal Arts Colleges,” *AALAC Faculty Workshop*, Northfield, MN (April 2019).
- “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

- “The Way of Tenderness ~ Engaging with personal archives,” with Cecilia Cornejo, *Faculty Retreat*, Carleton College (September 2025).
- “Virtual Alexander Faribault House: A Collaborative Deep Mapping Project,” with Students of HIST 338, *Digital History, Public Heritage & Deep Mapping* in partnership with Rice County Historical Society, Rice County Historical Museum, Faribault, MN (November 2025).
- “Teaching and Learning about Early Medieval Textiles through Experimental Archaeology,” *Textilian Worlds of Learning between 450 and 1400 CE: Teaching and Learning Panel* at the *International Medieval Congress*, Leeds, UK (July 2025).

- “Developing Educational Games: Academic and Industry Perspectives,” with Andrew Williams and Serena Zabin *Day of DH 2025*, Carleton College, Northfield MN (June 2025).
- “Virtual Viking Longship Project: Student Reflections,” with Kritika Pandit, Jane Dee Horwitz Parson, Parker Johnson, and Oliver Black-Johnston, *Day of DH 2025*, Carleton College, Northfield MN (June 2025).
- “Landscape Change Map: Indigenous Engagement in Place at Carleton,” with Lucy Watson, Meredith McCoy, Annika Gursky, and Joshua Friedlein, *Day of DH 2025*, Carleton College, Northfield MN (June 2025).
- “4DH: Exploring Digital Humanities Programs Across Four Axes, a ‘birds of a feather’ session,” with Aisling Quigley, Shana Crosson, Charlie Goldberg, and Mitch Ogden, *Day of DH 2025*, Carleton College, Northfield MN (June 2025).
- “Recontextualizing Medieval Material Culture with Annotated 3D and VR Experiences,” *43rd Annual Haskins Society Conference*, Richmond, VA (November 2024).
- “Gender and Work in the Virtual Viking Longship Project,” with Tim Arner and David Neville, *Women of the Viking World*, University of Liverpool, Liverpool, UK (August 2024) — POSTER.
- “Virtual Reality Development as Digital Pedagogy: The Virtual Viking Longship Project,” with David Neville and Tim Arner, *10th Annual Digital Pedagogy Institute Conference*, University of Waterloo, CA (August 2024).
- “Reinventing DH Student Research at Liberal Arts Colleges with Spatial Computing: The Virtual Viking Longship Project,” with David Neville, Tim Arner, Henry Loomis, Maddie Smith, Kritika Pandit, Lily Haas, and Jack Ochoa-Andersen, *DH 2024*, George Mason University, Washington DC (August 2024).
- “Walking Tour, an Omeka Plugin,” with Alejandro González and Peter Tu, *Day of DH 2024*, Carleton College, Northfield MN (May 2024).
- “Ships and Sea Chests and Swords, Oh My! 3D Scanning in German Museums for the Virtual Viking Longship Project,” with Maddie Smith, Kritika Pandit, Lily Haas, and Jack Ochoa-Anderson, *Medieval & Renaissance Studies lunchtime lecture*, Carleton College (April 2024).
- “Bringing Learning to Life with 3D Models,” with Sarah Kennedy, Chris Saladin, Sarah Calhoun, and Em Palencia, *Learning and Teaching Center Lunch*, Carleton College, Northfield MN (January 2024).
- “The Migrants' Chronicles 1892: Using History to Raise Awareness about Modern Humanitarian Crisis,” with Franziska Funken, Emmanuel Guardiola, Marie-Paule Jungblut, and Johannes Pause, *Game On*, Luxembourg (November 2023).
- “Stones for the Dead: Varieties of Religious Experience in the Death Rituals of Early Medieval England,” *European Association of Archaeologists annual meeting*, Belfast, Northern Ireland (September 2023).
- “DH, Social Justice, and Liberal Arts: Developing an online, multi-campus DH course through the LACOL consortium,” with Beth Fischer, Mackenzie Brooks, Liz Evans, Nhora Serrano, and José Vergara, *Association for Computers and the Humanities annual conference* (July 2023).
- “Balancing Education and Engagement: A suggested co-design process for historical game development,” with Franziska Funken, Emmanuel Guardiola, Marie-Paule Jungblut, and Johannes Pause, *Digital Humanities Benelux*, Brussels, Belgium (June 2023).
- “From Physical to Digital and Back: Digitization Experiments in the Perlman Teaching Museum’s Permanent Collection,” with Sara Cluggish, Teresa Lenzin, and students of Hacking the Humanities, *Day of DH*, Carleton College (June 2023).
- “Homeric Ship Model,” with Rob Hardy, Sawyer Stone and Christopher Francese, *Day of DH*, Carleton College (June 2023).
- “The Virtual Viking Longship Project: A Study in the Future of Liberal Arts Teaching and Research,” with David Neville and Tim Arner, *Emerging Technologies and the Future of Education* conference, Lindenwood University (April 2023).
- “Aligning the Dead: Rethinking Burial Orientation and Christian Conversion,” with Lauren Hosek, *European Association of Archaeologists annual meeting*, Budapest, Hungary (September 2022).
- “LACOL Digital Humanities: Social Justice Collections and Liberal Arts Curricula: A Collaborative Online Summer Course by and for LACOL,” with Mark Sample, Nhora Serrano, Mike Zarafonetis, José Vergara, and Liz Evans, *LACOL Symposium* (June 2022) – POSTER.
- “Building Resources for Local History & Cultural Organizations with Digital Humanities Based Coursework,” with Brittany Johnson and Amanda Seim, *Minnesota Alliance of Local History Museums Conference*, Alexandria

MN (April 2022).

- “Unusual Lives, Unusual Deaths: Integrating Osteology and Orientation in the Study of Early Medieval Deviant Burials,” with Lauren Hosek, *91st Annual Meeting of the American Association of Biological Anthropologists*, Denver, CO (March 2022) – POSTER.
- “Aligning the Dead: Rethinking Burial Orientation at Multiple Scales,” with Lauren Hosek, *40th International Conference of the Haskins Society*, UNC Chapel Hill, NC (November 2021).
- “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).
- “Two Historians walk into a Digitally-reconstructed Eighteenth-Century Bar...” with Serena Zabin, *Faculty Retreat*, Carleton College (September 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

- Community Deep Mapping Symposium*, “Virtual Faribault: Community Deep Mapping of a Minnesota Mill Town,” with Jenna Nelson and David Nichols of Rice County Historical Society, Sumter, South Carolina on (September 2026, APPLIED).
- ILiADS (Institute for Digital Liberal Arts Scholarship)*, “The Way of Tenderness,” with Cecilia Cornejo and Jane Parson, Bryn Mawr College (June 2025).
- International Image Interoperability Framework (IIIF) Training Workshop*, led by Glen Robson, Online (September 2023).
- ILiADS (Institute for Digital Liberal Arts Scholarship)*, “Mapping Japan, the Real and Imagined,” with Asuka Sango, Sarah Calhoun, Em Palencia, and George Conlan, Davidson College (July 2023).
- ILiADS (Institute for Digital Liberal Arts Scholarship)*, “The Carleton Guide to Medieval Rome,” with Victoria Morse and Wiebke Kuhn, Grinnell College (June 2022).
- 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 Rahtz, 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, ILiADS (Institute for Digital Liberal Arts Scholarship),
Website Development, *Native History Project*, Grinnell College <https://native-history.sites.grinnell.edu> (June 2018)
GIS Mapping Support, *Mapping Islamophobia*, Grinnell College, <https://mappingislamophobia.org> (July 2021)
Expert Consultant for *JoyceStick: Ulysses in VR* (2017)

SERVICE

EXTERNAL

Treasurer, *Haskins Society*, 2022–present
Assistant Webmaster, *Haskins Society*, 2017–present
Session Chair, *Pain, Penance and the Body*, Haskins Society Conference, Miami, FL (November 2025).
Member, Faculty Advisory Council, *Liberal Arts Collaborative for Digital Innovation (LACOL)*, 2020–2022
Chair, Digital Humanities and Multimedia Studies Committee, *Medieval Academy of America*, 2021–2022
Member, Digital Humanities and Multimedia Studies Committee, *Medieval Academy of America*, 2019–2021
Session Chair, *Framing the Dead in Burials, Tombs, and Buildings*, International Medieval Congress, Kalamazoo, MI (May 2022).
Member, Medieval Digital Resources Committee, *Medieval Academy of America*, 2020–2021
Member, 2020 Annual Meeting Program Committee, *American Historical Association*, 2018–20
Councilor, *Haskins Society*, 2017–2021
Associate Conference Director, *Haskins Society*, 2014–2016
Anonymous Reviewer/Manuscript Reader for
National Endowment for the Humanities (Office of Digital Humanities)
Digital Humanities Quarterly
The Association for Computers and the Humanities
Alliance of Digital Humanities Organizations
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 [ex officio], *Humanities Center Advisory Board*, Carleton College, 2016–present
Member, Grant writing committee for Mellon Foundation grant on “Unruly Intelligences” 2026.
Member, Search Committee for Head Librarian, Carleton College, 2025-2026.
Member, Grant brainstorming committee for NEH AI Research Center grant 2024.
Participant, Vice President for Development and Alumni Relations search, Carleton College, 2024

Member [ex officio], *Committee for Effective Learning Technologies*, Carleton College, 2020–2023
Chair, Search Committee for Visiting Assistant Professor in Digital Arts & Humanities, Carleton College, 2023
Member, Transition Team for Provost and VP for Academic Affairs, Carleton College, 2022
Member, Search Committee for Provost and VP for Academic Affairs, Carleton College, 2022
Member, Search Committee for Academic Technologist, Carleton College, 2022
Faculty Co-Leader, *Ultimate Iceland: Land of Ice and Fire*, Carleton College Alumni Adventures, 2021
Member, Search Committee for Archaeology Post-Doc Fellow, Carleton College, 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, Boston College, April 2013
Member, Search Committee for Medieval European History Assistant Professor, 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

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

<https://www.carleton.edu/digital-arts-humanities/>

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.

Initiative Co-coordinator, 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 proposed 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.

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 in Drupal for IDeS that allowed instructional designers to field, track, complete and archive consultation requests.

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

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.

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, Macalester College, THATCamps, and elsewhere.

RESEARCH AND TEACHING FIELDS

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

Digital Humanities
Material Culture & Archaeology
Experimental Archaeology
Historical Method and Theory

PROFESSIONAL ASSOCIATIONS

American Historical Association
Medieval Academy of America
International Society for the Study of Early
Medieval England
Haskins Society

Association for Computers and the Humanities
European Association of Archaeologists
Society for American Archaeology
American Institute of Archaeology
EXARC (Experimental Archaeology)

LANGUAGES

French (reading proficiency and conversational knowledge)
German (reading proficiency and conversational knowledge)

Latin (reading proficiency)
Old English (reading knowledge)
Old Norse (reading knowledge)

REFERENCES

Robin Fleming (PhD Advisor), Professor, Boston College History Dept, *robin.fleming@bc.edu*, 617.552.8484

Ruth Mazo Karras, Professor and Chair, University of Minnesota History Dept., *rmk@umn.edu* 612.625.8578

Christopher Loveluck, Associate Professor and Reader in Medieval Archaeology, University of Nottingham, *christopher.loveluck@nottingham.ac.uk*, +44.115.951.4835

Silvia López, Professor of Spanish and Director of the Humanities Center, Carleton College, *slopez@carleton.edu*, 507.222.5483