

Olle Sköld
Curriculum vitæ
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Varggropsvägen 40, 743 64 Björklinge, Sweden

All names and titles in this CV not available in English were translated by me.

PERSONAL INFORMATION

Date and place of birth: September 13, 1983; Linköping, Sweden
Nationality: Swedish

EDUCATION AND DEGREES

- | | | |
|------|--------------------------------|--|
| 2018 | PhD | Information Studies (defense 2018-03-02)
Department of ALM ¹ , Uppsala University
Dissertation: <i>Documenting Videogame Communities</i> |
| 2010 | MA (120 credits ²) | Archival Studies
Department of Arts and Cultural Sciences, Division of ALM, Lund University |
| 2010 | MA (60 credits) | Comparative Literature
Centre for Languages and Literature, Division of Comparative Literature, Lund University |

PROFESSIONAL POSITIONS

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|-----------|--|
| 2019-2023 | Researcher , CAPturing Paradata for documenTing data creation and Use for the REsearch of the future (CAPTURE; ERC 818210) |
| 2018-2020 | Senior Lecturer (fixed-term, 20% research time), Information Studies, Uppsala University |
| 2018- | Programme Director for the two-year international <i>Master Programme in the Digital Humanities</i> , starting September 2019 at Uppsala University |
| 2012-2018 | Doctoral Student , Information Studies, Uppsala University |
| 2011-2012 | Lecturer (Swe. 'adjunkt'), Archival Studies, Department of Arts and Cultural Sciences, Division of ALM, Lund University |
| 2010-2011 | Researcher in the ESF ³ -funded project <i>AVO</i> ⁴ , Department of Information Studies, Åbo Akademi University |
| 2013-2018 | Parental leave , 10 months |

PEER-REVIEWED SCIENTIFIC ARTICLES

Scientific articles marked by an asterisk are included in my compilation thesis (see "Theses" below).

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| Under review | Tallerås, K. and Sköld, O. What They Talk About When They Talk About the Need for Critical Evaluation of Information Sources: An Analysis of Norwegian and Swedish News Articles Mentioning 'Source Criticism' . Submitted to <i>iConference 2020</i> . |
| Forthcoming | Prax, P., Eklund, L., Sjöblom, B., Nylund, N. and Sköld, O. Drawing Things Together: Understanding the Challenges and Opportunities of a Cross-LAM Approach to Digital |

¹ Archival, Library & Information, Museum & Cultural Heritage Studies.

² 'Credits' signify Swedish Higher Education Credits (Swe. 'högskolepoäng').

³ European Social Fund.

⁴ Avoimet Verkostot Oppimiseen (Eng. Open Networks for Learning).

Game Preservation. Journal article accepted for publication in the *Nordic Journal of Cultural Policy*, Collaboration and Convergence of Libraries, Archives and Museums special issue.

- Forthcoming Sköld, O. **Integrating Paradata into Videogame-Preservation Methods.** Journal article accepted for publication in *Library Trends*, Everyday Documentation special issue.
- 2019 Sköld, O., Kjellman, U., Orrghen, A. and Beckman, J. **Moving Forward with Digital Scientific Images: A Study of Infrastructure, Digitization Work, and Digital Research Practices.** *Proceedings from the Digital Humanities in the Nordic Countries (DHN) Conference 2019.* Copenhagen, Denmark, 6–8 March 2019.
- 2018 Sköld, O.* **Understanding the "Expanded Notion" of Videogames as Archival Objects: A Review of Priorities, Methods, and Conceptions.** *Journal of the Association for Information Science and Technology*, 69(1), pp.134–145. Available at: <https://doi.org/10.1002/asi.23875>.
- 2017 Sköld, O.* **Getting-to-Know: Inquiries, Sources, Methods, and the Production of Knowledge on a Videogame Wiki.** *Journal of Documentation*, 73(6), pp.1299– 1321. Available at: <https://doi.org/10.1108/JD-11-2016-0145>.
- 2015 Sköld, O.* **Documenting Virtual World Cultures: Memory-Making and Documentary Practices in the City of Heroes Community.** *Journal of Documentation*, 71(2), pp.294–316. Available at: <https://doi.org/10.1108/JD-11-2013-0146>.
- 2013 Sköld, O.* **Tracing Traces: A Document-Centred Approach to the Preservation of Virtual World Communities.** *Information Research*, 18(3). [online] Available at: <http://www.informationr.net/ir/18-3/colis/paperC09.html>.
- 2012 Sköld, O. **The Effects of Virtual Space on Learning: A Literature Review.** *First Monday*, 17(1). [online] Available at: <http://firstmonday.org/ojs/index.php/fm/article/view/3496/3133>.
- 2012 Sköld, O. **What is Thrown into Lethe, and Why? An Exploratory Study of the Discursive Construction of the Concept of Appraisal.** IN: W.F. Riekert and I. Simon, eds. 2012. *Information in e-Motion: Proceedings of the BOBCATSSS 2012 20th International Conference on Information Science.* Amsterdam, the Netherlands, 23–25 January 2012. Bad Honnef, Germany: Bock + Herchen Verlag. pp. 288-291.
- 2011 Sköld, O. **On Social Media and Document Theory.** IN: I. Huvila, K. Holmberg and M. Kronqvist-Berg, eds. 2011. *Proceedings from the 2011 International Conference on Information Science and Social Media.* Åbo, Finland, 24–26 augusti 2011. Åbo, Finland: Åbo Akademi University. pp.73–82. [online] Available at: <https://issuu.com/informationsvetenskap/docs/issome2011>.

PEER-REVIEWED BOOK CHAPTERS

- 2015 Sköld, O., Adams, S., Harviainen, J.T. and Huvila, I. **Studying Games from the Viewpoint of Information.** IN: P. Lankoski and S. Björk, eds. 2015. *Game Research Methods: An Overview.* Pittsburg, PA: ETC Press. pp.57-73.
- 2012 Harviainen, J.T., Gough, R.D. and Sköld, O. **Information Phenomena in Game-Related Social Media.** IN: G. Widén and K. Holmberg, eds. 2012. *Social Information Research.* Bingley, UK: Emerald. pp.149–171.

PUBLICATIONS INTENDED FOR PROFESSIONAL COMMUNITIES

- 2011 Sköld, O. **Lost in Transformation: The e-Learning of Tomorrow is Dependent on the Documentation of Today.** *SeOppi*, 3, p. 15.

PUBLICATIONS INTENDED FOR THE GENERAL PUBLIC

- 2019 Sköld, O. **Dokumentation av datorspelsgemenskaper: En sammanfattning.** *Tidskrift för ABM*, 3(1), pp.18–39. Available at: <http://urn.kb.se/resolve?urn=urn:nbn:se:uu:diva-368983>.
- 2016 Sköld, O. and Börjesson, L. **Det svenska spelarvet: strategisk bevarandeplanering behövs i nationell strategi för spelindustrin.** *Tidskrift för ABM*, 1(1), pp.27–29. Available at: <http://urn.kb.se/resolve?urn=urn:nbn:se:uu:diva-278978>.

THESES

- 2018 Sköld, O. **Documenting Videogame Communities: A Study of Community Production of Information in Social-Media Environments and its Implications for Videogame Preservation.** *Doctoral compilation thesis in Library and Information Studies*. Uppsala: Skrifter utgivna av Inst. för ABM vid Uppsala universitet. Available at: <http://urn.kb.se/resolve?urn=urn:nbn:se:uu:diva-336748>.
- 2010 Sköld, O. **Vad kastas i Lethe, och varför? En jämförande historisk studie av gallringsbegreppets diskursiva konstruktion.** *Unpublished master's thesis (120 credits) in Archival Studies*. Available at: <https://www.lu.se/lup/publication/1615737>.

CONFERENCES, WORKSHOPS, AND SEMINARS

- Leadership** 2017-2018. **Lead member** of the application-writing team seeking to bring the *Digital Humanities in the Nordic Countries* (DHN) conference to the Dept. of ALM in collaboration with Uppsala University Libraries (UUL). ALM and UUL will host DHN in 2021.
2014-2016. **Coordinator** for the Dept. of ALM's hosting of the *Conceptions of Library and Information Science 9* (CoLIS) conference (July 2016, Uppsala).
2011. **Co-Coordinator** of the *Midnight to Noon Conference for Second Life Educators and Researchers* (October 2011, online).
2010. **Co-Coordinator** of the *Prospects of Learning in Second Life* conference (October 2010, Åbo, Finland).
2010. **Coordinator** of two AVO online seminars on learning and teaching in virtual environments.
- Invited Lectures** Sköld, O. (2019). **On the Documentation of Videogame Communities.** *ASIS&T*, 2019 Virtual Symposium on Information & Technology in the Arts and Humanities: "Video Games and Information Science".
Sköld, O. (May 2019). **On Videogame Preservation.** *Fyriskällan – The Uppsala Centre for Local History*, spring programme.
Sköld, O. (2018). **Documenting Videogame Communities.** *ASIS&T Annual Meeting*.
Sköld, O. (2018). **Videogames, Are They Worth Preserving?** [org. title in Swe.]. *National Library of Sweden*, Current Research Lecture Series
Sköld, O. (2018). **Videogames from the Viewpoint of an ALM Researcher** [org. title in Swe.]. *The National Museum of Science and Technology*, The Worlds of Computer Games Final Colloquium.
Sköld, O. (2016). **Videogames and Videogame Research in the ALM-field: An Introduction and Overview** [org. title in Swe.]. *Swedish Library Association Current Research Lecture Series*.
Sköld, O. (2014). **On the Preservation of Videogames** [org. title in Swe.]. *Swedish Association of Popular Movement Archives Autumn Meeting*.
- Lectures** Sköld, O. (2019). **Moving Forward with Digital Scientific Illustrations: A Study of Infrastructure, Digitization Work, and Digital Research Practices.** *Digital Humanities in the Nordic Countries* (DHN), Copenhagen, Denmark.

Sköld, O. (2019). **A Talk about Decision-Making, Networking, and Marketing in the Development of Uppsala University’s Master Programme in Digital Humanities.** *Digital Humanities in the Nordic Countries (DHN), The Higher Education Programs in Digital Humanities: Challenges and Perspectives-workshop*, Copenhagen, Denmark.

Edquist, S. and Sköld, O. (2019). **When does Research Data become Records? Theoretical, Political, and Cultural Challenges.** *IRFD Opening Conference: What is a Record?*, Copenhagen, Denmark.

Sköld, O. and Börjesson, L. (2014). **An Interest in the Intangible? Ontology and Methods of Documentation in Game Preservation Research.** *Digital Heritage 2014*, York, England.

Sköld, O. (2013). **Tracing Traces: A Document-Centered Approach to the Preservation of Virtual World Communities.** *Conceptions of Library and Information Science 8*, Copenhagen, Denmark.

Sköld, O. and Johannesson K. (2013). **Exploring the Notion of Practice in Documentation Studies.** *DOCAM*, Tromsø, Norway.

Sköld, O. (2012). **What is Thrown into Lethe, and Why? An Exploratory Study of the Discursive Construction of the Concept of Appraisal.** *BOBCATSSS 20*, Amsterdam, The Netherlands.

Sköld, O. (2012). **Where in the world are - virtual worlds?** *Open seminar in Second Life*, online.

Sköld, O. (2011). **Performing Documentation: A Co-word Analysis of Linguistic Representation in the World of Warcraft Blogosphere.** *Internet Research 12*, Seattle, USA.

Sköld, O. (2011). **On Social Media and Document Theory: A Exploratory and Conceptual Study.** *Information Science and Social Media*, Åbo, Finland.

Sköld, O. (2011). **On the If’s and How’s of Virtual World Preservation.** *Midnight to Noon Conference for Second Life Educators and Researchers*, online.

Participation 2018. *Oxford Digital Humanities Summer School* (specialization: Hands-On Humanities Data Curation), Oxford, England.

2018. *Digital Humanities in the Nordic Countries (DHN)* incl. the workshop ”Higher Education Programs in Digital Humanities: Challenges and Perspectives”, Helsinki, Finland.

2011. *DOCAM*, Växjö, Sweden.

2011. *Studying Digital Cultures – Workshop on Digital Methods*, Lund, Sweden.

2010. *Internet Research 11* incl. the workshop ”Learning and Research in Second Life”, Gothenburg, Sweden.

2010. *Prospects of Learning in Second Life*, incl. the hosting of a panel.

TEACHING AND PEDAGOGICAL COMPETENCE⁷⁸

	Clock hours
Teaching Experience ⁹	1100
Supervisory Experience ¹⁰	463
In summa	1563

The above table shows my teaching and supervisory experience in clock hours. The conversion from teaching hours to clock hours have been done according to the formula of the respective universities.

Pedagogical Training Upcoming (2019). **Supervising PhD Student.** UU, 4.5 credits.

2017. **Supervising Students for Degree Projects.** UU, 3 credits.

2014. **Academic Teacher Training Course.** UU, 7.5 credits.

2011. **Problem-Based Learning Supervisor Workshop.** LU, one day.

⁷ UU = Uppsala University; LU = Lund University; ÅA = Åbo Akademi University; SU = Södertörn University; hrs = clock hours (i.e., not teaching hours). ’Advanced level’ courses are post-BA level. ’Basic level’ courses are pre-BA level.

⁸ All courses listed here were given in Swedish. The Master Programme in Digital Humanities will be taught in English.

⁹ Includes time spent lecturing, leading seminars, supervising assignments, developing course curriculums, and coordinating courses.

¹⁰ Includes time spent supervising bachelor’s, master’s (120 credits), and doctoral dissertations.

PhD Diss. Opponentship	2019. Opponent on Amalia Juneström's half-time seminar, Information Studies, Dept. of ALM, UU.
Supervision	2018 (Oct)-2022. Second supervisor to doctoral student Dydimus Zengenene, Information Studies, Dept. of ALM, UU. 7 hrs 2017-2019. Two MA students (120 credits) in Museum and Cultural Heritage Studies, UU. 56 hrs. 2014-2019. Three MA students (120 credits) in Information Studies, UU. 84 hrs. 2014-2019. Nine MA students (120 credits) in Archival Studies, UU. 300 hrs. 2014. One BA student in Archival Studies, SU. 16 hrs. 2011. Post-MA conference-paper writing supervisor, LU.
Course Coordination and Co-Coordination¹¹	2018-2019. Coordinator of the three-course teaching block Collection, Preservation, and Organization . 22.5 credits, advanced level, UU. 2018-2019. Classification and Categorization . 7.5 credits, advanced level, UU. 2018. Archive Law and E-Management* . 7.5 credits, advanced level, UU. 2018. Digital Organization . 7.5 credits, advanced level, UU. 2016-2017. Digital Organization* . 7.5 credits, advanced level, UU. 2017-2018. Digital Mediation* . 7.5 credits, advanced level, UU. 2013. Development of an Operationally Based Project—Archival Formation in Theory and Practice* . 7.5 credits, advanced level, LU. 2013. Archives as Institution, Function, and Phenomena* . 7.5 credits, advanced level, LU. 2012-2013. Archival Studies* . 7.5 credits, advanced level, ÅA. 2012. To Collect and to Organize Knowledge* . 15 credits, advanced level, LU. 2012. Physical and Digital Archives . 15 credits, basic level, LU.
Educational Development	2018-. Programme Director and course developer , the international two-year <i>Master Programme in Digital Humanities</i> , starting autumn 2019 at the Dept. of ALM, UU. 2016-2018. Co-lead member (together w. Hedemark, Å.) of the group working to institute, plan, and fund the <i>Master Programme in Digital Humanities</i> at the Dept. of ALM, UU. 2015-2018. Member of the group that led the revision of the two-year Master Programme in ALM, Dept. of ALM, UU. 2018. Flipped-classroom teaching methods , Archives Management and Description. 7.5 credits, advanced level, UU. 2017-2018. Curriculum development , Digital Mediation. 7.5 credits, advanced level, UU. 2016-2018. Curriculum development , Digital Organization. 7.5 credits, advanced level, UU. 2014. Curriculum development , Modern Archives Management. 7.5 credits, advanced level, UU.
Teaching Experience	2018. Assessment and grading of (3) Master's dissertations (120 credits). 18 hrs. 2018. Archive Law and E-Management . 7.5 credits, advanced level, UU. Course co-coordinator, lecturer, seminar leader. 22.5 hrs. 2017-2018. Digital Mediation . 7.5 credits, advanced level, UU. Course co-coordinator, lecturer, assignment supervisor, course development. 185 hrs. 2017-2018. Archives Management and Description . 7.5 credits, advanced level, UU. Lecturer, assignment supervisor. 34 hrs. 2016-2019. Classification and Categorization . 7.5 credits, advanced level, UU. Course coordinator (2018), Lecturer. 64 hrs. 2016-2018. Digital Organization . 7.5 credits, advanced level, UU. Course coordinator (co-coordinated 2016-2017), lecturer, assignment supervisor, course development. 168 hrs. 2016-2017. Archival Digital Preservation . 7.5 credits, advanced level, UU. Seminar leader. 10 hrs. 2015-2017. Information Management and Information Structures . 7.5 credits, advanced level, UU. Assignment supervisor. 136.5 hrs.

¹¹ Courses marked by an asterisk have been co-coordinated by me and another member of staff.

- 2014-2016. **Modern Archives Management**. 7.5 credits, advanced level, UU. Lecturer, assignment supervisor. 106 hrs.
- 2012-2016. **Archival Theory, Advanced Course**. Lecturer, seminar leader, UU. 83 hrs.
2013. **Development of an Operationally Based Project—Archival Formation in Theory and Practice**. 7.5 credits, advanced level, LU. Course co-coordinator, assessment and grading, lecturer, seminar leader. 32 hrs.
2013. **Archives as Institution, Function, and Phenomena**. 7.5 credits, advanced level, LU. Course co-coordinator, assessment and grading, lecturer, seminar leader. 32 hrs.
- 2012-2013. **Archival Studies**. 7.5 credits, advanced level, ÅA. Course co-coordinator, assessment and grading, lecturer, seminar leader. 54 hrs.
2012. **Physical and Digital Archives**. 15 credits, basic level, LU. Course coordinator, assessment and grading, lecturer, seminar leader. 57 hrs.
2012. **Archival Outreach and Mediation**. 7.5 credits, advanced level, LU. Lecturer, assessment and grading, seminar leader. 14 hrs.
2012. **To Collect and to Organize Knowledge**. 15 credits, advanced level, LU. Course co-coordinator, assessment and grading, assignment supervisor, seminar leader. 48 hrs.
2012. **Introduction to the Study of Archives, Libraries, and Museums**. 15 credits, advanced level, LU. Assignment supervisor. 12 hrs.
2011. **Archives as Institution, Function, and Phenomena**. 7.5 credits, advanced level, LU. Problem-Based Learning group supervisor. 24 hrs.

LINGUISTIC SKILLS

Swedish	Mother tongue
English	Excellent
Norwegian	Intermediate
Danish	Intermediate
French	Beginner-Intermediate

AWARDS

- 2018 **ASIS&T:s ProQuest Doctoral Dissertation Award** (<https://www.asist.org/news/skold-wins-the-proquest-doctoral-dissertation-award>).

GRANTS AND FUNDING

- 2019 Under review. **Co-leading project member** (w. Kjellman, U.). *Unpacking Digitization: Tracking the Long-Line Trajectory of Digitized Source Materials in Social Science and Humanities Research* (MXM19-1102:1), submitted to Riksbankens jubileumsfond, 6.9 MSEK. Research application written together w. Kjellman, U. (PI), Orrghen, A. Beckman, J. and Christensen, H.D.
- 2018 Declined. **Co-leading project member** (w. Kjellman, U.). *Digitizing, Images, and Science (DigIm): Development, Evaluation, and Implementation of a Software Infrastructure for Creating Corpuses of Scientific Illustrations 1700-1900* (2018-06134), submitted to the Swedish Research Council, 14.5 MSEK. Research application written together w. Kjellman, U. (PI), Orrghen, A. and Beckman, J.
- 2018 **University funding for the Master Programme in Digital Humanities**, Dept. of ALM, UU. 15 new full-time students (FTE:s) per academic year and 1 MSEK in planning funds. Application materials written together w. Hedemark, Å.
- 2018 **Oxford University Summer School in the Digital Humanities**, funded by Riksbankens jubileumsfond.
- 2011 **Two-month research grant**, awarded by Oskar Öflunds stiftelse.

SERVICE

- Editorial** **Reviewer**, *Journal of the Association for Information Science and Technology* (JASIST), *Journal of Documentation*, *Information Research*, *International Journal of Role-Playing*,

New Review of Hypermedia and Multimedia, Simulation & Gaming, Digital Make-Believe (P. Turner and J.T. Harviainen, eds., 2016. Digital Make-Believe. Cham, Schweiz: Springer).

Editorial Board Member, *Tidskrift för ABM* (2015-2016).

Academia **Board Member**, Digital Humanities in the Nordic Countries (DHN) (2019-2022).
Substitute, Department Board of the Dept. of ALM, UU.
PhD Student Representative, UU, Board of the Faculty of Arts (2012), Faculty-Library Cooperation Workgroup (2014). At the Dept. of ALM, UU: Equal Opportunities Workgroup (2012-2016), Nominating Committee (2013-2017), Department Board (2014-2015), R&D Workgroup (2015-2016), Doctoral Programme Workgroup (2016).

IN THE MEDIA

- 2019 **Interview**, 'Videogames Allows us to Explain our Current Times' (org. title in Swe.), written by Fredrik Dahlström. Published in *Uppsalatidningen* (2019-01-24).
- 2015 **Interview**, 'What does a PhD Student in Library and Information Science do?' (org. title in Swe.), written by Stenson, L. and Tornbjær, E. Published in *INFOtrend* (68/2).