

RESEARCH and RESOURCES - Attachment A

i - SENTENTIAE ANTIQUAE

a - The Powerful Mind of Zeus: Revitalizing Hektor and the Iliad's Plot

b - Anger and Rage Among the Corpses: On the Doublet χόλος καὶ μῆνις in Iliad 15

c - There's Plenty of Crying in Epic: Introducing Book 16

d - Even Zeus Suffers: The Death of Sarpedon and the Beginning of Universal Human Rights

e - Merely the Third To Kill Me: Hektor, Patroklos, and the End of Iliad 16

f - Crying Like a Girl: Similes at the Beginning of Book 16

g - Rescuing the Bod(ies): Thinking about the Epic Cycle, Neoanalysis, and Introducing Iliad17

h - Always Second Best (Or Worst): Characterizing Hektor in Iliad 17

i - A Doublet Disposed: Time Travel Paradoxes and the Death of Euphorbus Book 17

j - Everything is Compared to Everything: Menelaos as a Lion in Iliad 17

ii - The Ends of the Odyssey - a collection of essays

A new publication, decades of teaching in the making

iii - Unhappy families course examines domestic strife within ancient Greek texts

Erik Gunderson explores in his Unhappy Families course. By studying famous plays, poems and court transcripts, students are gaining a deeper understanding of Greco-Roman texts with a focus on female roles and the broader implications of family unhappiness in society.

iv - Germans and other northerners: Captives in the reliefs from the Sebasteion at Aphrodisias (mid-first century CE) | Ethnic Relations and Migration in the Ancient World: The Websites of Philip A. Harland

v - Climate change to identity: The vital lessons in Metamorphoses, Ovid's 2,000-year-old poem Its tales of desire and deceit reveal surprising parallels with contemporary concerns, from climate change and the refugee crisis to gender-based violence and identity.

vi - The Goddess of Many Faces – Unravelling the Mystery of Ephesian Artemis

vii - Hellenistic Etruria: how the Greeks influenced Etruscan art, religion and society

viii - Surveying Falerii Novi: Rethinking the development of a Roman town

Surveying an ancient town in Italy has presented fresh insights into a key moment for Roman urbanism.

ix - The west pediment of the Parthenon: iconography and iconology (another view)
- Bryn Mawr Classical Review

x - A love story grounded in women's labor Amaryllis, Cheesemaker - by The Paideia Institute

Virgil's first Eclogue (after 42 BCE)

xi - German scientists have deciphered 1800-year-old Roman tablets

The study revealed the multinational nature of Roman society in the region. The tablets contain names of Roman, Celtic, and Germanic origin, attesting to processes of Romanization and cultural interaction between local residents, soldiers, and migrants.

xii - Scholars Reject Claims That Achilles Had Scythian Origins

Debate surrounding the origins of Achilles has resurfaced in modern public discourse, with some theories claiming the legendary hero of the Iliad may have had Scythian connections. However, scholars emphasise that ancient sources consistently place Achilles within the Greek mythological tradition, while links to northern regions reflect cultural interaction rather than ethnic origin.

xiii - The Ancient World Online: Roman Letters

Roman Letters grows out of a simple observation in Patrick Wyman's 2016 USC dissertation, *Letters, Mobility, and the Fall of the Roman Empire: the late Roman world left behind an extraordinary volume of surviving correspondence*. Senators, bishops, monks, and imperial officials all relied on letters to maintain relationships across vast distances, and many of those letters still exist, scattered across digital archives and critical editions.

This project collects that scattered corpus into a single, structured database and provides tools for exploring the communication networks it reveals.



xiv - Liv Mariah Yarrow

a - Nemi. The prevalence of triple statues of Hekate/Diana/Selene cult associated with wild places. [RRC 486/1 - Reverse Analysis](#)

b - Umbrian Nummi (?) Cult Site -

c - More on the Iconography of Diana

d - Context of Nemi Finds

e - Nemi objects in the Louvre

f - Notes on Il Santuario di Diana, Nemi

g - SUB CUR Lead Token from Frascati

Frascati looks so much like the modern construction over the sanctuary at Praeneste there has to be a story there.

h - Ostia. Roman Ruler in Bone!

i - SUB CUR Lead Token from Frascati

Frascati looks so much like the modern construction over the sanctuary at Praeneste there has to be a story there.

xv - Randolph-Macon College Classics students took their scholarship to a national stage, presenting original research at the Annual Meeting of the Classical Association of the Middle West and South (CAMWS) in Mobile, Ala. – one of the largest gatherings of classicists in the United States.

xvi - Plutarch's not so simple lives - The Bowdoin Orient The line between principle and pride, between firmness and blindness, is thin. His figures are not instructions so much as tests.

xvii - A Collection of Unmitigated Pedantry

a - The Marian Reforms Weren't a Thing

b - Reconstructing the Roman Pectoral

c - Raising Carthaginian Armies, Part I: Finding Carthaginians

xviii - Let's Play Antiquity with Eduardo M. García-Molina

The challenges of designing a full course on the subject, "The Ancient World in Video Games," alongside presenting resources for those who may want to introduce games for a session within a course on the ancient world. How then do you assess students? Alongside weekly journals asking students to go out and deconstruct games based on the themes of the week (i.e., urbanism as play), there is the final capstone project that asks them to develop a game pitch, a hypothetical proposal of a game or VR experience concept.



CLCV 220: The Ancient world in Video Games

Professor Eduardo García-Molina

Office: LCLB 3115

Office Hours: M/W 1:00-2:00 PM and
by Request

Email: emg24@illinois.edu

Term: Spring 2026 (3 Credits)
Location: 156 English Building
Days and Time: T/Th 09:30-10:50 AM

How do you render the ancient world within video games? How do you *play* antiquity? This course explores the interrelated issues faced by game designers, historians, and archaeologists when attempting to recreate antiquity. From realizing myths and monsters to raising armies and battlefields to redefining the rise of urbanism and early states, historical and archaeological questions have influenced the design of games set in ancient Rome, Greece, Egypt, and Mesopotamia. We will survey a broad range

xix - Anonymous sites of ancient Italy - Katherine McDonald

Pietrabbondante, Rossano di Vaglio, Campo della Fiera, Grotta Poesia – all are known by Italian names because their ancient names are not known. The inscriptions found at the site do not name the site itself or the community which had responsibility for the sanctuary, and there is no clear match in ancient literature.

xx - The Artistry of 'The Old Oligarch' - who was he?

xxi - Ancient oak trees reveal why Roman Britain really collapsed

Three scorching summers in antiquity triggered revolt, invasion, and a turning point in British history.

xxii - Assessing the impact of Roman occupation on England through the Developmental Origins of Health and Disease (DOHaD) hypothesis

xxiii - Interpreting Agora Curse Jar

“The curse could have been created by craftspersons working in the industrial building itself, perhaps in the lead-up to a trial concerning an inter-workplace conflict,”

xxiv - Ashes from Pompeii: incense burners, residue analyses and domestic cult practices | Antiquity | Cambridge Core

xxv - ‘An object of terror and hatred to all’: Re-evaluating the reputation of the Emperor Domitian. - Retrospect Journal

xxvi - When the Legions Entered Rome for the First Time, Setting a Precedent That Would Not Stop

xxvii - Unseen Hands: Recovering the Experiences of Garden Laborers in the Roman World with Kaja Tally-Schumacher - Peopling the Past **xxxvii** - How the Romans Used Art, Architecture, and Aesthetics to Expand Their Empire Wealth, intimidation, uniformity throughout the Empire, artistic & technical prowess, high decoration, propaganda, adaptability, inclusion, absorption, continuity

xxviii - Finding the Mycenaeans of Cape Madness

In Catalog of Ships in book 2 of the Iliad, Homer lists the towns from which a Greek armada of more than 1,100 warships set sail to fight at Troy but although archaeologists have found harbor sites dating to the Late Bronze Age on Crete, from where some of the vessels listed in the Catalog of Ships hailed, they have identified little evidence of harbors or port facilities from this period in mainland Greece.

Archaeologists have now developed a geographic information system model to identify possible ancient Late Bronze Age harbor sites along the Saronic Gulf coast of southern mainland Greece. Their team conducted surveys on land and underwater to investigate several potential anchorages. One of these was at Kalamianos, a walled site on Cape Trelli, or Cape Madness, some 13 miles east of the site of Mycenae.

xxix - Artificial Lighting Systems in Pompeian Gardens and Baths with Emily Lime - Peopling the Past

xxx - New Digital Archive Opens Window into Greek Jewish Life Before the Holocaust

A major digital project is transforming access to the history of Jewish life in Greece. The platform “Josephus” brings together more than 212,000 documents and over 2 million records, creating one of the most comprehensive archives ever assembled on Greek Jewry, freely accessible to researchers and the public alike.

xxxi - Explore the Ancient Greek World Through a Revolutionary Digital Map

The map lets users get to know not only the cities and their stories, but also the topography of each region, exactly as it was in antiquity. Upcoming texts include works by Strabo, Herodotus, Homer and more – bringing ancient literature and geography together like never before.

xxii - Pompeii "scanned" entirely. The first total map of the ancient city changes everything. 70,000 analyses reveal the most fragile points of the ancient city. Can collapses be prevented now?
