For this project, I examined the history and the archaeological remains of the pirate ship Queen Anne's Revenge using a framework designed to analyze the ship's interactions with small internal systems that helped it function and with larger networks such as trade and warfare that operated around it. This model allowed me to see not only how the ship was shaped by her intended use and by the interactions of external factors but also how she affected the world around her. From this project, I have formed hypotheses regarding the ship in particular and this period of piracy in general that I intend to explore further.