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EDUCATION

Doctor of Clinical Psychology

*American School of Professional Psychology
at Argosy University, 08/2014*

Master of Arts in Game Design

The American University, 12/2016

AWARDS

Game Developers Conference 2016 Top Speaker Award

- Award is presented to the top 50 out of over 1,000 speakers as rated by panel attendees.

Microsoft Most Valuable Professional, Xbox Division

- Awarded to community leaders for exemplary commitment to helping others in the Xbox community. June 2013 - Present.

\$10,000 Twitch & Alienware Scholarship for Outstanding Student Gamer

- Awarded for innovative research in the area of mental health and video games.

GAME PROJECTS

User Experience Designer and Analyst

American University and The Knight Foundation

February 2017 - Present

- Designed evaluation instrument to assess the ease-of- use and appeal of the game
- Conducted naturalistic observations of the play-test sessions and post-test interviews
- Summarized the findings of the software evaluations and distribute the formative evaluations to all members of project team.

Journalism Leadership Transformation Fellowship

American University

January 2015 – December 2016

- Created analog and digital games for journalism partners including VOX Media, Polygon, DC-based public radio station WAMU, and the Newseum.
- Analyzed engagement data from journalism partners' analytics for trends pertaining to the use of games in journalistic spaces.
- Designed and built the JoLT website using WordPress.

SwingVoter Go 2016 Election Game Engagement and Community Team

MoveOn.org and Jane McGonigal

September 2016 – November 2016

- Assisted in the development of game design and game flow.
- Generated graphic assets and blog content.
- Created and engaged a Facebook community of SwingVoter Go players.

Games, Simulation, and Collaboration Summer Intern

Educational Testing Service

May 2016 – June 2016

- Authored 400 lines of branching dialogue for a pragmalinguistic simulation.
- Created multiple Twine stories to serve as digital prototypes for pragmalinguistic and cultural learning game social interactions.
- Assisted in the development of game-based assessment frameworks.

Survey Designer and Data Analyst

International Financial Corporation

June 2015 – June 2016

- Designed survey to assess employee knowledge and beliefs about IFC's mission at the global and local level.
- Utilized gameful survey design to collect data from over 1,000 participants across 78 countries.
- Analyzed and summarized survey results and provided recommendations for future IFC initiatives.

TEACHING AND WORKSHOPS

Video Games in the Lives of Adolescents

John L. Gildner Regional Institute for Children and Adolescents

April 2016

- Provided psychologists and other mental health professionals an overview of the latest in video game research pertaining to adolescents.
- Reviewed empirically-based interventions for addressing problematic gaming habits in adolescents.
- Demonstrated different methods of using video games as a clinical tool for establishing rapport, building the therapeutic alliance, and developing a deeper understanding of the strengths and weaknesses of adolescent clients.

Video Games and Mental Health

Maryland Psychological Association

April 2015

- Educated clinicians on basic video game knowledge and culture, including current empirical literature on mental health and video games.
- Developed comfort when speaking or asking about video games and gaming culture with clients
- Recognized the utility of video games as a technique for rapport-building, information gathering, and treatment delivery.

Training Seminar - Connecting with Children and Adolescents Through Video Games and Technology

John L. Gildner Regional Institute for Children and Adolescents

March 2015

- Built a basic understanding of video games and the roles they often play in children and adolescent's lives.
- Reviewed of the empirical literature on the impact of video games on children and adolescents.
- Provided resources to staff which promote competence in the area of gaming, technology, and mental health.

The Internet, Social Media, and Mental Health: The Wild Wild West of Ethics

Laurie Young LCSWC and the Kolmac Clinic

February 2015

- Identified the most popular social media networking tools, who uses them, and how they work.
- Examined both the pros, cons, and ethical quandaries of using social technologies.
- Provided vignettes to practice the application of ethical standards to morally ambiguous and uncharted ethical dilemmas.
- Provided resources to better equip therapists to manage both their personal and professional presence online in a manner congruent with ethical standards.

Nourishing Girls and Women Interview Series: Tips and Tricks for Parenting in the Age of Technology

Online webinar

December 2014

- Discussed evidenced-based research of the impact of technology, video games, and social media to parents of children and adolescents.
- Provided resources to assist parents in talking with their children about technology use.

Statistics and Research Design I, II Teaching Assistant

American School of Professional Psychology at Argosy University, DC

August 2012 – April 2013

- Provided review sessions for two classes of students before six exams.
- Responded to student questions regarding statistical concepts and research design methods.

Projective Personality Assessment Teaching Assistant

American School of Professional Psychology at Argosy University, DC

January 2011 – April 2011

- Conducted a one-hour lab after each class where students practiced skills such as administering, coding, and interpreting the Rorschach.
- Proctored and graded class exams, clinical proficiency exams, and practice coding protocols for 12 students.
- Assisted students with exam preparation by offering study sessions and responding to questions during and outside of class.

PANELS AND PRESENTATIONS

Symposium on Games as Pedagogy

Eastern Psychological Association Annual Conference

March 2017

- Provided clinicians information and examples of three major approaches to using games as a pedagogical tool.

Engagement at the Intersection of Games and News

SXSW 2017

March 2017

- Reflection on two years of experimentation in the arena of news and games, specifically on how games can be used to engage an audience in complex stories.

Women in Games

Game Developers Conference 2017

March 2017

- Spoke on the intersection of psychology and games to 350 women professionals in the game industry.

Games and Society

Montgomery County Public Library MoComCon

January 2017

- Presented research on the reciprocal and cyclical relationship between games and human culture and society.

What Does Game Design Tell Us About Mental Illness?

PAX East

April 2016

- Presented personal research and analysis on the way mental illness is portrayed through game characters, settings, stories, and mechanics, and how those portrayals reflect societal understanding of mental illness.

Community Engagement at the Intersection of News and Games

Game Developers Conference 2016

March 2016

- Delivered practical solutions to foster creative and consistent engagement derived from a year-long experimentation with leading media organizations.

Video Games, Psychology, and Society

RTX

August 2015

- Presented empirically-based information and researched video games and the roles they often play in children and adolescent's lives.

Psychology, Society, and Video Games

American University

November 2014

- Presented to faculty of the Game Design program and students of American University's gaming club on how social and psychological factors influence society's understanding and reaction to video games.

Giving Through Gaming: How Video Games are Making the World a Better Place

PAX Prime

August 2014

- Provided empirical research background on the use of video games and other digital media and technology in improving treatment outcomes and overall health in community and hospital populations.

From Pong to Peggle: The Evolution of Video Games and Psychology

RTX

July 2014

- Presented on the relationship between mental health and video games over the past three decades and provided a summary of the latest empirical research.

Video Games and Mental Health: Science vs Stigma

RTX

August 2013

- Presented updated dissertation results and analysis on how perception, motivation, and expectation of gameplay related to levels of depression, anxiety, and social engagement.

Impact of Gameplay on Mental Health

PAX East

March 2013

- Presented initial dissertation results on the impact of video game play on mental health outcomes.

RESEARCH

Depicting Mental Illness in Video Games: Characters, Aesthetics, and Mechanics

Submitted to the Digital Games Research Association (DiGRA) 2017, under review

Realistic Versus Realism: How Mental Health Portrayals Influence Social Impact Effects

Submitted to Foundations of Digital Games (FDG) 2017, under review

Seeing the Good Side: Attentional Bias Therapy Game

American University, 2015

- Collaborated with the National Institute of Mental Health on the design and development of a therapeutic hidden-numbers game.
- Served as a subject matter expert to the game's designer on anxiety and therapeutic interventions.

Representation of Mental Illness in Video Games

American University,

January 2015 – December 2016

- Analyzed the representation of mental illness in 21 video games through narrative, mechanical, and environmental structures.
- Examined the impact of realism on the emotional valence of video games with mental health themes, narratives, and goals.
- Conducted a well-played analysis of the interactive fiction game *Depression Quest*.

Dunlap, K. (2013). Clinical brief: Integration of game design and theory into group psychotherapy with veterans with severe/chronic mental illness. *Games for Health Journal: Research, Development, and Clinical Application*, 2(2) DOI: 10.1089/g4h.2013.0003

Mediating Factors in the Relationship Between Video Games and Mental Health

American School of Professional Psychology at Argosy University

August 2011 - 2014

- Investigated the interaction between video games and mental health over a 30 day period with 300 participants.
- Reviewed empirical literature on the utility of video games as a tool for increasing cognitive and psychological development and rehabilitation.
- Combined resulting data with a literature review on the topic of health and gaming to create my dissertation

Research Assistant

American School of Professional Psychology at Argosy University

August 2011 – August 2013

- Conducted research on the connection between attachment style and experienced psychological distress as mediated by mindfulness and acceptance. Research presented at the 119th American Psychological Association conference.
- Conducted research on clinicians' attachment, mindfulness, acceptance, and emotions in order to better understand clinicians and therapy outcomes.
- Created an online survey of mindfulness, acceptance, and experiential distress measures using HTML, CSS, and PHP code with a corresponding database to house the data. Survey distributed to 30 enrolled students for doctoral study.

PRESS AND PUBLICATIONS

- American University. (July 22, 2016). Q&A with game design student Kelli Dunlap.
- Wolinsky, D. (April 1, 2016). Interview with Kelli Dunlap. *Don't Die*.
- Scimeca, D. (April 25, 2016). Video games are terrible at depicting mental illness. *The Daily Dot*.
- Bech Sillesen, L. (January 21, 2015). What game design can do for journalism. *Columbia Journalism Review*.
- Walker, L. (February 1, 2015). Virtual reality training for sexual harassment? *Newsweek*.
- Babcock, S. (August 25, 2015). Baltimore Gamer panel explores fraught state of women in gaming. *TechnicallyMedia: Baltimore*.
- Dunlap, K. (October 12, 2015). A psychologist reacts to a recent APA report on video game violence studies. *Pixelkin*.
- Brenemen, L. (September 30, 2014). [Interview]: "Would Ash Ketchum give up?" How psychologist Kelli Dunlap uses video games to reach kids. *Pixelkin*.
- Dunlap, K.** (October 23, 2014). Sexist ad on Polygon causes uproar - but is it for the right reasons? *TheMarySue*.
- Stark, C. (September 6, 2012). 'Halo' player wins \$10,000 scholarship to study game psych. *Mashable*.

SUPERVISED CLINICAL EXPERIENCE

Mid-Atlantic Internship Consortium, Interdynamics Incorporated

Doctoral Psychology Intern

August 2013 – August 2014

- Provided individual, couples, family, and group psychotherapy to a diverse population of children, adolescents, adult, and older adults.
- Facilitated a substance abuse group for individuals with co-morbid moderate to severe psychopathology twice per week.
- Co-developed and facilitated a mindfulness-based cognitive therapy group for adults once per week.
- Administered, scored, and interpreted clinical, psychoeducational, and neuropsychological assessments on a weekly basis.
- Provided supervision to four Masters level interns.

Veterans Affairs Medical Center, Psychosocial Rehabilitation and Recovery Center

Advanced Psychology Extern

July 2012 – May 2013

- Developed a 20-module group therapy course on building resilience for individuals with trauma histories.
- Conducted individual psychotherapy for veterans suffering from severe and persistent mental illness including posttraumatic stress disorder, major depressive disorder, and panic disorder.
- Facilitated psychotherapy groups on relationships, cognitive behavioral therapy, and resilience, and co-facilitated groups on grief and loss, recreation therapy, and dialectical behavior therapy.

Fihankra Place

Psychology Extern

September 2011 – June 2012

- Conducted diagnostic assessments for self-referred and court-mandated clients predominantly of low socioeconomic and racial minority status
- Provided short- and long-term psychotherapy for approximately 50 outpatient clients experiencing severe mental illness such as schizophrenia, depression, bipolar, posttraumatic stress disorder, and co-occurring substance abuse issues.
- Worked with an interdisciplinary team of psychiatrists, psychologists, nurses, and social workers to develop and maintain client treatment plans.

D.C. Pretrial Services Agency

Psychology Extern

August 2010 – June 2011

- Administered, scored, and interpreted psychological batteries on clients with significant mental health and substance abuse issues who were under court supervision.
- Wrote integrative psychological reports for the D. C. Courts which included diagnostic impressions and treatment recommendations.
- Co-facilitated three substance abuse groups for individuals with co-morbid substance abuse and psychological disorders.

VOLUNTEER ACTIVITIES

eSports Administrator and Community Manager

GrifballHub, Halo FanSite

May 2009 – July 2016

- Organized and oversaw 24 seasons of *Halo* Grifball eSports and managed a community of over 4,000 members.
- Broadcasted and commentated eSport events during weekly Twitch live-streams and live events.
- Raised over \$50,000 in Kickstarter funds and company sponsorships to support eSport presence at gaming conventions.

Global Game Jam 2016

January 2016

- Registered Global Game Jam participants and coordinated site logistics.

People Animals Love Therapy Dog Team

May 2014 – Present

- Volunteered for monthly visits to a local psychiatric hospital with therapy dog Ellie the Beagle.

American Psychological Association's Division 46 Society for Media Psychology

June 2012 – Present

- Representative on the video game subcommittee.
- Reviewed video games and other media for psychological phenomena and presentation of mental health issues.

Cyberpsychology, Behavior, and Social Networking Journal

Peer Reviewer

June 2012 – Present

- Provided peer review of manuscripts pertaining to the impact of technology on mental, behavioral, and social well-being.

SPECIAL SKILLS

Unity

JavaScript

Construct 2

Photoshop

HTML

Twine 2.0

Microsoft Office

Wordpress