

BARRETT REES ANDERSON

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EXPERIENCE

GOOGLE, STADIA

As a UX Researcher, I support a team providing insights about interactive game streaming experiences.

Mixed-Methods User Experience Researcher, Stadia Playability (June 2021-Present)

- Standardized and automated video quality and playability research workflows to increase discoverability of insights across teams within Google.
- Launched a research program to continuously visualize user experience challenges across several game streaming platforms and devices.

CSU MONTEREY BAY, SCHOOL OF COMPUTING AND DESIGN

Lecturer (August 2022-Present)

As a teacher at CSUMB, I guide advanced undergraduate students through user experience research and design projects.

UC SANTA CRUZ, COMPUTATIONAL MEDIA

As a graduate student, I conducted technical games research, and research at the intersection of psychology and games.

PhD Researcher, Advisor: Adam M. Smith (2018-2020)

- Published experimental evidence for the psychological impact of game mechanics and in-game actions, from lab studies using both released indie games and my own prototype with task-specific telemetry.
- Conducted semi-structured interviews to determine user needs for videogame moment search systems.
- Produced an art/science collaboration using virtual reality to imagine different possible futures, quantifying the impact of VR experiences on motivation and feelings of belonging in STEM fields.
- Collected and published the largest dataset of authentic interactive media to date (755+ student games).

Graduate Teaching Assistant (2013-2020)

- Taught sections of 10-40 undergraduate students on various topics, including research methods, statistics, computer programming, and game design.

NASA AMES RESEARCH CENTER, HUMAN SYSTEMS INTEGRATION DIVISION

As a research assistant, I supported human factors research on team performance, communication, and fatigue.

Research Assistant, Distributed Decision Making (2008-2012)

- Monitored sleep schedules and cognitive abilities of air traffic controllers, with sleep diaries, activity monitors and cognitive tests, leading to policy changes that increased aviation safety worldwide.
- Co-designed NASA's Team Adaptation and Coordination Training (TACT) based on my team's research comparing task-oriented and team-oriented training.

Intern (2006-2008)

- Contributed analysis and writing to technical reports on fatigue, team performance, and simulation.
- Designed and modified simulated exploration missions (co-op games) for evaluating team performance.

STANFORD UNIVERSITY, PSYCHOPHYSIOLOGY LABORATORY

I supported brain imaging research on the effectiveness of a mindfulness meditation treatment for social anxiety.

Research Assistant (2003-2004)

- Conducted and published a linguistic analysis of autobiographical narratives about social anxiety.
- Created visual (FACS-coded faces) and text stimuli for fMRI brain imaging experiments.

SKILLS

- | | | | |
|-------------------------|--------------------------|---------------------------|-----------------------------|
| • A/B Testing | • HTML, CSS, JavaScript | • Lab Studies | • Python, R, SQL, MS Excel |
| • Concise/Clear Writing | • Interactive Dashboards | • Literature Review | • Qualtrics & Survey Design |
| • Experiment Design | • Interviews | • Multivariate Statistics | • Usability Testing |

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EDUCATION

PHD IN COMPUTATIONAL MEDIA, UC SANTA CRUZ 2020

Dissertation: *Searching Within and Across Games*

MS IN COMPUTATIONAL MEDIA, UC SANTA CRUZ 2018

Thesis: *Metaphors We Play With: A Psychological Investigation of Transfer from Game Systems*

MA IN EXPERIMENTAL PSYCHOLOGY, SAN JOSE STATE UNIVERSITY 2013

Thesis: *Funding Sources of Impactful and Transformative Research*

BA IN PHILOSOPHY / BS IN PSYCHOLOGY, SANTA CLARA UNIVERSITY 2003

SELECTED RESEARCH OUTPUT

The largest dataset of authentic interactive media experiences to date, the *Undergraduate Games Corpus* (755+ student games).

Anderson, B.R., & Smith, A.M. (2021). [The Undergraduate Games Corpus: A Dataset for Machine Perception of Interactive Media](#). Presented at the Thirty-Fifth AAAI Conference on Artificial Intelligence (AAAI-21).

A requirements analysis for videogame moment search, based on interviews with experts from a variety of domains.

Anderson, B.R., & Smith, A.M. (2019). [Understanding user needs in videogame moment retrieval](#). Presented at the 14th International Conference on the Foundations of Digital Games, San Luis Obispo, CA.

Empirical evidence for the psychological impact of a player's in-game actions on their own beliefs, and the influence of game mechanics specifically (separate from art/narrative).

Anderson, B.R., Karzmark, C., & Wardrip-Fruin, N. (2019). [The Psychological Reality of Procedural Rhetoric](#). Presented at the 14th International Conference on the Foundations of Digital Games, San Luis Obispo, CA.

Anderson, B.R., Karzmark, C., & Wardrip-Fruin, N. (2020). [We Don't Play As We Think, But We Think As We Play: Evidence for the Psychological Impact of In-Game Actions](#). Presented at the 15th International Conference on the Foundations of Digital Games, Bugibba, Malta.

An art/science collaboration, about imagining possible futures, supported by a VR experience.

Starr, C. R., Anderson, B.R., & Green, K. A. (2019). [Virtual Reality Experience Influences Stereotype Threat and STEM Motivation Among Undergraduate Women](#). *Journal of Science Education and Technology*, doi:10.1007/s10956-019-09781-z

AWARDS

Exceptional Paper, Foundations of Digital Games Conference, *We Don't Play As We Think, But We Think As We Play: Evidence for the Psychological Impact of In-Game Actions* 2020

University of California Regents' Fellowship 2013

NASA Group Achievement Award, *Controller Alertness and Fatigue Monitoring Study* 2012

COMMUNITY OUTREACH

STUDENT INTERNSHIP PROGRAM (SIP), UC SANTA CRUZ

Mentor (2015-2019)

- Provided mentorship and research experience for high school student interns, including first generation college students and women of color.

CENTER FOR STATISTICS IN THE SOCIAL SCIENCES, UC SANTA CRUZ

Statistics Consultant (2014-2016)

- Provided statistics consulting and tutoring services to graduate and undergraduate students.