# K. Bret Staudt Willet

Ph.D. Candidate, Michigan State University; Executive Coach, Black in Gaming

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# Summary

- Leader with 10+ years of management experience
- Expert problem-solver focused on user-centered questions and approaches
- Mixed methods researcher with extensive academic publishing record and expertise in data mining, social network analysis, natural language processing, interviews, surveys, and data visualization
- Proven ability to manage multiple projects while meeting challenging deadlines

# Experience

**Executive Coach** 2020-present Black in Gaming Remote

- Designed and implemented strategies for organizational development, transforming a conference SIG into a movement to increase the number of Black professionals in the game industry from 2% to 5% in 5 years
- Directed onboarding of 5 new members of the executive leadership team and 8 managers, resulting in a loosely affiliated network find mutual purpose and take ownership to drive forward the organizational mission
- Trained and mentored members of the executive leadership team through 40+ sessions spanning 3 months to innovate and focus efforts toward advocacy, incubation, and education initiatives

# Ph.D. Candidate, Graduate Assistant/Instructor

Michigan State University, College of Education

2017-present East Lansing, MI

- Conducted and disseminated mixed methods research
  - Published 10 articles in top peer-reviewed, academic journals and 5 chapters in edited books
  - Published 14 papers in peer-reviewed conference proceedings and presented these at the conferences
  - Presented 22 papers at academic conferences without published proceedings
  - Secured \$26,675 in additional funding for research and scholarly activity
  - Presented 13 workshops and guest lectures on topics including research methods, R programming, game design, and online communities
- Taught Teaching & Learning with Technology (Undergraduate, online, 7x, mean of 26 students)
  - Students completed a semester-long project by designing a professional online portfolio showcasing their new skills in design thinking, universal design for learning, media & information literacy, professional learning networks, computational thinking, and play-based learning
- Taught Learning Technology by Design (Master's, online, 3x, mean of 22 students)
  - Students completed a semester-long project by working through one cycle of the design process (empathize, define, ideate, prototype, test) to address a problem of practice in their professional context.
- Taught Electronic Assessment for Teaching and Learning (Master's, online, 3x, mean of 14 students)
  - Students completed a semester-long project by creating a formative assessment design plan (incorporating learning theories, feedback, and educational technologies) to implement in their professional context.
- Taught *Teaching Students Online* (Master's, online, 1x, 14 students)
  - Students completed a semester-long project by designing a curriculum for an online course module for their professional context, which may include training sessions or non-traditional courses.

# Founding National Director, Ministry in Digital Spaces

2014-2017 Madison, WI

InterVarsity Christian Fellowship/USA

- Set out to build the most diverse tech team in America
- Recruited and trained 11 talented women and men, seeing the core leadership team grow from 1 to 12
- Directed, and facilitated 5 think tank gatherings of industry experts in Atlanta, Austin, and San Francisco
- Supervised 8 project leads managing 51 projects conceptualizing, developing, and testing innovative approaches to building online communities through video games and social media

**Area Director** 2009-2014 Lancaster, PA

InterVarsity Christian Fellowship/USA

• Supervised 17 different staff at colleges and universities across South Central Pennsylvania

Directed 11 conferences for undergraduate students from 7 colleges (mean of 100 registrants)

- Delivered 100+ talks at 13 different colleges and 8 inter-collegiate conferences (range of 15 to 200 attendees)
- Designed and facilitated 30 training seminars for staff and students, specializing in leadership development

### **Director, Summer Justice Program**

2005-2006; 2009-2012

InterVarsity Christian Fellowship/USA

- Designed and facilitated five 6-week immersive experiential programs for undergraduate students (mean of 8 students per summer) to learn from and work with local leaders in Lancaster, Pennsylvania (2006; 2009-2012)
- Designed and facilitated a 6-week immersive, experiential learning program for 3 undergraduate students to learn from and work with local leaders in Manila, Philippines (2005)

# **Education**

## Michigan State University

- 2020 (expected): Ph.D. in Educational Psychology & Educational Technology
- 2015: M.A. in Educational Technology
- 2014: Graduate Certificate in Serious Game Design and Research

### **Bucknell University**

• 2003: B.A. in Mathematics & Sociology

### **Further Training**

- 2020: Early Career Symposium at Association for Educational Communications and Technology (AECT) International Convention (Online)
- 2020: Reproducible Research Course Certificate from Johns Hopkins University (Coursera.org)
- 2019: Exploratory Data Analysis Course Certificate from Johns Hopkins University (Coursera.org)
- 2018: Doctoral Colloquium at Association of Internet Researchers (AoIR) International Conference (Montreal)
- 2018: Methods for Analyzing and Modeling Textual Data at Summer School Series on Methods for Computational Social Science (Los Angeles, CA)
- 2018: Getting and Cleaning Data Course Certificate from Johns Hopkins University (Coursera.org)
- 2018: The Data Scientist's Toolbox Course Certificate from Johns Hopkins University (Coursera.org)
- 2017: R Programming Course Certificate from Johns Hopkins University (Coursera.org)
- 2012: Game Design and Facilitation Workshop Certificate from The Thiagi Group at North American Simulation and Gaming Association (NASAGA) International Conference (Columbus, OH)

# Accomplishments

#### **Awards**

- 2020: Clifford E. Erickson Memorial Fund Scholarship from Michigan State's College of Education
- 2020: Featured Research at Association for Educational Communications and Technology (AECT) International Convention (Online) as lead investigator of how social networks on Reddit change over time
- 2020: Outstanding Paper Award from Society for Information Technology & Teacher Education (SITE) International Conference (Online) as sole investigator of discourse in Twitter hashtags and reply threads
- 2019: Disciplinary Leadership Award from Michigan State's Council of Graduate Students
- 2019: Outstanding Paper Award from SITE International Conference (Las Vegas, NV) as lead investigator comparing participation in four subreddits through data mining and social network analysis
- 2017: Outstanding Paper Award from SITE International Conference (Austin, TX) as lead investigator interpreting Twitter hashtag activity through three different theoretical frameworks

#### Service

- 2020-2021: Served as Communications Officer for AECT's Research & Theory Division
- 2019-2021: Served as Co-Chair for SITE's Social Media SIG
- 2019-2020: Served as Secretary for AECT's Research & Theory Division
- 2018-2019: Served as Webinar Team Leader for AECT'S Graduate Student Association
- 2017: Served as the Science, Technology, & Innovation Track Chair and a Conference Executive Committee Member for Passion Talks Conference (Google HQ, Mountain View, CA)
- 2015: Served as the Hackathon Mentor Coordinator for Urbana International Conference (St. Louis, MO)
- 2013-2015: Served as Board Member for North American Simulation and Gaming Association (NASAGA)

#### **Technical Skills**

• R, Markdown/R Markdown, Git/Github, ATLAS.ti, Gephi, Excel, SPSS, HTML, CSS