K. Bret Staudt Willet

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

✉ **bret@bretsw.com** 🐦 **bretsw** 🐙 **bretsw** in **bretsw** 🎓 **bretsw** 🌐 **bretsw.com**

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Skills

Leadership: teamwork, critical thinking, problem definition, problem-solving, organizational development
Communication: group facilitation, public speaking, academic writing, editing, data visualization
Research: mixed methods, data mining, social network analysis, natural language processing, interviews, surveys
Technical: R, Markdown/R Markdown, Git/Github, ATLAS.ti, Gephi, Excel, SPSS, HTML, CSS

Experience

Executive Coach 2020-present
Black in Gaming Remote
- Designed and implemented strategies for organizational development, seeing a conference SIG become 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, seeing 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 to innovate, simplify, and focus efforts

Graduate Assistant/Instructor 2017-present
Michigan State University, College of Education East Lansing, MI
- Taught *Teaching & Learning with Technology* (Undergraduate, online, 7x)
  - 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)
  - 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)
  - 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)
  - 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
InterVarsity Christian Fellowship/USA Madison, WI
- Set out to build the most diverse tech team in America; recruited and trained 11 talented women and men to grow core leadership team 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, South Central Pennsylvania 2009-2014
InterVarsity Christian Fellowship/USA Lancaster, PA
- Supervised 17 different staff
- Directed 11 conferences for undergraduate students from 7 colleges
- Delivered more than 100 talks at 13 different colleges and 8 inter-collegiate conferences
- Designed and facilitated 30 training seminars for staff and students, specializing in leadership development

Director, Summer Justice Program 2006; 2009-2012
InterVarsity Christian Fellowship/USA Lancaster, PA
- Designed and facilitated five 6-week immersive experiential programs for undergraduate students to learn from and work with local leaders in Pennsylvania

Director, Summer Justice Program 2005
InterVarsity Christian Fellowship/USA Manila, Philippines

- Designed and facilitated a 6-week immersive, experiential learning program for undergraduate students to learn from and work with local leaders in Manila

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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

Publications and Speaking
- 2017-present: 10 articles published in top peer-reviewed academic journals
- 2017-present: 5 chapters published in edited books
- 2017-present: 14 papers published in peer-reviewed conference proceedings
- 2013-present: 22 papers presented at academic conferences without published proceedings
- 2017-present: $26,675 in additional funding secured for research and scholarly activity
- 2014-present: 13 guest lectures and workshops given on topics including research methods, R programming, game design, and online communities

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
- 2016-2020: Reviewed articles for 3 academic journals and 3 academic conferences
- 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)