

# Kelli N. Dunlap, M.A., Psy.D.

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## **EDUCATION**

### **Doctorate in Clinical Psychology (PsyD)**

American School of Professional Psychology at  
Argosy University  
Washington, D.C.  
August 2014

### **Master of Arts in Game Design**

The American University  
Washington, D.C.  
December 2016

## **RELEVANT EMPLOYMENT**

### **Adjunct Faculty of Game Design**

American University (Present)

- Responsible for teaching the following courses required for the completion of a Masters of Game Design:
  - Games, History, and Society
  - The Psychology of Games
  - Independent study

### **Director of Mental Health Research and Design**

iThrive Games Foundation (June 2017 - Nov 2019)

- Lead development of mental health design projects, products, and games
- Responsible for managing all aspects of mental health research design, including data collection, data analysis, ethical compliance, and project management
- Design and test games with mental health skill-building opportunities
- Write white papers, journal articles, other scholarly works for publication and presentation
- Present projects and research at games industry, academic, and commercial conferences
- Editor-in-Chief of the peer-reviewed *Journal of Games, Self, and Society*

## **SUPERVISED CLINICAL EXPERIENCE**

### **Mid-Atlantic Internship Consortium, Interdynamics Incorporated**

*Doctoral Psychology Intern* Lanham, M.D.

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*

Washington, D.C.

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* Washington, D.C.

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* Washington, D.C.

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.

## **WORKSHOPS AND TRAININGS**

### **The Impact of Video Games on Youth Mental Health**

KIPP Elementary, Washington, DC

November 2019

### **Video Games and Teen Mental Health**

KIPP High School, Washington, DC

November 2019

### **Video Games in the Lives of Adolescents**

John L. Gildner Regional Institute for Children and Adolescents, Rockville, MD

April 2016

### **Video Games and Mental Health**

Maryland Psychological Association, Landover, MD  
April 2015

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

John L. Gildner Regional Institute for Children and Adolescents, Rockville, MD  
March 2015

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

Laurie Young LCSWC and the Kolmac Clinic, Silver Spring, MD  
February 2015

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

Online webinar  
December 2014

## **SELECT PUBLICATIONS**

Connell, M. & Dunlap, K. (2020). You are the one foretold; Finding yourself through the journey. In R. Kowert (Ed.) *Video Games and Wellbeing*: Press Start. Palgrave Pivot.

Dunlap, K. (in press). Representation of mental illness in video games. *Connected Learning Summit Conference Proceedings 2018*.

Dunlap, K. (2018, June 28). Gaming Disorder and the World Health Organization. [Blog post]. <http://ithrivegames.org/gaming-disorder-and-the-world-health-organization/>

Dunlap, K. (2018, May 21). Mental health in games: 3 Design tropes that need to die. [Blog post]. <http://ithrivegames.org/mental-health-tropes-that-need-to-die/>

Dunlap, K., & Rivers, S. (2017). Game-based assessment of social and emotional skills in adolescents. *Well-Played*, ETC Press, Carnegie Mellon.

Dunlap, K. (2017, December 18). VR and empathy: Tread carefully. [Blog post]. <http://ithrivegames.org/vr-and-empathy-tread-carefully/>

Dunlap, K. (2017, November 29). How bad data have given video games a bad rap (and how to read beyond the headlines). [Blog post]. <http://ithrivegames.org/how-bad-data-have-given-video-games-a-bad-rap/>

Dunlap, K. (2012). Integration of game design and theory into group psychotherapy with veterans with severe/chronic mental illness. *Games for Health Journal*, 2(2), 1 - 4 doi: 10.1089/g4h.2013.0003

## **RECENT PRESENTATIONS**

### **Beyond Empathy 101: Digging Deep into Empathy, Ethics, and Design**

Games for Change 2019

New York, NY

### **Video Games to Help Emotionally Traumatized Youth**

Serious Play 2019

Montreal, QC

### **Are Lootboxes Ethical?**

PAX East 2019

Boston, MA

### **Empowering Gamers: How Clinicians Use Video Games**

PAX East 2019

Boston, MA

### **Designing a Therapeutic TTRPG**

MAGFest 2019

Washington, DC

### **Digital Games Good or Bad: Debating the WHO Release**

United Nations Educational, Scientific and Cultural Organization (UNESCO) Transforming Education Conference for Humanity 2018.

Visakhapatnam, India

### **VR and Empathy: A Process for Intentional Design**

Boston Festival of Indie Games 2018

Boston, MA

### **Psychology of the Legend of Zelda Franchise**

PAX East 2018

Boston, MA

### **Plot vs Reality: Mental Health Representation in Games**

PAX East 2018

Boston, MA

### **Strategies for Advancing Mental Health in Games**

Games for Change 2018

New York City, NY

### **Adventures in WHOville: The Proposed Gaming Disorder's Impact on Games for Change**

Games for Change 2018

New York City, NY

### **Designing Games for the 21st Century Well-Being**

Mental Health America Conference 2018

Washington, DC

### **Symposium on Game Design in Higher Education**

Eastern Psychological Association 2017 Conference

March 2017

## **Community Engagement at the Intersection of News and Games**

Game Developers Conference, San Francisco, CA

March 2016

\*Awarded top speaker honors

## **SHIPPED GAMES**

### **Factitious**

Level and User Experience Designer and Analyst,  
*American University and The Knight Foundation, 2017*

### **SwingVoter Go 2016 Election Game**

Game Design and Community Manager  
*MoveOn.org and Jane McGonigal, 2016*

### **Seeing the Good Side: Attentional Bias Therapy Game**

Level Designer and Subject Matter Expert  
*National Institute of Mental Health and American University, 2016*

### **Square Off**

Game Designer and Content Researcher  
*American University and VOX Media, 2016*

### **Commuter Challenge**

Game Designer  
*American University and WAMU, 2016*

### **Newspark**

Game and Experience Designer  
*American University and The Newseum, 2016*

## **AFFILIATIONS**

### **American Psychological Association**

Member

### **APA Division 42: Media Psychology**

Member

### **International Game Developers Association**

Chair, Mental Health Special Interest Group

### **IGDA Foundation Velocity Program**

Mentor

### **Microsoft Most Valuable Professional**

XBOX Division