

# 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

## **EMPLOYMENT**

### **Clinical Psychologist**

Pixel Perfect Psychotherapy (Present)

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

American University (2019-2021)

### **Community Director**

TakeThis.org (Present)

## **UNIVERSITY COURSES**

### **GAMES 605**

Games, History, & Society

### **GAMES 610**

Games Research Methods

### **GAMES 696**

The Psychology of Video Games

## **WORKSHOPS AND TRAININGS**

### **Gaming and Gamers 101: Using Video Games for Therapeutic Outcomes**

Pro Bono Counseling Project  
June 2021

### **Video Games as a Cultural Competence**

Maryland Psychological Association Annual Conference  
November 2020

### **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**

Dunlap, K. (2022).. The monstrosity of stigma: Mental health representation in video games. Proceedings from The 17th annual Tampere University Game Research Lab spring seminar. April 20-22, 2021.

Dunlap, K. & Kowert, R. (2021). Mental health in 3D: A dimensional model of mental illness representation in digital games. *Loading... The Journal of Canadian Game Studies Association*, 13(22).

Dunlap, K., Shanley, M., & Wagner, J. (2021). Mental Health Live: Mental Health of Streamers during COVID-19. (In Press). *Live Streaming Culture*.

Dunlap, K., & Anderson, C. (2020). Finding identities: Why being a geek is socially powerful. In A. Bean, E. Daniel, and S. Hays (Eds). *Integrating Geek Culture into Therapeutic Practice: The Clinician's Guide to Geek Therapy*.

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

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

## **SELECT PRESENTATIONS**

### **Darker Side of Gaming, eSports, and Kids**

World Ethical Data Forum 2022

Online

### **Design Challenges and Solutions: Mental Health Representation in Games**

Game Accessibility Conference 2022

Online

### **Keynote: Creating an Ethical Code for Designing Psychological Trauma Games; No More Homicidal Maniacs - Improving Mental Health Representation in Games**

13th Annual Clash of Realities Conference (2022)

Cologne, Germany

### **Diversity in Gaming Panel**

UNC Charlotte Office of Diversity and Inclusion 2021

Online

### **Do No Harm: Ethical Design for Emotionally Heavy Games**

Game Developers Conference 2021

San Francisco, CA

### **Ethical Design for Emotionally Heavy Games**

Games for Change Conference 2021 (mainstage)

NYC, Online

### **Research Report: Mental Health of Streamers During COVID**

PAX Online 2021

Online

### **Why We Pursue Serious Games and How We've Done It**

Serious Games Conference 2021

Online

### **The Past, Present, and Future of XR and Mental Health**

GamesBeat Summit, 2021

Online

### **The monstrosity of stigma: Mental health representation in video games**

17th annual Tampere University Game Research Lab Spring Seminar, 2021

Tampere, Finland (online)

**Mental Health Representation in Video Games; Video Games as a Culture Competence**

Therapeutic and Applied Geek and Games Summit 2021

Online

**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

## **AWARDS & RECOGNITION**

**Outstanding Teaching in an Adjunct Appointment Award Nominee**

American University, 2020

**International Game Developers Association Velocity Program**

Mentor

**Civic and Social Impact Featured Game - Ellie Beagle Therapy Dog**

Games for Change 2017, New York City, NY

**Game Developers Conference 2016 – Top Speaker Award**

San Francisco, CA

**Journalism Leadership Transformation Fellowship**

American University, January 2015

Awarded a \$100,000 fellowship for American University's Master of Arts in Game Design.

**Microsoft Most Valuable Professional Award**

June 2013 - Present

Awarded and renewed for exceptional contributions to the technical community in the specialized area of Xbox.

**Twitch Scholarship Program**

September 2012

Received \$10,000 scholarship for research in the area of mental health and video games.