

K. BRET STAUDT WILLET

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EDUCATION

Current	<i>Educational Psychology and Educational Technology</i> PhD – Michigan State University College of Education, East Lansing MI
2015	<i>Educational Technology</i> MA – Michigan State University College of Education, East Lansing MI
2003	<i>Mathematics and Sociology</i> BA – Bucknell University, Lewisburg PA

FURTHER TRAINING

2017	<i>R Programming</i> Certificate – Johns Hopkins University on Coursera
2014	<i>Serious Game Design and Research</i> Graduate Certificate – MSU College of Communication Arts and Sciences
2012	<i>Game Design and Facilitation</i> Workshop Certificate – The Thiagi Group at NASAGA

WORK EXPERIENCE

2014–present	<i>Ministry in Digital Spaces Director</i> InterVarsity Christian Fellowship/USA – United States
2015	<i>Urbana 15 Hack4Missions Core Leadership Team – Mentor Coordinator</i> InterVarsity Christian Fellowship/USA – United States
2009–2014	<i>Area Director</i> InterVarsity Christian Fellowship/USA – South Central Pennsylvania
2008–2009	<i>Associate Area Director</i> InterVarsity Christian Fellowship/USA – South Central Pennsylvania

2007-2009	<i>Chapter Planter</i> InterVarsity Christian Fellowship/USA – South Central Pennsylvania Penn State Harrisburg – Lebanon Valley College – Millersville University
2006, 2009-2012	<i>Summer Urban Program Director</i> InterVarsity Christian Fellowship/USA – Lancaster PA
2005	<i>Summer Global Program Director</i> InterVarsity Christian Fellowship/USA – Manila, Philippines
2003-2007	<i>Campus Staff Minister</i> InterVarsity Christian Fellowship/USA – South Central Pennsylvania Franklin and Marshall College
2002-2003	<i>Research Assistant</i> Bucknell University – Department of Sociology
2000-2002	<i>Research Assistant</i> Bucknell University – Department of Mathematics
2000	<i>Summer Research Experience for Undergraduates (REU)</i> Bucknell University – Department of Mathematics
1999-2000	<i>Tutor</i> Bucknell University – Department of Mathematics

AWARDS

2017	<i>Outstanding Paper Award</i> SITE International Conference
2014	<i>Best Existing Film</i> Code for the Kingdom Hackathon, Austin TX

CONFERENCE PRESENTATIONS

2017	<p>Greenhow, C., Marich, H., & Staudt Willet, K.B. (2017). Social scholars: Re-envisioning graduate education in the age of social media. In P. Resta & S. Smith (Eds.), <i>Proceedings of Society for Information Technology & Teacher Education International Conference 2017</i> (pp. 856-861). Chesapeake, VA: Association for the Advancement of Computing in Education (AACE).</p> <p>Rosenberg, J., Akcaoglu, M., Staudt Willet, K.B., Greenhalgh, S., & Koehler, M. (2017). A tale of two Twitters: Synchronous and asynchronous use of the same hashtag. In P. Resta & S. Smith (Eds.), <i>Proceedings of Society for Information Technology & Teacher Education</i></p>
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	<p><i>International Conference 2017</i> (pp. 283-286). Chesapeake, VA: Association for the Advancement of Computing in Education (AACE).</p> <p>Staudt Willet, K.B., Koehler, M.J., & Greenhalgh, S.P. (2017). A tweet by any other frame: Three approaches to studying educator interactions on Twitter. In P. Resta & S. Smith (Eds.), <i>Proceedings of Society for Information Technology & Teacher Education International Conference 2017</i> (pp. 1823-1830). Chesapeake, VA: Association for the Advancement of Computing in Education (AACE).</p>
2016	<p>Staudt Willet, K. B. (2016, August). <i>How did we get here?</i> Keynote address at Passion Talks 2016. Fremont, CA.</p> <p>Staudt Willet, K. B. (2016, August). <i>The strength of the weak ties.</i> Paper presented at Passion Talks 2016, Google Headquarters. Mountain View, CA.</p>
2015	<p>Staudt Willet, K. B. (2015, September). <i>Patterns of online communities.</i> Webinar presented for Indigitous Sessions. Online.</p>
2014	<p>Staudt Willet, K. B. (2014, October). <i>My journey into user-centered game design.</i> Paper presented at North American Simulation and Game Association Conference 2014. Baltimore, MD.</p>
2013	<p>Staudt Willet, K. B. (2013, October). <i>Tension: My favorite game mechanic.</i> Paper presented at North American Simulation and Game Association Conference 2013. Sarasota, FL.</p>

INTERVIEWS

2016	<p>Prabhakar, E. (2016, November 17). #001: <i>Bret Staudt Willet on ministry in digital spaces.</i> Interview with Bret Staudt Willet for PassionChats podcast. https://soundcloud.com/passionchats/001-bret-staudt-willet-on-ministry-in-digital-spaces</p> <p>Stolicker, B. (2016, September 21). <i>Technology: A new way to ministry.</i> Interview with Bret Staudt Willet for Mission Network News. https://www.mnnonline.org/news/technology-new-way-ministry/</p> <p>Stolicker, B. (2016, September 19). <i>Pokémon Go: A modern day well.</i> Interview with Bret Staudt Willet for Mission Network News. https://www.mnnonline.org/news/pokemon-go-modern-day-well/</p> <p>Govier, G. (2016, September 8). <i>Ministry is about meeting people.</i> Interview with Bret Staudt Willet for InterVarsity News. http://intervarsity.org/news/ministry-about-meeting-people</p> <p>Stolicker, B. (2016, July 21). <i>Ministry for the digital spaces.</i> Interview with Bret Staudt Willet for Mission Network News. https://www.mnnonline.org/news/ministry-digital-spaces/</p>
2014	<p>Watts, M. (2014, August 20). <i>Games do not equal gamification.</i> Interview with Bret Staudt Willet for Indigitous. https://indigitous.org/2014/08/20/gamification/</p>

SERVICE

2017	<i>Conference Program Committee Member</i> Passion Talks
2016	<i>Graduate Student Ad-Hoc Reviewer</i> With Dr. Christine Greenhow (Faculty Reviewer), <i>Learning, Media and Technology</i>
2013-2015	<i>Board Member</i> North American Simulation and Game Association
2014, 2015	<i>Conference Committee Member</i> North American Simulation and Game Association

PROFESSIONAL AFFILIATIONS

2016-present	AERA (American Educational Research Association)
2017-present	SITE (Society for Information Technology and Teacher Education)
2017-present	AoIR (Association of Internet Researchers)
2017-present	SIGCHI (Special Interest Group on Computer-Human Interaction)
2012-present	NASAGA (North American Simulation and Game Association)