

## EDUCATION

- Massachusetts Institute of Technology, Cambridge, Massachusetts 2014-2016  
 Master of Science (S.M.) in Comparative Media Studies, September 2016.
- Thesis: "Fake the Dawn: Digital Game Mechanics and the Construction of Gender in Fictional Worlds," July 2016.
- University of Wisconsin-Madison, Madison, Wisconsin 2009-2013  
 Bachelor of Arts (B.A.) with Distinction in Art History and Religious Studies, May 2013.
- Senior Honors Thesis: "Digital 'Fayth' and Ritual 'Play': A Study in Religious Participation and Audiovisual Affect in Contemporary Video Games," May 2013.

## PUBLICATIONS

- Schmieder, Christian, Kyrie E. H. Caldwell, and Ellen Bechtol. "Reaching Extension for the Systematic Analysis of Large Qualitative Data Sets." *Journal of Extension*, 56, no. 6 (October 2018). [https://joe.org/joe/2018october/pdf/JOE\\_v56\\_6a2.pdf](https://joe.org/joe/2018october/pdf/JOE_v56_6a2.pdf).
- Caldwell, Kyrie Eleison H., Scot Osterweil, Carole Urbano, Philip Tan, and Richard Eberhardt. "I Just Don't Know Where to Begin"--Designing to Facilitate the Educational Use of Commercial, Off-the-Shelf Videogames." In *Serious Games and Edutainment Applications*, edited by Minhua Ma, Andreas Oikonomou, and Lakhmi C. Jain, 2nd edition. London: Springer-Verlag, 2017. <https://www.springer.com/us/book/9783319516431>.
- Caldwell, Kyrie Eleison H., Sean Seyler, Amanda Ochsner, and Constance Steinkuehler, eds. *Games + Learning + Society Conference 11 Proceedings*. Pittsburg, PA: ETC Press, 2015. <http://press.etc.cmu.edu/content/gls-11-conference-proceedings>.
- Caldwell, Kyrie Eleison H. "Acting in the Light and on Fayth: Ritualized Play in *Journey* and *Final Fantasy X*." Edited by Sean Duncan and Caroline C. Williams. *Well Played: A Journal on Video Games, Values, and Meaning* 4, no. 1 (2015): 157–78. <http://press.etc.cmu.edu/index.php/product/well-played-vol-4-no-1/>.
- . "This Is My Story: Representation and Change in *Final Fantasy X-2*." Edited by Jane Pinckard and Clara Fernández-Vara. *Well Played: A Journal on Video Games, Values, and Meaning* 4, no. 3 (2015): 56–68. <http://press.etc.cmu.edu/index.php/product/well-played-vol-4-no-3/>.

## CONFERENCE PAPERS AND PRESENTATIONS

- Caldwell, Kyrie E. H.; Morris, T. Cullen; Aeschliman, Natalie. "Sprinting the Unprintable; or, How to Not Wait for Epiphanies to Manage Your Project." Presented at Leadership and Management Development Conference, Madison, WI, November 11, 2019. <https://hr.wisc.edu/leadership-and-management-development-conference/sessions/>
- Schmieder, Christian. "The Data Jam Initiative: Institutional Capacity Building in Qualitative Data Analysis." Poster 2320 in Qualitative Methods track, presented at the Evaluation 2018: Speaking Truth to Power, Cleveland, OH, October 31, 2018. <https://www.evaluationconference.org/e/in/eid=33&s=8052&req=info>.
- Schmieder, Christian. "Qual Pal: A Card-Based Tool for Challenging Barriers to Facilitating Qualitative Analysis." Skill-Building Workshop, session 2294 in Qualitative Methods track, presented at the Evaluation 2018: Speaking Truth to Power, Cleveland, OH, November 2, 2018. <https://www.evaluationconference.org/e/in/eid=33&s=7689&req=info>.
- Schmieder, Christian. "Statewide Situational Analysis: Wisconsin Case Study." Birds of a Feather Gathering, session 2773 in Extension Education Evaluation track, presented at the Evaluation 2018: Speaking Truth to Power, Cleveland, OH, November 1, 2018. <https://www.evaluationconference.org/e/in/eid=33&s=7885&req=info>.
- Eberhardt, Richard, and Kyrie Eleison H. Caldwell. "The Challenges of Using Commercial-Off-the-Shelf Narrative Games in History Classrooms." In *DiGRA and FDG, First Joint International Conference Proceedings*. Dundee, Scotland, United Kingdom, August 2016.
- "Love is a Battlefield: A Comparative Analysis of Love as a Game Mechanic and Sartre's *Being and Nothingness*" (Well-Played format), *Games + Learning + Society* 11, Madison, Wisconsin, July 2015.
- "Working Example: Using Popular Games for Serious Learning" (Working Example format), *Games + Learning + Society* 11, Madison, Wisconsin, July 2015.
- "A Thousand Words, A Thousand Embraces: Discourses of Love in Mainstream Games" (extended abstract format), *Digital Games Research Association 2015: Diversity of Play: Games – Cultures – Identities*, Lüneberg, Germany, May 2015.
- "Well Played: Religious Experience in *Journey* and *Final Fantasy X*" (Well-Played format), *Games + Learning + Society* 10, Madison, Wisconsin, June 2014.

## TEACHING EXPERIENCE

- Volunteer Teaching Assistant, *Why Be Chicano? (CLS 530)*, University of Wisconsin-Madison: Fall 2018.
- Facilitated weekly, informal discussion sections; met individually with students to provide writing guidance; managed the online (Canvas) course site; collected and analysed evaluation data.
- Teaching Assistant, *Introduction to Video Game Theory (CMS.300)*, Massachusetts Institute of Technology: Fall 2015.
- Facilitated weekly class seminar; helped choose, analyze, and develop talking points on reading assignments; met individually with students to provide writing guidance; graded student assignments.
- Guest Lecturer, *Gender and Japanese Popular Culture (WGS.154)*, Massachusetts Institute of Technology: Fall 2015.
- Assigned readings, presented lecture, and facilitated seminar discussion for one class session.
- Volunteer tutor, *The Odyssey Project*, University of Wisconsin-Madison, 2013-2014 and 2016-present.

- Tutors reading, writing, and critical analysis skills in a year-long, general humanities for-credit course for low-income, underrepresented members of the community.

## HONORS AND AWARDS

**International Game Developers Association Scholar, Game Developers Conference Europe and Gamescom**, Summer 2016.

- Admission and travel stipend awarded to nine games-related students to attend the Game Developers Conference Europe 2016 and Gamescom 2016 in Cologne, Germany through the support of the International Game Developers Association (IGDA) Foundation, including individually matched mentorships under industry professionals.

**Iwanter Prize, University of Wisconsin-Madison Center for the Humanities**, Spring 2013

- Awarded to one graduating senior who demonstrated overall distinctive interdisciplinary scholarship in the humanities, based upon completion of undergraduate thesis and course history.

**Undergraduate Achievement Award, Theta Alpha Kappa**, Spring 2013

- Awarded to one graduating senior per chapter who demonstrated outstanding scholarship in religious studies and an overall commitment to his/her religious studies program/department.

**Chancellor's Scholarship, University of Wisconsin-Madison**, Fall 2009

- Merit scholarship providing full tuition award and textbook stipend, as well as mentorship and social support, designed to diversify student population through the support of students from traditionally underrepresented backgrounds.

## WORK AND VOLUNTEER EXPERIENCE

**Researcher & Evaluator, LEAD Center, Wisconsin Center for Education Research, University of Wisconsin-Madison**, 2019-present

- Collects and analyzes primarily qualitative research and evaluation data and documents results.
- Conducts literature reviews, prepares reports and materials, and disseminates information to appropriate entities and assists with publications.
- Develops and implements research and evaluation methods and procedures.
- Assists in developing grant applications and proposals to secure research funding.

**Qualitative Research Assistant and Outreach Specialist, Office of Program Support Services, Cooperative Extension, University of Wisconsin-Extension**, 2016-2019

- Acted as internal consultant on qualitative data collection, analysis, and communications methods and software.
- Developed curricula and resources for building capacity in data literacy, ethics, use, and management.
- Contributed to designing, stewarding, communicating/educating on, and managing institutional data collection.

**Curatorial Assistant, Tandem Press, University of Wisconsin-Madison**, 2011-2013

- Assisted in the organization and execution of the annual Wine Auction fundraising event, including serving on the planning committee, researching and authoring the Auction Catalogue, and managing volunteers at the event.
- Assisted in coordinating Tandem Press's twenty-fifth anniversary exhibition at the Chazen Museum of Art, Madison, Wisconsin, including researching and authoring artist biographies and compiling a listed archive of all prints published by Tandem Press.
- Assisted in daily sales, customer outreach, database maintenance, inventory archives, and the shipping and handling of works on paper.
- Managed professional Twitter account and established and maintained Wordpress.com blog.
- Wrote public relations copy sent to clients, investors, and other members of Tandem Press's professional network.

**Arts Columnist, The Daily Cardinal, University of Wisconsin-Madison**, 2010-2011

- Wrote bimonthly column for *The Daily Cardinal* pertaining to arts events in the Madison, WI community.

## Activities

- Member, United Faculty and Academic Staff, American Federation of Teachers-Wisconsin Local Union #223, 2017-present.
- Peer Reviewer:
  - American Evaluation Association Conference, 2018; DiGRA Diversity Committee, 2017, 2019; Press Start Journal, 2016-2017; Games + Learning + Society Conference, 2013-2016; The Journal of Human-Computer Interaction, 2013.

## LANGUAGES

- **English**, native proficiency.
- **Japanese**, elementary to limited working proficiency in reading, writing, speaking, and listening.
- **Latin**, elementary proficiency in reading.