

Research with Games

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Facultad de Informática
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Entrada libre hasta completar el aforo

Resumen:

In this presentation, Dr. Katryna Starks explores the rigorous methodologies used to quantify the impact of interactive media on human behavior through her Cognitive Behavioral Game Design (CBGD) framework. As a Teaching Assistant Professor at the University of Illinois, she illustrates how her research transforms abstract psychological constructs—such as self-efficacy and health-promoting behaviors—into measurable gameplay data. Central to this work is the student-led game studio, which functions as a living laboratory where researchers and students collaborate to prototype socially conscious narratives and test "micro-interventions." By examining the intersection of game mechanics and clinical psychology, Dr. Starks demonstrates how the next generation of designers is leveraging the studio environment to prove that games can be both scientifically valid research tools and effective delivery systems for profound social change.

Sobre Katryna Starks:

Dr. Katryna Starks is a Teaching Assistant Professor at the University of Illinois Urbana-Champaign within the School of Information Sciences, where she specializes in game studies, interactive narrative, and the psychology of serious games. Holding both an M.S. and a Ph.D. in Psychology, Dr. Starks focuses her research on how video games can be leveraged to foster health-promoting behaviors, influence player identity—particularly among youth and female players—and enhance learning through prosocial impact. She is notably recognized for developing the "Cognitive Behavioral Game Design" (CBGD) framework, a model designed to integrate psychological principles into game mechanics for therapeutic and educational purposes. In addition to her research, she has played a pivotal role in academic curriculum design, including the co-development of a Bachelor of Serious Games and the creation of an Interactive Narrative minor.