

Lucas Watson

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🌐 https://lcwat.github.io/lcwww_repo/ 🔗 <https://github.com/lcwat>

Education

Aug. 2023 - Present	Ph.D. Experimental Psychology - Cognitive/Human Factors Kansas State University
Aug. 2018 - Aug. 2022	Bachelor of Science: Biology - Biomedical Science Southeast Missouri State University
Aug. 2020 - May 2022	Bachelor of Science: Psychology Southeast Missouri State University

Employment

Aug. 2023 - Present	Graduate Teaching Assistant <i>Kansas State University</i> • Lecture: led in-person lectures, prepared in-class activities like interactive quizzes, labs, and presentations • Collaboration: worked on delivering course material and discussing curriculum outcomes, molding lecture and assignments to facilitate learning and critical thinking • Engagement: engaged and connected with students in discussion in-class and online • Courses: Cognitive psychology (Fall 2023, Spring 2024), Lifespan Development (Spring 2024), Experimental Methods Lab (Fall 2024, Spring 2025)
Oct. 2022 - May 2023	Substitute Teacher <i>Monroe County Regional Office of Education, Monroe County, IL</i> Filled in for absent teachers, led classrooms and enacted lesson plans with kids of various ages and backgrounds in K-12 classes.
Jan. 2022 - May 2022	Senior Learning Assistant - Resource Specialist <i>Learning Assistance Programs, Southeast Missouri State University</i>

- Management: Acted as a liaison between Learning Assistants and office staff to communicate their needs in terms of resources
- Teaching: Taught Learning Assistants special skills to leverage in their tutorial sessions through interactive presentations
- Outreach: Connected tutorial services to the broader campus community through social media

Jan. 2020 - May 2022

Learning Assistant

Learning Assistance Programs, Southeast Missouri State University

- Tutoring: Assisted students of various skill levels with specific course material. Students attending improved one letter grade over those not attending.

Publications

Jan. 2026

Michael E. Young, Patrick M. Hancock, **Lucas Watson**, Brian Howatt, Robert Southern, and Karissa Payne. Video game engines as the new virtual Skinner box, *Journal of the Experimental Analysis of Behavior*, 125(1), e70081. 10.1002/jeab.70081.70081.

Research

Aug. 2025 - Present

Adaptive Reasoning and Decisions Lab, Kansas State University

Principal investigator: **Dr. Gary Brase, Ph.D.**

- Master's (in progress): Built an embedded video game environment in the Unity game engine to study the effects of environmental variability on moment to moment decision making. I'm particularly interested in how humans develop and leverage heuristics to reduce physical and/or cognitive effort in a dynamic environment.

Aug. 2023 - June 2025

Dynamic Decision Making Lab, Kansas State University

Principal investigator: **Dr. Mike Young, Ph.D.**

Sep. 2021 - Aug. 2023

Undergraduate Research Assistant

I/O Recruitment Effectiveness Lab, Southeast Missouri State University

Principal investigators: **Dr. Lesly Krome Ph.D. and Dr. David Tomchuk DAT, ATC, LAT, CSCS.**

Assisted developing materials, recruiting subjects, and analyzing data to study potential bias in hiring based on both race and professionalism of social media profiles even with ideal resumes.

Teaching

Aug. 2024 - Present

Experimental Methods

Department of Psychological Sciences, Kansas State University

Core course in the major curriculum that emphasizes hands-on experience with the whole research process.

- Course Outcomes: Students will become familiar with the research process from generating research questions to literature review, designing an experimental or correlational study, proposing that study, running the study and collecting data, data cleaning and merging, statistical analysis, and writing up and presenting the results and conclusions of their work.
- Teaching Philosophy: I want students to be able to apply knowledge they have gained in other courses like research methodology and statistical testing to answer an original question. I want them to experience collaborating with others to learn more about the world and ask questions about the way people think and act. I don't aim to have them learn specific aspects of the material. I prefer them to learn an approach to asking the right questions and using appropriate caution when assessing research.

Awards, Presentations, and Certifications

Nov. 2024

First year project presentation

Department of Psychological Sciences, Kansas State University

Introduced to department faculty and peers research conducted in my first year of graduate school. Included pilot data from my embedded, dynamic decision making video game as well as my simulation-based approach to designing more valid game level designs to distinguish behavioral strategies.

Oct. 2024

Living in a Simulation: How to simulate behavioral data in R
*COBRE Center for Neurobiological Approaches to Plasticity
Neurosync Talk Series*

Introduced an audience of researchers and students to agent-based simulation approaches to predict large scale behavioral patterns in complex, dynamic decision environments. Presented along with fellow doctoral student Robert Southern.

Spring 2022

2nd place

SEMO Student Research Conference - Undergraduate Research Category

Synchronous, online presentation of "The Effects of Social Media on Applicant Evaluation During Job Selection." Overview of our research methods, analysis, and main findings. Answered questions from the audience and judges.

Spring 2022

Faculty-Mentored Student Research and Creative Grant
Funding for Results (FFR) Committee, Southeast Missouri State University

One thousand dollar grant used for compensation of participants on Prolific to study the perceptions of hiring managers on potential applicants after viewing social media profiles.

Spring 2022

Friday Forum: Question Asking Strategies
Learning Assistance Programs

Hour-long training designed and presented to Learning Assistants on using Bloom's Taxonomy as a question asking strategy to facilitate their students' learning.

Fall 2020

Level One Certification
College Reading & Learning Association

Certified Level One tutor per CRLA, minimum 25 hours tutoring experience and 10 hours of additional training in topics relating to conducting tutoring sessions, learning and memory, ethics, and other categories.

Aug. 2018 - May 2022

Regent's Scholarship
Southeast Missouri State University

Service

Apr. 2025

R for Social Scientists Data Carpentry workshop
Instructor and helper, K-State libraries

Taught a section of full day workshop on how to use tidy for dataframe manipulation and helped attendees troubleshoot specific problems in other sections on dplyr, ggplot, and Rmarkdown.

Spring 2022

Homework Nights

Black Student Union and Interfraternity Council

Volunteered tutoring services for chemistry and biology as for students attending the event.

Skills

Game Development in Unity and C#

Domain management for game and relational database (php, MySQL)

R and Python

- Data cleaning and manipulation
- Statistical Modelling - general linear (regression, ANOVA), generalized linear, mixed effects, generalized mixed effects, non-linear, Bayesian, and multivariate models
- Model summary, predictions, and visualization
- Simulation - agent-based simulation
- Unsupervised Machine Learning - dimension reduction (LDA, LPA, Lasso, Ridge), cluster analysis (hierarchical, k-means)

Git

Clubs and Organizations

Aug. 2024 - May 2025

Vice President - Graduate Association of Psychology Students (GAPS)

Kansas State University

- Engagement: led efforts to create weekly and monthly events to engage fellow grad students and encourage connections and participation within the department

Aug. 2023 - Present

Member - Graduate Association of Psychology Students (GAPS)

Kansas State University

Spring 2022

Psychology Club

Southeast Missouri State University

Spring 2022

Psi Chi

Southeast Missouri State University

Spring 2022

Club Baseball

Southeast Missouri State University