

Anthony Bean, Licensed Psychologist
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EDUCATION

2015 – Ph.D. Clinical Psychology, Pacifica Graduate Institute, Carpinteria, CA.

Research interests: Behavioral Analysis and Motive, Psychopathy, Personality, Character Identification within Video Games.

Dissertation: Video Gamers' Personas: A Five Factor Study Exploring Personality Elements of The Video Gamer. Dissertation Chair – Gary Groth-Marnat, Ph.D.

2010 – M.S. in Criminology, Florida State University, Tallahassee, FL.

2009 – Study abroad program in Prague, Czech Republic, for Criminology, Psychology of Criminals, and Criminal Justice Studies.

Thesis: Can Theory Explain Serial Killers Psychopathology?

2008 – B.A. in Psychology, Framingham State University, Framingham, MA.

Concentration in General Psychology, Minor in Neuroscience.

Thesis: Videogame Play and Changes in Aggression Levels Among Young Adults

AREAS OF EXPERTISE & SPECIALIZATION – DR. ANTHONY BEAN, PHD

- Clinical Psychology
- Psychotherapy (Adolescents, Young Adults, Adults)
- Trauma, Anxiety, Depression, and Stress-Related Disorders
- Neurodivergent-Affirming Care (Autism, ADHD)

Assessment & Evaluation

- Comprehensive Psychological Assessment
- Autism Spectrum Assessments
- Personality Assessment (MMPI-3, MCMI-IV)
- Fitness for Duty Evaluations
- Independent Medical Examinations (IMEs)
- Specialized and Forensic Psychological Assessments

Gaming, Technology & Ethics

- Psychology of Video Games
- Psychology of Tabletop Role-Playing Games
- Gaming in Therapy (Geek Therapy–Informed Practice)
- Ethical Frameworks of Gaming and Interactive Media
- Mental Health Implications of Gaming Mechanics and Monetization Systems
- Technology, Digital Wellness, and Behavioral Design

Professional Practice & Leadership

- Clinical Supervision and Consultation

- Ethics, Policy Development, and Standards of Care
- Training and Continuing Education for Mental Health Professionals
- Expert Consultation on Gaming, Technology, and Psychological Harm

CLINICAL EXPERIENCE

Bean Professional Psychological Services – Fort Worth, TX

Owner

September 2015 – Present

- Provide Psychological therapy services based upon current research.
- Employ multiple modalities of psychological services.
- Conduct research based on experimental and survey inquiries.
- Facilitate group, family, individual, and community services on specific topics of expertise.
- Provide comprehensive psychological diagnostic assessments for children, adolescents, and adults.
- Deliver behavioral management, therapeutic, and multimodal individual, group, and family services.

Geek Therapeutics– Fort Worth, TX

Executive Director/Head Clinical Psychologist

March 2019- Present

- Provide educational and accredited webinars based upon current peer reviewed research.
- Employ multiple modalities of psychological services.
- Conduct research based on experimental and survey inquiries.
- Facilitate group, family, individual, and community services on specific topics of expertise.
- Deliver behavioral management, therapeutic, and multimodal individual, group, and family services.

Leyline Publishing – Fort Worth, TX

Executive Director

March 2020- Present

- Provide educational and literature based upon current research.
- Publish books and other media related to Geek culture and Geek therapy.
- Obtain, acquire, and edit educational content exceeding publishing standards.
- Facilitate research into information for acquiring future publishing works.

The Telos Project – Fort Worth, TX

Executive Director/Head Clinical Psychologist

April 2016- July 2025

- Provide Psychological therapy services based upon current research.
- Employ multiple modalities of psychological services.
- Conduct research based on experimental and survey inquiries.
- Facilitate group, family, individual, and community services on specific topics of expertise.
- Provide comprehensive psychological diagnostic assessments for children, adolescents, and adults.
- Deliver behavioral management, therapeutic, and multimodal individual, group, and family services.

Deer Oaks: A Behavioral Health Organization – Fort Worth, TX

Clinical Psychologist**September 2015 – January 2018**

- Employed Geropsychology Services providing a variety of therapeutic services for individuals residing in long-term care and assisted living facilities.
- Provided diagnostic assessments for Geropsychological patients.
- Participated in multimodal care planning with facility's staff, physicians, and family members.
- Delivered behavioral management, therapeutic, and multimodal individual, group, and family services.
- Developed comprehensive Master Treatment Plans implementing professionally written documentation of assessments, therapeutic interventions, and plan of cares meeting individual resident's needs.

Donaldson Wellness Center – Waxahachie, TX**Psychological Intern****September 2014 – August 2015**

- Worked within multiple modalities of therapeutic treatment dependent upon the client's current life difficulties.
- Conducted, facilitated, and wrote full battery neuropsychological, behavioral, personality, intelligence, disability, learning problems, and emotional psychological testing reports.
- Consulted with area agencies, schools, medical professionals, and other mental health professionals.
- Conducted group, individual, couple's, and family therapies.
- Continually acquired experience in enforcing systems of positive behavior support.
- Developed and maintained knowledge of childhood/adolescent/adult mental disorders.
- Assisted families in maintaining boundaries utilizing a family systems approach.
- Facilitated parent training and family systems models while offering a safe and nurturing environment.
- Developed individualized treatment plans for clients depending on individual strengths.

Outreach Concern – Bellflower, CA**High School Counselor – St. John Bosco****September 2013 – June 2014**

- Provided crisis intervention, conflict resolution, and career development individually to students in an AP preparatory premier high school.
- Worked with adolescents, staff, and parents to develop plans for adolescents experiencing difficulties and continually monitor ongoing support in a multicultural setting.
- Presented information to students and faculty of the school important to adolescent health.
- Managed diverse caseload of adolescents within the school setting.
- Addressed concerns from staff, students, and family members affecting the adolescent's innate ability.
- Utilized various theoretical approaches (e.g. CBT, Humanistic, Existential, Jungian) to address barriers to student success.
- Taught parenting skills and enhance home-school collaboration.
- Promoted wellness and resilience by reinforcing communication and social skills, problem solving, anger management, self-regulation, self-determination, and optimism.
- Documented notes on all therapy sessions, school interactions, and behavior of clients daily.

Shields For Families – Long Beach, CA**Psychological Assessor****September 2012 – July 2013**

- Conducted 1-on-1 psychological assessment on individuals referred to the program using multiple theoretical perspectives (cognitive, achievement, objective, projective, neuropsychological, and social emotional).
- Worked in a multidisciplinary team in Los Angeles County to ensure best practices with clients.
- Delivered comprehensive psychological assessment, psychological reports, feedback, diagnostic interviews, and knowledge on psychological tests.
- Managed client caseload of diverse children and adults.
- Provided treatment recommendations on individual's psychological background and assessment.
- Documented all sessions with clients and billing to Los Angeles County DMH.
- Worked with multiple agencies to conduct wrap-around treatment.
- See Appendix for psychological tests administered.

Aegis Medical Institute – Inglewood, CA**Addiction Counselor****September 2011 – August 2012**

- Conducted 1-on-1 counseling for clients who are on a Methadone Replacement Program.
- Handled a caseload of weekly and monthly patients.
- Oversaw and facilitated all group counseling experiences with scheduled curriculum.
- Delivered comprehensive case management services, counseling, and crisis intervention for clients on addiction, interpersonal connections, and life quandaries.
- Assisted clients in their development and growth in areas client desires.
- Provided treatment plans for clients in a client-oriented fashion.
- Conducted phone referrals; perform intake screenings along with program intake procedures; prepared and filed client's charts and records.
- Documented notes on all therapy sessions and behavior of clients daily.
- Developed and maintained professional skills of addiction through trainings and seminars.

TEACHING EXPERIENCE**Classes Developed & Taught**

- General Psychology
- Psychology of Adjustment
- Developmental Psychopathology
- Contemporary Issues In Psychology – Social Media: Gaming and Internet Interactions
- Lifespan
- Abnormal Psychology

Framingham State University – Framingham, MA**Online Adjunct Professor****May 2015 – Present**

- Provide experiential, traditional, and mixture lectures.
- Present quality lectures/seminars on Cognitive Behavioral/Psychodynamic/Jungian Therapies, Psychopathology, Advanced Psychopathology, Jungian Analysis, Research Methods, Video Games, Current Culture Dynamics, Intro to Psychology courses & more.

- Inspire students to incorporate lecture ideas into projects and discussion groups to facilitate learning points.
- Develop and implement daily, weekly, monthly lesson plans and syllabi for classes.
- Utilize current technologies to assist with teaching.
- Maintain communication through online teaching portals (Blackboard, ECollege, and D2L) and email.
- Facilitate discussions based on current academic clinical information.

Navarro College – Waxahachie, TX

Adjunct Professor

January 2015 – December 2020

- Present relevant textbook and life experience information to students in the realm of Psychology.
- Facilitate projects, lectures, and grading materials for undergraduate classmen.
- Mentor students on career goals, classes, and employment opportunities.
- Provide experiential, traditional, and mixture lectures.
- Present quality lectures/seminars on Cognitive Behavioral/Psychodynamic/Jungian Therapies, Psychopathology, Advanced Psychopathology, Jungian Analysis, Research Methods, Video Games, Current Culture Dynamics, Intro to Psychology courses & more.
- Inspire students to incorporate lecture ideas into projects and discussion groups to facilitate learning points.
- Develop and implement daily, weekly, monthly lesson plans and syllabi for classes.
- Utilize current technologies to assist with teaching.
- Maintain communication through online teaching portals (Blackboard, ECollege, and D2L) and email.
- Facilitate discussions based on current academic clinical information.

PUBLICATIONS

- Bean, A. M. (2023). Harnessing Geek Culture for Mental Health Transformation: A Proposed Theory in Psychology. *Journal of Psychology and Psychotherapy Research*, 10, 97-105. <https://doi.org/10.12974/2313-1047.2023.10.09>
- Bean, A. M. & Connell, M. (2023). The Rise of the Use of TTRPGs and RPGs in Therapeutic Endeavors. *Journal of Psychology and Psychotherapy Research*, 10, 1-12. <https://doi.org/10.12974/2313-1047.2023.10.01>
- Bean, A. M. (2023) Keynote Speaker at Dallas-Fort Worth Regional Association of School Psychologists. *The Utilization of Popular Media and Culture in Therapeutic Practice*.
- Bean, A. M. (2022) Therapeutic Use of Video Games in the Treatment of Posttraumatic Stress Disorder (PTSD): A Case Study of an Immersed 10-Year-Old Boy. *Journal of Psychology and Psychotherapy Research*, 9, 158-169. <https://doi.org/10.12974/2313-1047.2022.09.9>
- Bean, A. M. (2022) Keynote Speaker at Pediatric Gaming Technology Symposium. *The Utilization of Video Games in Therapeutic Practice*.
- Bean, A. M. & Pooran, N. (2022). The Video Gamer Persona: A Five Factor Study Exploring Personality Elements of The Video Gamer. *Journal of Psychology and Psychotherapy Research*, 9.
- Bean, A. M. (2022). Checkpoints and Autosaves: Parenting Geeks to Thrive in the Age of Geekdom. Leyline Publishing

- Bean, A. M. (2022). *The Psychology of Pokémon: The Power To Catch 'Em All*. Leyline Publishing
- Bean, A. M. (2020). Therapeutic use of video games. In Kowert, R. & Quandt, T. (Eds.), *The video game debate 2: Revisiting the physical, social, and psychological effects of video games* (pp. 81-94). Routledge.
- Bean, A. M. (2020). *Integrating Geek Culture into Therapeutic Practice: The Clinician's Guide to Geek Therapy*. Leyline Publishing
- Bean, A. M. (2020). *The Psychology of Final Fantasy: Surpassing the Limit Break*. Leyline Publishing
- Bean, A. M. (2020). Burnout and Mental Health. Presented for Facebook Gaming's Inaugural Summit.
- Bean, A. M. (2020). Geek Therapy Continuing Education Workshop. Presented for Hawaii Pacific Health Kapi'olani Medical Center for Women and Children.
- Bean, A. M. (2020). CPT Codes and Ethical Guidelines for Psychological Practice. Presented for Leyline Education as a Continuing Education Workshop.
- Bean, A. M. (2019). Working With Video Games and Gamers in Therapy. Presented for Leyline Education as a Continuing Education Workshop.
- Bean, A. M. (2019). Working therapeutically with video gamers and their families. *Journal of Health Service Psychology*, 45, 40–46.
- Bean, A. M. (2019). Kids, Teens and Screens: Maximizing Benefits, Minimizing Drawbacks. *Presented at APA Annual Convention. Chicago, IL. August 11th, 2019.*
- Bean, A. M. (March, 2019) Working Therapeutically With Video Gamers and Games. *Keynote Presentation at the Wisconsin Association for Marriage and Family Therapy Spring Conference.*
- Bean, A. M. (2019). *The Psychology of Zelda: Linking Our World to the Legend of Zelda Series*. Ben Bella.
- Bean, A. M. (2018) Working therapeutically with video gamers: The WHO decision and where to go from here. Presented at The Fort Worth Psychological Association.
- Bean, A. M., Kowert, R., Tilton, S., Hays, S., & Daniel, S. (2018). *The Psychology of The Legend of Zelda Franchise*. PAX West. Seattle, WA.
- Bean, A. M., Madigan, J., Boccamazzo, R., Hays, S., & Daniel, S. (2018). Villains Versus Heroes: The Moral High Ground. PAX West. Seattle, WA.
- Bean, A. M., Madigan, J., Boccamazzo, R., Kowert, R., Kelly, R., & Hughes, C. (2018). WHO Said What?!: Let's Talk Facts About Gaming Disorder. PAX West. Seattle, WA.
- Bean, A. M. (2018). Working With Video Gamers And Game In Therapy. Presented at the Veteran Affairs Conference.
- Bean, A. M. (2018). *Working With Video Gamers And Game In Therapy: A Clinician's Guide*. Routledge.
- Scutti, S. (2018). WHO classifies 'gaming disorder' as mental health condition. Retrieved from: <https://www.cnn.com/2018/06/18/health/video-game-disorder-who/index.html>.
- Hess, P. (2018). Psychologists Criticize WHO Decision to Recognize 'Gaming Disorder'. Retrieved from: <https://www.inverse.com/article/46127-gaming-disorder-mental-health-condition-who>.
- Sarkar, S. (2018). 'Gaming disorder' classified as a mental health condition, but is the move premature? Retrieved from <https://www.polygon.com/2018/6/19/17475632/video-game-addiction-gaming-disorder-who-icd-11>.
- Rooij, A.J. (Antonius) van, Ferguson, C. Carras, M.C. Kardefelt-Winther, D. Shi, J., Aarseth, E., Bean, A.M., ... Przybylski, A.K. (2018). *A weak scientific basis for gaming disorder: Let us err on the side of caution*. *Journal of Behavioral Addictions*.
- Bean, A. M., Atanasio, J., Dunlap, K., & Daniel, S. (2018). *The Psychology of The Legend of Zelda Franchise*. PAX East. Boston, MA. <https://www.twitch.tv/videos/248163644>.

- Bean, A. M., Atanasio, J., Dunlap, K., & Daniel, S. (2018). Post-Traumatic Growth Through Video Games. *PAX East*. Boston, MA.
- Bean, A. M., Bean, C. H., Christianson, J., & Spencer, C. (2018). Anxiety & Depression You Can Harness: Furthering Yourself. *PAX South*. San Antonio, TX.
- Hall, C. (2017). Psychologist says rush to pathologize 'video game addiction' is dangerous. Retrieved from <https://www.polygon.com/2017/7/20/16003642/psychologist-video-game-addiction-dangerous-dsm-icd-moral-panic-political-pressure>.
- Hess, P. (2017) Should video game addiction be recognized as a mental illness? Retrieved from <https://www.inverse.com/article/34372-video-game-addiction-mental-illness-disorder>.
- Bean, A. M., Nielsen, R. K. L., van Rooij, A. J., & Ferguson, C. J. (2017). Video Game Addiction: The Push To Pathologize Video Games. *Professional Psychology: Research and Practice*. Advance online publication. [Http://dx.doi.org/10.1037/pro0000150](http://dx.doi.org/10.1037/pro0000150).
- Bean, A. M., Scott, J., Bean, C. H., & Spencer, C. (2017). [Finding your tribe: The psychology of online communities](#). *PAX South*. San Antonio, TX.
- Bean, A. M., Scott, J., Bean, C. H., Spencer, C. & Christiansen, J. (2017). [Embracing the chaos emeralds](#). *PAX South*. San Antonio, TX.
- Aarseth, E., Bean, A. M., Boonen, H., Carras, M. C., Coulson, M., Das, D., ... Van Rooij, A. J. (2016). Scholars' Open Debate paper on the World Health Organization ICD-11 Gaming Disorder proposal (2016). *Journal of Behavioral Addictions*.
- Bean, A. M., Ferro, L., Vissoci, J. R. N., & Rivero, T. (2016). The emerging adolescent World of Warcraft Video Gamer: A five factor model. *Entertainment Computing* 17, 45-54.
- Bean, A. M. (2016, July). *Gaming at Comic-Con and the Gamer Psychology*. [Video Game Expert]. Retrieved from <http://www.assemblyofgeeks.com/the-gamers-dominion/gaming-at-comic-con-and-the-gamer-psychology>.
- Bean, A. M., Scott, J., Bean, C. H., & Spencer, C. (2016). [Traversing the cow level: The challenges of gamers' IRL](#). *PAX South*. San Antonio, TX.
- Bean, A. M. & Ferro, L. (2016). Predictors of video game console aggression. *Argentinean Journal of Behavioral Sciences*.
- Bean, A. (2015, September) *Dear Veronica: My video game addiction*. [Video Game Expert]. Retrieved from: <http://www.engadget.com/2015/09/23/dear-veronica-my-video-game-addiction/>.
- Bean, A. (2015). *Video gamers' personas: A five factor study exploring personality elements of the video gamer*. Retrieved from ProQuest Digital Dissertations. (AAT 3726481).
- Bean, A. (2014, November) Jungian psychology dynamics. *Guest Speaker*. Lecture conducted from Navarro College, Waxahachie, TX.
- Bean, A. & Atanasio, J. (2014, March 15). *Restoring dignity to the game: Research and public image*. Symposium conducted at the Society for Humanistic Society, Palo Alto, CA.
- Bean, A. & Atanasio, J. (2014, March 15). *The gamer: An experiential approach to research identity and therapeutic interventions*. Symposium conducted at the Society for Humanistic Society, Palo Alto, CA.
- Bean, A., & Groth-Marnat, G. (2014). Video gamers and personality: A five-factor model to understand game playing style. *Psychology of Popular Media Culture*, 5, 1, 27-38.
- Bean, A. (2013, December 11). *Games people play*. The Dr. Shirley Show, UBN Radio, Los Angeles, CA.
- Bean, A., Jones, W., Weiss, J., & Enterline, M. (2013, August). *Journey out of poverty: The place of resilience*. Paper presented at the American Psychological Association, Honolulu, July 31-August 4, 2013.

- Bean, A., & Groth-Marnat, G. (2013, August). *Personality differences between world of warcraft players and styles of play*. Paper presented at the American Psychological Association, Honolulu, July 31-August 4, 2013.
- Bean, A. (2013, July 23). *The name of the gamer*. The Dr. Shirley Show, UBN Radio, Los Angeles, CA.
- Bean, A. (2013, March 19). *In our midst: Sociopaths and psychopaths*. The Dr. Shirley Show, UBN Radio. Los Angeles, CA.
- Bean, A., Enterline, M., Jones, W., & Weiss, J. (2013, February 8). Presenter. *The journey through poverty*. Symposium conducted at the Society for Humanistic Society, Carpinteria, CA.
- Bean, A. (2013). *Video games and culture today*. Retrieved from: <http://psychgrads.com/?p=1021>.
- Bean, A., & Assalley, A. (2011, April 16). Presenter. *The neurobiology of psychopathy and its uses in court*. Symposium conducted at the meeting of Crisis Intervention Training Conference, Los Angeles, CA.
- Bean, A., & Leal, E. (2011, April 16). Presenter. *Serial killers and current criminological theories*. Symposium conducted at the meeting of Crisis Intervention Training Conference, Los Angeles, CA.
- Bean, A., & Assalley, A. (2011, February 12). Presenter. *Latino adolescent suicide*. Symposium conducted at the meeting of Latino Mental Health, Irvine, CA.
- Warner, D., & Bean, A. (2011). *The expert's take: Cluster A personality disorders*. Retrieved from: <http://www.qualityhealth.com/depression-articles/expert-overview-personality-disorders>.
- Warner, D., & Bean, A. (2011). *An expert overview on personality disorders*. Retrieved from: <http://www.qualityhealth.com/depression-articles/expert-overview-personality-disorders>.
- Warner, D., & Bean, A. (2010). *Cocaine's effect on the mind*. Retrieved from: <http://www.qualityhealth.com/mental-health-articles/cocaines-effect-your-personality>.
- Warner, D., & Bean, A. (2010). *Polysubstance dependence*. Retrieved from: <http://www.qualityhealth.com/mental-health-articles/polysubstance-dependence>.
- Bean, A., & Freilich, M. (2008). Videogame Play & Changes in Aggression Levels Among Young Adults. *Framingham State Journal of Behavioral Sciences*, 13, 91-100.
- Bean, A., & Freilich, M. (2008, May). *Videogame play and changes in aggression levels among young adults*. Paper presented at the 14th Annual Massachusetts Statewide Undergraduate Research Conference, Amherst, May 2, 2008.

RESEARCH EXPERIENCE

Neuro-Games – San Paulo, Brazil

Director of Massive Multiplayer Online (MMO) Research June 2013-Present

- Work with individuals within the MMO field of video games.
- Direct research projects associated with MMO and Neurobiology components.
- Assist other directors in their research endeavors.
- Train the research team on ethical principles of both aspects qualitative and quantitative research.
- Conduct research on the lifespan of the gamer for positive and negative qualities of gaming.
- Increase public knowledge and learning potential of video games.
- Present findings at Regional, State, and Country Conferences.

Harvard Pilgrim Health Care – Springfield, MA

Research Assistant

May 2010 – August 2010

- Traveled around the state of Massachusetts to acquire data on individual's eating habits.
- Assisted in the managing, surveying and interpreting of collected data.
- Developed a new and more positive surveying technique.

HONORS AND AWARDS

- Brian Center/A Better LA Research Fellowship.
- Research Award for outstanding and innovative research conducted at Framingham State University.
- Research Award for recognized acceptance into the Massachusetts State Undergraduate Conference.

CERTIFICATIONS AND LICENSURE

Registered Addiction Specialist
Professional Community Intervention Training Institute
Collaborative Institutional Training Initiative
Professional Assault Crisis Training (Pro-ACT)
Blackboard Teaching Credential
Certified Geek Therapist
Therapeutic Dungeon Master
Problematic Gaming Specialist

SKILLS

Mplus
Data Analysis and Statistical Software (STATA)
Statistical Package for the Social Sciences (SPSS)
Microsoft Office
Survey Management and Creation

PROFESSIONAL AFFILIATIONS

Member of Fort Worth Psychological Association
Member of American Psychological Association
Member of Texas Psychological Association

Appendix
Sample Assessments Trained On

Cognitive Assessment Tests

Children's Memory Scale
Controlled Oral Work Association Test
Kaufman Assessment Battery for Children – 2
Kaufman Brief Intelligence Test - II
Trail Making Test A & B
Wechsler Adult intelligence Scale – 5
Wechsler Intelligence Test for Children – 5
Wechsler Memory Scale – 4
Test of Non-Verbal Intelligence
CNS Vitals

Achievement Assessment Tests

Conners Continuous Performance Test – 2
Gray Oral Reading Tests - 4
Wechsler Individual Achievement Test – 3
Woodcock-Johnson III Tests of Achievement
Wide Range Achievement Test

Objective Assessment Tests

Aggression Questionnaire
Beck Depression Inventory – II
Beck Anxiety Scale
Beck Hopelessness Scale
Behavior Assessment For Children
Center for Epidemiologic Studies Depression Scale (CES-D)
Children's Depression Inventory
Clinical Evaluation of Language Fundamentals - 4
Conners 3 ADHD Index
Conners 3 Parent Rating Scales
Conners 3 Teacher Rating Scales
Conners CBRS – Parent
Depression Anxiety Stress Scales – 21
Dissociative Experiences Scale
Navaco Angle Scale and Provocation Inventory
Rosenberg Self- Esteem Scale
Satisfaction with Life Scale
Tellegan Absorption Scale

Projective Assessment Tests

House-Tree-Person Drawing
Family Kinetic Drawing
Rorschach Inkblot Test

Rotter Incomplete Sentence Blank
Thematic Apperception Test
Tell Me A Story (TEMAS)

Neuropsychological Assessment Tests

Comprehensive Test of Phonological Processing
Delis-Kaplan Executive Functioning System
Comprehensive Executive Functioning Inventory
Berry VMI
Wide Range Assessment of Visual Motor Ability

Personality Assessment Tests

Big Five Inventory
NEO-PI-R
Minnesota Multiphasic Personality Inventory – 2
Minnesota Multiphasic Personality Inventory – 2 – RF
Minnesota Multiphasic Personality Inventory – 2 – RC
Minnesota Multiphasic Personality Inventory – A
Minnesota Multiphasic Personality Inventory – 3
Personality Assessment Inventory
Millon Clinical Multiaxial Inventory - 4

Autism Tests

Autism Diagnostic Observation Scale, 2nd Edition
Australian Scale for Asperger's Syndrome
Gilliam Asperger's Disorder Scales
Gilliam Autism Rating Scale
Sensory Checklist

STATES LICENSED AS CLINICAL PSYCHOLOGIST	
Alabama	2340
Arizona	PSY-005763
Arkansas	202304
Colorado	psy.0006145
California	35803
Florida	TPPY2229
Idaho	PSY - 203852
Illinois	71.01107
Indiana	20043753A
Iowa	121129
Kansas	LP 03240
Kentucky	299761
Massachusetts	PSY10000245
Michigan	6301019314
Minnesota	LP7001
Missouri	2024007405
Montana	Psy-Psy-Lic-5069
Nebraska	1127
Nevada	PY1144
New Mexico	PSY-2023-0081
New York	26223
North Carolina	6569
Oklahoma	Texas License
Ohio	P.08537
Pennsylvania	PS020188
Texas	37238
Utah	13468562-2501
Virginia	810008192
Washington	PY61481992
West Virginia	1348
Wisconsin	5101-57
Wyoming	839