

# Dr. Johannes Breuer

SENIOR RESEARCHER

GESIS - Leibniz Institute for the Social Sciences & Center for Advanced Internet Studies (CAIS)

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## Research interests

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- Use and effects of digital media
- Online information & news consumption
- Learning with digital media
- Computational methods
- Open science
- Data management

## Skills

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- Statistical analyses (advanced)
- Data management (advanced)
- Data visualization (advanced)
- Text mining (advanced)
- Machine learning (intermediate)
- R/RStudio (advanced)
- Python (intermediate)
- SPSS (intermediate)
- MPlus (basic)
- SQL (basic)
- Git (basic)

## Education

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### University of Cologne

Cologne

PHD IN PSYCHOLOGY

10/2007 - 12/2013

- Thesis Title: 'Alles nur ein Spiel? Computer- und Videospiele, Lernen und Aggression' [Just a game? Computer and video games, learning, and aggression]

### University of Cologne

Cologne

DIPLOM (EQUIVALENT TO MASTER'S DEGREE) IN MEDIA STUDIES

10/2002 - 04/2007

- Thesis Title: 'Spielen - Daddeln - Zocken. Konzepte der Mediennutzung im Kontext der Computer- und Videospiele' [Concepts of media use in the context of computer and video games]

## Employment history

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### Center for Advanced Internet Studies (CAIS)

Bochum

TEAM LEADER

Since 07/2021

- Team Research Data & Methods

### GESIS - Leibniz Institute for the Social Sciences

Cologne

SENIOR RESEARCHER

Since 04/2017

- Team Data Augmentation

### Leibniz-Institut für Wissensmedien

Tübingen

POSTDOCTORAL RESEARCHER

04/2015 - 03/2017

- ERC project 'Redefining Tie Strength - How social media (can) help us to get non-redundant useful information and emotional support' (Re-DefTie, PI: Prof. Dr. Sonja Utz)

## University of Cologne

POSTDOCTORAL RESEARCHER & LECTURER

- Chair of Media & Communication Psychology (Prof. Dr. Gary Bente)

Cologne

10/2014 - 03/2017

## University of Münster

RESEARCHER

- ERC project 'The social fabric of virtual life: A longitudinal multi-method study on the social foundations of online gaming' (SOFOGA, PI: Prof. Dr. Thorsten Quandt)

Münster

10/2012 - 12/2014

## University of Hohenheim

RESEARCHER

- ERC project 'The social fabric of virtual life: A longitudinal multi-method study on the social foundations of online gaming' (SOFOGA, PI: Prof. Dr. Thorsten Quandt)

Stuttgart

01/2010 - 09/2012

## University of Cologne

RESEARCHER

- EU project 'Psychologically Augmented Social Interaction Over Networks' (PASION, PI: Prof. Dr. Gary Bente)

Cologne

06/2007 - 03/2010

## Grants

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### What Defines and Affects Replicability in Computational Communication Science?

PROJECT WITHIN THE PRIORITY PROGRAM META-REP (CO-PI TOGETHER WITH MARIO HAIM)

- 165000 Euro

DFG

2022 - 2024

### Integrating Surveys and Digital Behavioral Data

GESIS INTERNAL RESEARCH GRANT (CO-APPLICANT WITH SEBASTIAN STIER, PASCAL SIEGERS, AND TOBIAS GUMMER)

- 45000 Euro

GESIS

June 2018 - June 2019

### Integrating and Analyzing Data from Surveys and Social Media

INTERNATIONAL SYMPOSIUM (CO-APPLICANT WITH SEBASTIAN STIER AND PASCAL SIEGERS)

- 15000 Euro

CAIS

February 2019

### Quizard - Entwicklung und Erprobung eines mobilen Quizspiels für die Lehre und das selbstgeleitete Lernen [Quizard - Developing and testing a mobile quiz game for teaching and self-directed learning]

UNIVERSITY OF COLOGNE INNOVATIONS IN TEACHING GRANT (CO-APPLICANT WITH KAI KASPAR AND GARY BENTE)

- 62900 Euro

University of Cologne

October 2015 - April 2017

### Mediierte Kommunikationsformen in geteilten virtuellen Realitäten [Mediated forms of communication in shared virtual realities]

CO-APPLICANT WITH GARY BENTE, KAI KASPAR, DANIEL ROTH, & VASSILIS SEVDALIS

- 21500 Euro

Grimme Institute

August 2015 - January 2016

## Awards & Distinctions

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### Placed 1st on appointment list for assistant professor for computational research at the Tilburg Center for Cognition and Communication

OFFER TURNED DOWN

Tilburg University

August 2020

### Best preregistered study award

TOGETHER WITH NICHOLAS D. BOWMAN, JOHN A. VELEZ, & TIM WULF

11th Conference of the Media

Psychology Division

September 2019

### Performance bonus for exceptional performance in creating and implementing the GESIS Research Day

TOGETHER WITH JOHANNES BLUMENBERG, JULIA DRZERVITZKY, JAN-LUCAS-SCHANZE, SONJA SCHULZ, HEIDI SCHULZE, & BENJAMIN ZAPILKO

GESIS

May 2019

### Winner science slam

University of Hohenheim

July 2011

## Publications

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### PEER-REVIEWED JOURNAL PAPERS

- Wulf, T., Breuer, J. S., & Schmitt, J. B. (2021). Escaping the pandemic present: The relationship between nostalgic media use, escapism, and well-being during the COVID-19 pandemic. *Psychology of Popular Media*, Advance online publication. <https://doi.org/10.1037/ppm0000357>
- Breuer, J., Al Baghal, T., Sloan, L., Bishop, L., Kondyli, D., & Linardis, A. (2021). Informed consent for linking survey and social media data - Differences between platforms and data types. *IASSIST Quarterly*, 45(1), 1–27. <https://doi.org/10.29173/iq988>
- Bowman, N. D., Velez, J. A., Wulf, T., Breuer, J., Yoshimura, K., & Resignato, L. (2021). That bygone feeling: Controller ergonomics and nostalgia in video game play. *Psychology of Popular Media*, Accepted for publication.
- Dienlin, T., Johannes, N., Bowman, N. D., Masur, P. K., Engesser, S., Kümpel, A. S., Lukito, J., Bier, L. M., Zhang, R., Johnson, B. K., Huskey, R., Schneider, F. M., Breuer, J., Parry, D. A., Vermeulen, I., Fisher, J. T., Banks, J., Weber, R., Ellis, D. A., ... De Vreese, C. (2021). An Agenda for Open Science in Communication. *Journal of Communication*, 71(1), 1–26. <https://doi.org/10.1093/joc/jqz052>
- Haim, M., Breuer, J., & Stier, S. (2021). Do News Actually “Find Me?” Using Digital Behavioral Data to Study the News-Finds-Me Phenomenon. *Social Media + Society*, 7(3), Advance online publication. <https://doi.org/10.1177/20563051211033820>
- Mangold, F., Stier, S., Breuer, J., & Scharkow, M. (2021). The overstated generational gap in online news use? A consolidated infrastructural perspective. *New Media & Society*, Advance online publication. <https://doi.org/10.1177/1461444821989972>
- Ratan, R. A., Chen, V. H. H., De Grove, F., Breuer, J., Quandt, T., & Williams, P. (2021). Gender, Gaming Motives, and Genre: Comparing Singaporean, German, and American Players. *IEEE Transactions on Games*, Advance online publication. <https://doi.org/10.1109/TG.2021.3116077>
- Rüth, M., Breuer, J., Zimmermann, D., & Kaspar, K. (2021). The Effects of Different Feedback Types on Learning With Mobile Quiz Apps. *Frontiers in Psychology*, 12. <https://doi.org/10.3389/fpsyg.2021.665144>
- Schmitt, J. B., Breuer, J., & Wulf, T. (2021). From cognitive overload to digital detox: Psychological implications of telework during the COVID-19 pandemic. *Computers in Human Behavior*, 124, Advance online publication. <https://doi.org/10.1016/j.chb.2021.106899>
- Stier, S., Mangold, F., Scharkow, M., & Breuer, J. (2021). Post Post-Broadcast Democracy? News Exposure in the Age of Online Intermediaries. *American Political Science Review*, Accepted for publication.
- Breuer, J., Bishop, L., & Kinder-Kurlanda, K. (2020). The practical and ethical challenges in acquiring and sharing digital trace data: Negotiating public-private partnerships. *New Media & Society*, 22(11), 2058–2080. <https://doi.org/10.1177/1461444820924622>
- Scharkow, M., Mangold, F., Stier, S., & Breuer, J. (2020). How social network sites and other online intermediaries increase exposure to news. *Proceedings of the National Academy of Sciences*, 117(6), 2761–2763. <https://doi.org/10.1073/pnas.1918279117>
- Wulf, T., Bowman, N. D., Velez, J., & Breuer, J. (2020). Once upon a game: Exploring video game nostalgia and its impact on well-being. *Psychology of Popular Media Culture*, 8(1), 83–95. <https://doi.org/10.1037/ppm0000208>
- Koban, K., Breuer, J., Rieger, D., Mohseni, M. R., Noack, S., Bente, G., & Ohler, P. (2019). Playing for the thrill and skill. Quiz games as means for mood and competence repair. *Media Psychology*, 22(5), 743–768. <https://doi.org/10.1080/15213269.2018.1515637>
- Utz, S., & Breuer, J. (2019). The Relationship Between Networking, LinkedIn Use, and Retrieving Informational Benefits. *Cyberpsychology, Behavior, and Social Networking*, 22(3), 180–185. <https://doi.org/10.1089/cyber.2018.0294>

- Breuer, J., & Tolks, D. (2018). Grenzen von Serious Games for Health [Limits of Serious Games for Health]. *Prävention Und Gesundheitsförderung*, 4(13), 327–332. <https://doi.org/10.1007/s11553-018-0654-1>
- Domahidi, E., Breuer, J., Kowert, R., Festl, R., & Quandt, T. (2018). A Longitudinal Analysis of Gaming- and Non-Gaming-Related Friendships and Social Support among Social Online Game Players. *Media Psychology*, 21(2), 288–307. <https://doi.org/10.1080/15213269.2016.1257393>
- Klein, O., Hardwicke, T. E., Aust, F., Breuer, J., Danielsson, H., Mohr, A. H., IJzerman, H., Nilsson, G., & Frank, M. C. (2018). A practical guide for transparency in psychological science. *Collabra: Psychology*, 4(1). <https://doi.org/10.1525/collabra.158>
- Wulf, T., Bowman, N. D., Rieger, D., Velez, J., & Breuer, J. (2018). Video games as time machines: Video game nostalgia and the success of retro gaming. *Media and Communication*, 2(6), 60–68. <https://doi.org/10.17645/mac.v6i2.1317>
- Breuer, J., Velez, J., Bowman, N. D., Wulf, T., & Bente, G. (2017). “Drive the lane; together, hard!”: An examination of the effects of supportive co-playing and task difficulty on prosocial behavior. *Journal of Media Psychology*, 29(1), 31–41. <https://doi.org/10.1027/1864-1105/a000209>
- Utz, S., & Breuer, J. (2017). The Relationship Between Use of Social Network Sites, Online Social Support, and Well-Being - Results From a Six-Wave Longitudinal Study. *Journal of Media Psychology*, 29(3), 115–125. <https://doi.org/10.1027/1864-1105/a000222>
- De Grove, F., Breuer, J., Chen, V. H. H., Quandt, T., Ratan, R., & Van Looy, J. (2016). Validating the Digital Games Motivation Scale for Comparative Research Between Countries. *Communication Research Reports*, 34(1), 37–47. <https://doi.org/10.1080/08824096.2016.1250070>
- Utz, S., & Breuer, J. (2016). Informational benefits from social media use for professional purposes: Results from a longitudinal study. *Cyberpsychology: Journal of Psychosocial Research on Cyberspace*, 10(4). <https://doi.org/10.5817/CP2016-4-3>
- Breuer, J., Kowert, R., Festl, R., & Quandt, T. (2015). Sexist games = sexist gamers? A longitudinal study on the relationship between video game use and sexist attitudes. *Cyberpsychology, Behavior, and Social Networking*, 18(4), 197–202. <https://doi.org/10.1089/cyber.2014.0492>
- Breuer, J., Scharnow, M., & Quandt, T. (2015). Sore Losers? A Reexamination of the Frustration-Aggression Hypothesis for Colocated Video Game Play. *Psychology of Popular Media Culture*, 4(2), 126–137. <https://doi.org/10.1037/ppm0000020>
- Breuer, J., Vogelgesang, J., Quandt, T., & Festl, R. (2015). Violent Video Games and Physical Aggression: Evidence for a Selection Effect Among Adolescents. *Psychology of Popular Media Culture*, 4(4), 305–328. <https://doi.org/10.1037/ppm0000035>
- Elson, M., Breuer, J., van Looy, J., Kneer, J., & Quandt, T. (2015). Comparing Apples and Oranges? Evidence for Pace of Action as a Confound in Research on Digital Games and Aggression. *Psychology of Popular Media Culture*, 4(2), 112–125. <https://doi.org/10.1037/ppm0000010>
- Breuer, J., Festl, R., & Quandt, T. (2014). Aggression and Preference for First-Person Shooter and Action Games: Data From a Large-Scale Survey of German Gamers Aged 14 and Above. *Communication Research Reports*, 31(2). <https://doi.org/10.1080/08824096.2014.907146>
- Breuer, J., Scharnow, M., & Quandt, T. (2014). Tunnel Vision or Desensitization? The Effect of Interactivity and Frequency of Use on the Perception and Evaluation of Violence in Digital Games. *Journal of Media Psychology: Theories, Methods, and Applications*, 26(4), 176–188. <https://doi.org/10.1027/1864-1105/a000122>
- Elson, M., Breuer, J., Ivory, J., & Quandt, T. (2014). More Than Stories With Buttons: Narrative, Mechanics, and Context as Determinants of Player Experience in Digital Games. *Journal of Communication*, 64(3), 521–542. <https://doi.org/10.1111/jcom.12096>
- Elson, M., Mohseni, M. R., Breuer, J., Scharnow, M., & Quandt, T. (2014). Press CRTT to Measure Aggressive Behavior: The Unstandardized Use of the Competitive Reaction Time Task in Aggression Research. *Psychological Assessment*, 26(2), 419–432. <https://doi.org/10.1037/a0035569>

Breuer, J., Festl, R., & Quandt, T. (2012). Digital war: An empirical analysis of narrative elements in military first-person shooters. *Journal of Gaming & Virtual Worlds*, 4(3), 215–237. [https://doi.org/10.1386/jgvw.4.3.215\\_1](https://doi.org/10.1386/jgvw.4.3.215_1)

Breuer, J., & Bente, G. (2010). Why so serious? On the relation of serious games and learning. *Eludamos - Journal for Computer Game Culture*, 4(1), 7–24.

#### OTHER JOURNAL PAPERS (NOT PEER-REVIEWED)

Breuer, J., Wulf, T., & Mohseni, M. R. (2020). New Formats, New Methods: Computational Approaches as a Way Forward for Media Entertainment Research. *Media and Communication*, 8(3), 147–152. <https://doi.org/10.17645/mac.v8i3.3530>

Peter, C., Breuer, J., Masur, P. K., Scharkow, M., & Schwarzenegger, C. (2020). Empfehlungen zum Umgang mit Forschungsdaten in der Kommunikationswissenschaft [Guidelines for handling research data in communication science]. *SCM Studies in Communication and Media*, 9(4), 599–626. <https://doi.org/10.5771/2192-4007-2020-4-599>

Stier, S., Breuer, J., Siegers, P., & Thorson, K. (2020). Integrating Survey Data and Digital Trace Data: Key Issues in Developing an Emerging Field. *Social Science Computer Review*, 38(5), 503–516. <https://doi.org/10.1177/0894439319843669>

Trixa, J., & Breuer, J. (2020). Press Start: Digitale Spiele im Unterricht [Press Start: Digital games in the classroom]. *Grundschule*, 05/2020, 53–55.

Elson, M., Breuer, J., & Quandt, T. (2014). Gewalt erzeugt Mediengewalt - oder umgekehrt? Über den Zusammenhang von Aggression und der Nutzung digitaler Spiele [Violence begets media violence - or vice versa? On the relationship between aggression and the use of digital games]. *In-Mind: The Inquisitive Mind*, 3/2014.

Quandt, T., Breuer, J., Festl, R., & Scharkow, M. (2013). Digitale Spiele: Stabile Nutzung in einem dynamischen Markt [Digital games: Stable use in a dynamic market]. *Media Perspektiven*, 10/2013, 483–492.

#### PREPRINTS

Silber, H., Breuer, J., Beuthner, C., Gummer, T., Keusch, F., Siegers, P., Stier, S., & Weiß, B. (2021). *Linking surveys and digital trace data: Insights from two studies on determinants of data sharing behavior* [Preprint]. SocArXiv. <https://doi.org/10.31235/osf.io/dz93u>

Stier, S., Weiß, B., Hartmann, T., Flöck, F., Breuer, J., Schaurer, I., & Schulz, M. (2021). *Information exposure, perceptions and behaviours during the first COVID-19 wave in Germany: Evidence from survey and Facebook data* [Preprint]. SocArXiv. <https://doi.org/10.31235/osf.io/cah76>

Klein, O., Hardwicke, T. E., Aust, F., Breuer, J., Danielsson, H., Hofelich Mohr, A., IJzerman, H., Nilsson, G., vanpaemel, wolf, & Frank, M. C. (2018). *A practical guide for transparency in psychological science* [Preprint]. PsyArXiv. <https://doi.org/10.31234/osf.io/rtygm>

Breuer, J., Bowman, N. D., Velez, J., Wulf, T., & Bente, G. (2017). *“Drive the lane; together, hard!”: An examination of the effects of supportive co-playing and task difficulty on prosocial behavior* [Preprint]. PsyArXiv. <https://doi.org/10.31234/osf.io/6mmra>

#### BOOK CHAPTERS

Rüth, M., Breuer, J., Morten, T., & Kaspar, K. (2020). Bedeutet mehr Feedback auch mehr lernen? Die Wirkung von erweitertem und korrigierendem Feedback in einem digitalen Quizspiel auf die Lernleistung [Does more feedback also mean more learning? The effect of corrective feedback in a digital quiz game on learning performance]. In K. Kaspar, M. Becker-Mrotzek, S. Hofhues, J. König, & D. Schmeinck (Eds.), *Bildung, Schule, Digitalisierung [Education, School, Digitalization]* (pp. 25–30). Waxmann.

Breuer, J. (2019). You Learn What You Play - On the fundamental coupling of playing and learning in humans and digital games. In J. Breuer, D. Pietschmann, B. Liebold, & B. P. Lange (Eds.), *Evolutionary Psychology and Digital Games* (pp. 167–178). Routledge.

Lange, B. P., Breuer, J., Liebold, B., & Pietschmann, D. (2019). Why an Evolutionary Psychological Approach to Digital Games? In J. Breuer, D. Pietschmann, B. Liebold, & B. P. Lange (Eds.), *Evolutionary Psychology and Digital Games* (pp. 1–13). Routledge.

- Breuer, J. (2018). Blame the Players, Don't Blame the Games - Why we should worry less about sexist video game content and focus more on interactions between players. In C. J. Ferguson (Ed.), *Video Game Influences on Aggression, Cognition, and Attention* (pp. 137–149). Springer.
- Breuer, J. (2017). Hate Speech in Online Games. In K. Kaspar, L. Grässer, & A. Riffi (Eds.), *Online Hate Speech. Perspektiven auf eine neue Form des Hasses*. (pp. 107–112). kopaed.
- Breuer, J. (2017). Non vitae, sed ludo discimus? Grenzen des Lernens mit Computerspielen [The limits of learning with computer games]. In W. Zielinski, S. Aßmann, K. Kaspar, & P. Moormann (Eds.), *Spielend lernen! Computerspiele(n) in Schule und Unterricht* (pp. 17–26). kopaed.
- Breuer, J. (2017). R (software). In J. Matthes (Ed.), *International Encyclopedia of Communication Research Methods*. Wiley.
- Breuer, J., & Elson, M. (2017). Frustration-aggression theory. In P. Sturmeijer (Ed.), *The Wiley Handbook of Violence and Aggression*. Wiley.
- Breuer, J., & Schmitt, J. (2017). Serious Games in der Gesundheitskommunikation [Serious games in health communication]. In C. Rossmann & M. Hastall (Eds.), *Handbuch Gesundheitskommunikation*. Springer, online first.
- Kowert, R., Breuer, J., & Quandt, T. (2017). Women are from FarmVille, Men are from ViceCity: The cycle of exclusion and sexism in video game content and culture. In R. Kowert & T. Quandt (Eds.), *New Perspectives on the Social Aspects of Digital Gaming. Multiplayer 2*. (pp. 136–150). Routledge.
- Breuer, J., & Quandt, T. (2016). Wer spielt was auf welchem Gerät mit wem mit welchem Effekt? Videospiele aus Sicht der Kommunikationswissenschaft [Who plays what on what device with whom and with what effect? Video games from a communication perspective]. In S. Bischoff, A. Büsch, G. Geiger, L. Harles, & P. Holnick (Eds.), *Gesundheit spielend fördern. Potenziale und Herausforderungen von digitalen Spieleanwendungen für die Gesundheitsförderung und Prävention* (pp. 76–97). Beltz Juventa.
- Breuer, J., Elson, M., Pietschmann, D., & Liebold, B. (2015). Spectator Mode: Forschungsethische Fragen bei der Beobachtung von Computerspielern [Research ethics in observational studies with gamers]. In J. Vogelgesang, J. Matthes, C. Schieb, & T. Quandt (Eds.), *Beobachtungsverfahren in der Kommunikationswissenschaft* (Vol. 10). Herbert von Halem Verlag.
- Breuer, J., & Elson, M. (2014). Lernwerkzeug, Suchtmittel oder doch nur ein Spiel? Über die Wirkung von Computer- und Videospiele auf ihre Nutzer/-innen [Learning tool, drug or just a game? On the effects of computer and video games on their users]. In *Was wird hier gespielt? Computerspiele in Familie 2020* (pp. 45–68). Verlag Barbara Budrich.
- Breuer, J., & Quandt, T. (2014). Methodische Herausforderungen bei der Inhaltsanalyse von Computer- und Videospiele [Methodological challenges in the content analysis of computer and video games]. In K. Sommer, Wettstein Martin, W. Wirth, & J. Matthes (Eds.), *Methoden und Forschungslogik der Kommunikationswissenschaft* (Vol. 11, pp. 145–161). Herbert von Halem Verlag.
- Elson, M., Breuer, J., & Quandt, T. (2014). Know Thy Player: An Integrated Model of Player Experience for Digital Games Research. In M. C. Angelides & H. Agius (Eds.), *Handbook of Digital Games* (pp. 362–387). Wiley.
- Elson, M., & Breuer, J. (2013). Isolated violence, isolated players, isolated aggression. The social realism of experimental research on digital games and aggression. In T. Quandt & S. Kröger (Eds.), *Multiplayer. The social aspects of digital gaming*. (pp. 226–233). Routledge.
- Quandt, T., & Breuer, J. (2013). Public Awareness und Lernnutzen durch Anno 2070 & Co. Von den Wirkungen digitaler Spiele auf das Umweltbewusstsein [The effects of digital games on environmental awareness]. In C. P. Hutter & K. Blessing (Eds.), *Umweltbildung. Basis für ökologisch-ökonomische Zukunftssicherung. Beiträge der Akademie für Natur- und Umweltschutz Baden-Württemberg*. (Vol. 53, pp. 128–137). Wissenschaftliche Verlagsgesellschaft.
- Breuer, J. (2012). Broccoli-coated chocolate? The educational potential of entertainment games. In W. Kaminski & M. Lorber (Eds.), *Gamebased Learning* (pp. 87–96). kopaed.
- Breuer, J., & Trixa, J. (2012). 11.000 Freunde müsst ihr sein - Fanbeteiligung und Crowdsourcing im Internet am

Beispiel von deinfussballclub.de [Fan participation and crowdsourcing online - The example of deinfussballclub.de]. In C. Brandt, F. Hertel, & C. Stassek (Eds.), *Gesellschaftsspiel Fußball* (pp. 227–248). Springer.

Kröger, S., & Breuer, J. (2011). Exploring (digital) space - Der Einsatz von Unterhaltungsspielen in der Schule am Beispiel von Moonbase Alpha im Physikunterricht [The use of entertainment games in schools using the example of Moonbase Alpha for physics classes]. In A. Winter (Ed.), *Spielen und Erleben mit digitalen Medien. Pädagogische Konzepte und praktische Anleitungen* (pp. 123–146). Reinhardt Verlag.

Breuer, J., Festl, R., & Quandt, T. (2010). Spielen und Leben in virtuellen Welten. Forschungsergebnisse zur Nutzung von Online-Games [Playing and living in virtual worlds. Research findings on the use of online games]. In W. Kaminski & M. Lorber (Eds.), *Computerspiele: Medien und mehr* (pp. 147–172). kopaed.

Vohwinkel, K., Breuer, J., & Bente, G. (2010). Measuring Playability. Entwicklung eines Instruments zur Evaluation von Computerspielen. In C. Swertz & M. Wagner (Eds.), *Game//Play//Society. Contributions to contemporary Computer Game Studies* (pp. 55–63). kopaed.

Bente, G., & Breuer, J. (2009). Making the implicit explicit. Embedded measurement in serious games. In U. Ritterfeld, M. Cody, & P. Vorderer (Eds.), *Serious Games: Mechanisms and Effects* (pp. 322–343). Routledge.

Breuer, J. (2009). Mittendrin statt nur dabei. Die Interaktivität des Dispositivs Computerspiel und ihre Auswirkungen auf die Spieler [The interactivity of the dispositif computer game and its effects on the players]. In M. Mosel (Ed.), *Gefangen im Flow? Ästhetik und dispositive Strukturen von Computerspielen*. (pp. 181–212). vwh.

#### BOOK REVIEWS

Breuer, J. (2015). Review of [Christina Schumann, *Der Publikumserfolg von Computerspielen. Qualität als Erklärung für Selektion und Spielerleben*]. *Publizistik*, 60(3), 367–369.

Breuer, J. (2012). Review of [Nick Dyer-Witheford and Greig de Peuter, *Games of empire: Global capitalism and video games*]. *New Media & Society*, 14(3), 541–543.

#### OTHER PUBLICATIONS

Breuer, J., Borschewski, K., Bishop, L., Vávra, M., Štebe, J., Strapcova, K., & Hegedús, P. (2021). *Archiving Social Media Data: A guide for archivists and researchers*. <https://doi.org/10.5281/ZENODO.5041072>

Breuer, J., & Hegedús, P. (2021). *Linking Surveys and Digital Trace Data - An introduction and guide for researchers*. <https://doi.org/10.5281/ZENODO.4672169>

Wulf, T., Possler, D., & Breuer, J. (2021). Sexualization ((Online)Games). *DOCA - Database of Variables for Content Analysis*. <https://doi.org/10.34778/3e>

Wulf, T., Possler, D., & Breuer, J. (2021). Video game genre ((Online)Games). *DOCA - Database of Variables for Content Analysis*. <https://doi.org/10.34778/3f>

Wulf, T., Possler, D., & Breuer, J. (2021). Violent acts ((Online)Games). *DOCA - Database of Variables for Content Analysis*. <https://doi.org/10.34778/3d>

Bayer, S., Breuer, J., Lösch, T., & Göbel, J. W. (2021). *Nutzung von Social-Media-Daten in der Bildungsforschung*. Forschungsdaten Bildung informiert 9.

Beuthner, C., Breuer, J., & Jünger, S. (2021). Data Linking - Linking survey data with geospatial, social media, and sensor data. *GESIS Survey Guidelines*. [https://doi.org/10.15465/GESIS-SG\\_EN\\_039](https://doi.org/10.15465/GESIS-SG_EN_039)

Breuer, J. (2017). *Culture + 1 - Digitale Spiele und kulturelle Bildung*. Kulturelle Bildung Online.

Breuer, J. (2016). Der Ernst des Spielens Serious Games und (Digital) Game-Based Learning [Serious Games and (Digital) Game-Based Learning]. *Themenheft Neue Medien Als Arbeitsmethode in Jugendwerkstätten Und Pro-Aktiv-Centren Der Landesarbeitsgemeinschaft Der Jugendsozialarbeit in Niedersachsen*, 3–12.

Breuer, J. (2016). *Spielst du noch oder lernst du schon?* Bundeszentrale für politische Bildung.

Schönbrodt, F., Abele-Brehm, A., Gollwitzer, M., Elson, M., Breuer, J., & Magraw-Mickelson, Z. (2016). *Data Management in Psychological Science: Specification of the DFG Guidelines [Translation of: Schönbrodt, F., Gollwitzer, M., & Abele-Brehm, A. (2016). Der Umgang mit Forschungsdaten im Fach Psychologie: Konkretisierung der DFG-Leitlinien]*. Deutsche Gesellschaft für Psychologie (DGPs).

Breuer, J. (2011). *Spielend lernen? Eine Bestandsaufnahme zum (Digital) Game-Based Learning [Playful learning? A review of the literature on (Digital) Game-Based Learning]*. Landesanstalt für Medien NRW.

## EDITORSHIP

Breuer, J., Wulf, T., & Mohseni, M. R. (Eds.). (2020). *Computational Approaches to Media Entertainment Research*. Special Issue of Media and Communication (Volume 8, Issue 3).

Stier, S., Breuer, J., Siegers, P., & Thorson, K. (Eds.). (2020). *Integrating Survey Data and Digital Trace Data*. Special Issue of Social Science Computer Review (Volume 38, Issue 5).

Breuer, J., Pietschmann, D., Liebold, B., & Lange, B. P. (Eds.). (2019). *Evolutionary psychology and digital games*. Routledge, New York.

## Presentations

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### PEER-REVIEWED CONFERENCE PRESENTATIONS AND POSTERS

Breuer, J. (2021). *Digital trace data for psychological research: How can we access data that enable innovative research while avoiding another Cambridge Analytica case?* SIPS, Online, June.

Breuer, J., Bensmann, F., Dietze, S., Yu, R., & Boland, K. (2021). *Assessing the relationship between survey data and Twitter data as measures of public opinion - A methodological pilot study*. 9th Conference of the European Survey Research Association, Online, July.

Breuer, J., & Haim, M. (2021). *Reproducibility and Replicability in Computational Social Science: Challenges and Potential Solutions*. Open Science and Replicability in the Behavioural and Social Sciences, Online, April.

Breuer, J., von Andrian-Werburg, M. T. P., & Siegers, P. (2021). *Desires vs. Desirability: Studying predictors of online pornography use in Germany with a combination of surveys and web tracking*. 12th Conference of the Media Psychology Division, Aachen (Germany), September.

Schmitt, J. B., Breuer, J., & Wulf, T. (2021). *From cognitive overload to digital detox: Psychological implications of telework during the COVID-19 pandemic in Germany*. 12th Conference of the Media Psychology Division, Aachen (Germany), September.

Stier, S., Mangold, F., Scharrow, M., & Breuer, J. (2021). *Post post-broadcast democracy? News exposure in the age of online intermediaries*. General Online Research 2021, Online, September.

Haim, M., Stier, S., & Breuer, J. (2020). *Open Science vs. Privacy?: A Case Study With Linked Web Tracking, Social Media, and Survey Data*. 70th Annual Conference of the International Communication Association, Online, May.

Siegers, P., Breuer, J., & Stier, S. (2020). *Integrated web tracking and surveys to study selective exposure to news by populist radical right party supporters*. BigSurv20 - Big Data Meets Survey Science, Online, November.

Siegers, P., von Andrian-Werburg, M. T. P., & Breuer, J. (2020). *Linking web tracking and survey data to improve the study of online pornography consumption*. BigSurv20 - Big Data Meets Survey Science, Online, November.

Silber, H., Breuer, J., Beuthner, C., Siegers, P., Weiß, B., Stier, S., Keusch, F., & Gummer, T. (2020). *Linking surveys and digital trace data: Experiences from two pilot studies on factors influencing informed consent*. BigSurv20 - Big Data Meets Survey Science, Online, November.

Stier, S., Mangold, F., Scharrow, M., & Breuer, J. (2020). *Selective vs. Incidental exposure?: How online intermediaries commonly foster news exposure and diversity across countries and personal characteristics*. ECPR General Conference 2020, Online, August.

Bowman, N. D., Velez, J., Wulf, T., & Breuer, J. (2019). *That bygone feeling: Controller haptics and nostalgia in video game play*. 11th Conference of the Media Psychology Division, Chemnitz (Germany), September.

Breuer, J., Stier, S., & Siegers, P. (2019). *More data, more problems? Chancen und Herausforderungen der datafizierten Gesellschaft für die sozialwissenschaftliche Forschung*. Datafizierte Gesellschaft: Praktiken, Prozesse und Folgen der Datafizierung, Bonn (Germany), September.

Breuer, J., Stier, S., Siegers, P., Gummer, T., & Bleier, A. (2019). *Linking survey data with social media data and the importance of informed consent*. General Online Research 2019, Cologne (Germany), March.



- Mohseni, M. R., Breuer, J., & Kohne, J. (2019). *Methods and Tools for the Automatic Sampling and Analysis of YouTube Comments*. General Online Research 2019, Cologne (Germany), March.
- Rothmund, T., Sprinz, M. D., Breuer, J., & Stier, S. (2019). *What makes people susceptible to political misinformation? A critical test of conflicting psychological theories*. 11th Conference of the Media Psychology Division, Chemnitz (Germany), September.
- Stier, S., Breuer, J., Siegers, P., Gummer, T., & Bleier, A. (2019). *Where Do They Get Their 'News'? Preference for Right-Wing Populist Parties and Online News Consumption in Germany*. 8th Conference of the European Survey Research Association, Zagreb (Croatia), July.
- von Andrian-Werburg, M. T. P., Breuer, J., Schwab, F., & Lange, B. P. (2019). *Prudish Germany? Internet pornography usage patterns in a German web-tracking panel*. 11th Conference of the Media Psychology Division, Chemnitz (Germany), September.
- Breuer, J. (2018). *Share on archive Addressing the challenges of sharing research data from social media*. 9th International Conference on Social Media & Society, Copenhagen (Denmark), July.
- Breuer, J. (2018). *Solving the sharing paradox - How data sharing can be promoted for the benefit of research integrity*. PRINTEGER European Conference on Research Integrity, Bonn (Germany), February.
- Stier, S., Breuer, J., Siegers, P., Gummer, T., & Bleier, A. (2018). *Improving Research on Political Behavior by Integrating Survey Data and Digital Trace Data*. BigSurv18 - Big Data Meets Survey Science, Barcelona (Spain), October.
- Stier, S., Breuer, J., Siegers, P., Gummer, T., & Bleier, A. (2018). *Selective exposure to political news: An investigation combining web tracking and survey data*. ECPR General Conference 2018, Hamburg (Germany), August.
- Breuer, J., & Hagenah, J. (2017). *Verknüpfung von Befragungs- und inhaltsanalytischen Daten zu Computerspielen: Alterseinstufungen und selbstberichtete Nutzungszeiten als Proxydaten zur Berechnung einer Video Game Violence Exposure Time [Combining survey and content analysis data on computer games: Age ratings and self-reported usage times as proxy data for the calculation of a video game violence exposure time]*. Jahrestagung der Fachgruppe Methoden der Publizistik- und Kommunikationswissenschaft der Deutschen Gesellschaft für Publizistik- und Kommunikationswissenschaft (DGPUK), Mainz (Germany), September.
- Breuer, J., Bowman, N. D., Kieslich, K., Elson, M., Kowert, R., Kneer, J., Quandt, T., Lange, A., & Lange, R. (2016). *Grand Theft Morals: The role of cultural differences and moral views for the evaluation of violent and sexual content in video games*. ICA Game Studies Division Preconference "Just Games?", Tokyo (Japan), June.
- Breuer, J., Domahidi, E., Kowert, R., Festl, R., & Quandt, T. (2016). *Playing friends? Findings from a longitudinal study on friendships and social support among online gamers*. Clash of Realities 2016, Cologne (Germany), November.
- Breuer, J., & Utz, S. (2016). *The use of social media and civic engagement - Results from a cross-lagged panel study*. 6th European Communication Conference, Prague (Czech Republic), November.
- De Grove, F., Breuer, J., Chen, V. H. H., Ratan, R., Quandt, T., & Van Looy, J. (2016). *Validating the Digital Games Motivation Scale for comparative research between countries and sexes*. 66th Annual Conference of the International Communication Association, Fukuoka (Japan), June.
- Domahidi, E., Breuer, J., Kowert, R., Festl, R., & Quandt, T. (2016). *Longitudinal Analysis of Gaming- and Non-Gaming-Related Friendships and Social Support Among Social Online Game Players*. 66th Annual Conference of the International Communication Association, Fukuoka (Japan), June.
- Ratan, R., Chen, V. H. H., De Grove, F., Breuer, J., Quandt, T., & Van Looy, J. (2016). *Play Inequality: A cross-national comparison of gender differences in attitudes about gaming experiences*. ICA Game Studies Division Preconference "Just Games?", Tokyo (Japan), June.
- Utz, S., & Breuer, J. (2016). *Homo politicus 2.0? A longitudinal study on social media use and civic engagement*. 50th Congress of the German Psychological Society (DGPs), Leipzig (Germany), September.
- Utz, S., & Breuer, J. (2016). *Informational benefits from professional social media use: Results from a longitudinal study*. 66th Annual Conference of the International Communication Association, Fukuoka (Japan), June.
- Wulf, T., Rieger, D., Breuer, J., & Bente, G. (2016). *United we spend, divided we brawl? The influence of players' interdependence on need satisfaction and charitable behavior*. ICA Game Studies Division Preconference "Just

Games?“, Tokyo (Japan), June.

- Breuer, J., & Elson, M. (2015). *Fear play: Probing the emotional and behavioral effects of horror games*. 65th Annual Conference of the International Communication Association, San Juan (Puerto Rico), May.
- Breuer, J., Elson, M., Kieslich, K., Bowman, N. D., Kowert, R., Quandt, T., Lange, A., & Lange, R. (2015). *Moral Combat. Moral foundations and the evaluation of violent and sexual content in video games*. 9th Conference of the Media Psychology Division, Tübingen (Germany), September.
- Breuer, J., Elson, M., & Quandt, T. (2015). *Game, set, snatch? The effects of game mode and outcome in a console sports game on cooperative behavior*. American Psychological Association 2015 Convention, Toronto (Canada), August.
- Kowert, R., Breuer, J., Festl, R., & Quandt, T. (2015). *Women are from FarmVille, Men are from ViceCity: The cycle of exclusion and sexism in video game content and culture*. 65th Annual Conference of the International Communication Association, San Juan (Puerto Rico), May.
- Sevdalis, V., Roth, D., Breuer, J., & Bente, G. (2015). *Investigating social cognition with motion capture technology*. Diversity of Social Cognition, Cologne (Germany), July.
- Trixa, J., & Breuer, J. (2015). *Ordnung ist die halbe Forschung: Von Selbstorganisation zur offenen und reproduzierbaren Wissenschaft [From self-organization to open and reproducible science]*. 15. Fachgruppentagung der FG Methoden der DGPK, Stuttgart (Germany), September.
- Breuer, J., Quandt, T., Festl, R., & Scharkow, M. (2014). *Gaming in Deutschland 2010-2013. Ergebnisse einer repräsentativen Panelstudie [Gaming in Germany 2010-2013 - Results from a representative panel study]*. Clash of Realities 2014, Cologne (Germany), May.
- Breuer, J., Vogelgesang, J., Quandt, T., & Festl, R. (2014). *Medieneffekt, Selektionseffekt oder Abwärtsspirale? Eine längsschnittstudie zum Zusammenhang zwischen Computerspielnutzung und physischer Aggression bei Jugendlichen und jungen Erwachsenen [Media effect, selection effect or downward spiral? A longitudinal study on the relationship between computer game use and physical aggression among adolescents and young adults]*. 49th Congress of the German Psychological Society (DGPs), Bochum (Germany), September.
- Breuer, J., Vogelgesang, J., Quandt, T., & Festl, R. (2014). *Socialization, selection or downward spiral? Data from a longitudinal study of German gamers aged 14 to 21*. 28th International Congress of Applied Psychology, Paris (France), July.
- Elson, M., Breuer, J., Scharkow, M., & Quandt, T. (2014). *Digital games and frustration: Effects on aggression and cooperative behavior*. 64th Annual Conference of the International Communication Association, Seattle (USA), May.
- Kowert, R., Breuer, J., Festl, R., & Quandt, T. (2014). *Sexism and the gender divide within the video game playing community*. Multi.Player 2, Münster (Germany), August.
- Breuer, J., Elson, M., & Quandt, T. (2013). *Mirror or projection screen? Avatar creation and identification in computer role-playing games*. 8th Conference of the Media Psychology Division of the German Psychological Society (DGPs), Würzburg (Germany), September.
- Breuer, J., Scharkow, M., & Quandt, T. (2013). *The perception and evaluation of violence in digital games tunnel vision or desensitization?* 63rd Annual Conference of the International Communication Association, London (UK), July.
- Eichentopf, J., Breuer, J., & Quandt, T. (2013). *”Did you find what you were looking for?” - Gratifications sought and obtained in computer games*. ICA Game Studies Preconference ”The Power of Play: Motivational Uses and Applications”, London (UK), July.
- Elson, M., Breuer, J., & Quandt, T. (2013). *Game and Watch Methodische Herausforderungen bei der Beobachtung von Computerspielern [Methodological challenges in observational studies with computer gamers]*. 15. Fachgruppentagung der FG Methoden der DGPK, Münster (Germany), September.
- Elson, M., Breuer, J., & Quandt, T. (2013). *Off the Shelf versus Tailor-Made: Identification with Default and Customized Avatars in Role-Playing Computer Games*. ICA Game Studies Preconference ”The Power of Play: Motivational Uses and Applications”, London (UK), July.

- Breuer, J. (2012). *Broccoli-coated chocolate? The educational potential of entertainment games*. 4th Clash of Realities - International Computer Game Conference, Cologne (Germany), May.
- Breuer, J., Elson, M., Mohseni, M. R., & Scharnow, M. (2012). *Are we really only measuring media effects? Problems and pitfalls associated with the implementation and analysis of the Competitive Reaction Time Task (CRTT) in research on digital games*. XVII. Workshop Aggression, Luxemburg (Luxemburg), July.
- Breuer, J., Elson, M., Scharnow, M., & Quandt, T. (2012). *More than just Violence - The Importance of Contextual Factors and Game Characteristics for Research on the Digital-Games-Aggression Link*. 4th Clash of Realities - International Computer Game Conference, Cologne (Germany), May.
- Breuer, J., Festl, R., & Quandt, T. (2012). *Herausforderungen bei der Inhaltsanalyse von Computer- und Videospiele[n] [Challenges in the content analysis of computer and video games]*. 14. Fachgruppentagung der FG Methoden der DGPK, Zürich (Switzerland), September.
- Breuer, J., Scharnow, M., & Quandt, T. (2012). *Frustration-Aggression 2.0: Die Bedeutung von Gegnern und Spielausgang für den Effekt digitaler Spiele auf aggressives Verhalten [The role of opponents and outcome for the effect of digital games on aggression]*. 48. Kongress der Deutschen Gesellschaft für Psychologie (DGPs), Bielefeld (Germany), September.
- Breuer, J., Scharnow, M., & Quandt, T. (2012). *The others - Why research on the effects of digital games on aggression needs a multiplayer perspective*. Preconference of the ECREA TWG Digital Games Research, Istanbul (Turkey), October.
- Elson, M., Breuer, J., Van Looy, J., & Kneer, J. (2012). *Comparing Apples and Oranges? The Effects of Confounding Factors in Experimental Research on Digital Games and Aggression*. 62nd Annual Conference of the International Communication Association, Phoenix (USA), May.
- Breuer, J. (2011). *(In)formative play: The effects of digital games on creativity and problem-solving skills*. International conference on the Foundations of Digital Games (FDG), Bordeaux (France), June.
- Breuer, J., Festl, R., & Quandt, T. (2011). *In the army now - Narrative elements and realism in military first-person shooters*. 5th DiGRA Conference, Utrecht (Netherlands), September.
- Breuer, J., & Quandt, T. (2011). *In-vitro gaming - Studying player interaction in the lab*. multi.player - International conference on the social aspects of digital gaming, Stuttgart (Germany), July.
- Breuer, J., Scharnow, M., & Quandt, T. (2011). *Tunnel vision or spectator mode? The effects of watching versus playing a violent game on immersion and perceived violence*. 7th Conference of the Media Psychology Division of the DGPs, Bremen (Germany), August.
- Breuer, J. (2010). *Ich sehe was, was Du nicht siehst - Der Einfluss digitaler Spiele auf Wahrnehmungs- und Informationsverarbeitungsprozesse [I spy with my virtul eye - The effect of digital games on perception and information processing]*. DGPK-Doktorandentage, Leipzig (Germany), September.
- Breuer, J. (2010). *The player's view - Studying how digital games can change our perceptions of the world*. Games Research Methods Seminar, Tampere (Finland), April.
- Breuer, J. (2010). *Through the eyes of the avatar - Can digital games influence how we perceive the world?* ECREA Preconference "Avatars and Humans - Representing Users in Digital Games", Hamburg (Germany), October.
- Breuer, J., Bente, G., Yanev, K., Günter, B., & Leuschner, H. (2009). *Invisible Tells: Physiological measures of arousal as game elements in online poker*. 6th Conference of the Media Psychology Division of the German Psychological Society, Duisburg (Germany), September.
- Breuer, J., Eschenburg, F., Bente, G., & Aelker, L. (2008). *Social cues in social games: Measures of player experience as game elements*. 58th Annual Conference of the International Communication Association, Montréal (Canada), May.
- Breuer, J., Eschenburg, F., Bente, G., & Aelker, L. (2008). *The game of mind-reading: Online poker as a research tool*. XXIX International Congress of Psychology, Berlin (Germany), July.

## OTHER CONFERENCE PRESENTATIONS (NOT PEER-REVIEWED) AND INVITED TALKS

- Breuer, J., & Stier, S. (2021). *Combining survey data and digital behavioral data*. GESIS Meet the Experts, Online, July.
- Breuer, J. (2019). *Data Linking: Survey data & social media data*. CESSDA Training Days, Cologne (Germany), November.
- Breuer, J., Stier, S., Siegers, P., Gummer, T., & Bleier, A. (2019). *Consent to Collecting and Linking Twitter Data in a Combined Webtracking and Survey Study*. 8th Conference of the European Survey Research Association, Zagreb (Croatia), July.
- Breuer, J., Bishop, L., & Kinder-Kurlanda, K. E. (2018). *The practical and ethical challenges in acquiring and sharing digital trace data*. The Tracked Society - Interdisciplinary Approaches on Online Tracking, Amsterdam (Netherlands), June.
- Stier, S., Breuer, J., & Siegers, P. (2018). *A review of articles combining survey data and digital trace data*. Symposium „Integrating and Analyzing Data from Surveys and Social Media“, Bochum (Germany), February.
- Bishop, L., Breuer, J., & Schiller, D. H. (2017). *Archiving new types of data*. CESSDA Experts Seminar, Bergen (Norway), September.
- Breuer, J. (2017). *Was möchten wir haben, (wie) bekommen wir das und was können und dürfen wir damit machen? Der Umgang mit Social-Media-Daten in der Kommunikationswissenschaft zwischen Wunsch und Wirklichkeit [The use of social media data in communication research between desire and reality]*. Workshop „Grenzen und Perspektiven der Methodenentwicklung in der Kommunikationswissenschaft“, Mainz (Germany), September.
- Breuer, J. (2015). *Let's get serious - Assessing the potentials and limitations of serious games*. Summer School “Living with Media,” Cologne (Germany), July.
- Breuer, J. (2015). *The Hot Topic Mod Sex(ism) and violence in video games*. Expra-Kongress Psychologie der Universität du Luxemburg, Belval (Luxemburg), December.
- Breuer, J., & Elson, M. (2014). *Lernwerkzeug, Suchtmittel oder doch nur ein Spiel? Über die Wirkung von Computer- und Videospiele auf ihre Nutzer [The effects of computer and video games on their users]*. Was wird hier gespielt? Computerspiele in Familie 2010, Fulda (Germany), May.
- Breuer, J., & Elson, M. (2014). *What happens in the lab, stays in the lab? Methodische Herausforderungen bei der Messung von Verhalten in Laborstudien am Beispiel der Forschung zu Mediengewalt [Methodological challenges in measuring behavior in laboratory studies on media violence]*. Workshop der AG Beobachtung, Mainz (Germany), November.
- Breuer, J. (2013). *Faszination Onlinespiele [The allure of online games]*. Bürgernetz Münster, Münster (Germany), October.
- Breuer, J., & Quandt, T. (2012). *Der Gamer, das unbekannte Wesen? Daten zum Computerspielen in Deutschland [Data about computer game players in Germany]*. 11. GamesDay der Hochschule der Medien, Stuttgart (Germany), June.
- Quandt, T., & Breuer, J. (2012). *Casual Learning durch COTS-Spiele [Casual Learning Through COTS Games]*. Serious Games Symposium 2012, Mannheim (Germany), February.
- Breuer, J. (2010). *Computerspiele verstehen [Understanding Computer Games]*. Medienkompetenztage Baden-Württemberg, Stuttgart (Germany), October.

## Teaching experience

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### UNIVERSITY COURSES

#### **Digitale Mediennutzung und Data Literacy - Über Datenspuren und ihre Nutzung [Digital media use and data literacy - On digital traces and their usage]**

SEMINAR, UNDERGRADUATE LEVEL

HHU Duesseldorf

Winter term 2020-2021

<b>Medienwirkung [Media effects]</b>	University of Cologne
RESEARCH SEMINAR (TOGETHER WITH JOSEPHINE SCHMITT), GRADUATE LEVEL	Winter term 2016-2017
<b>Aktuelle Ansätze in der Medienwirkungsforschung [Current approaches in media effects research]</b>	University of Cologne
SEMINAR, GRADUATE LEVEL	Winter term 2016-2017
<b>Medien und Gewalt [Media and violence]</b>	University of Cologne
SEMINAR, UNDERGRADUATE LEVEL	Summer term 2016
<b>Medienwirkung [Media effects]</b>	University of Cologne
RESEARCH SEMINAR (TOGETHER WITH LENA FRISCHLICH), GRADUATE LEVEL	Winter term 2015-2016
<b>Aktuelle Ansätze in der Medienwirkungsforschung [Current approaches in media effects research]</b>	University of Cologne
SEMINAR, GRADUATE LEVEL	Winter term 2015-2016
<b>Medien und Gewalt [Media and violence]</b>	University of Cologne
SEMINAR, UNDERGRADUATE LEVEL	Summer term 2015
<b>Aktuelle Ansätze in der Medienwirkungsforschung [Current approaches in media effects research]</b>	University of Cologne
SEMINAR, GRADUATE LEVEL	Winter term 2014-2015
<b>Neue Medien: von CvK bis HCI [New media: From CMC to HCI]</b>	University of Cologne
SEMINAR, GRADUATE LEVEL	Winter term 2013-2014
<b>Mediensozialisation und Lernen mit Medien [Media socialization and learning with media]</b>	University of Cologne
SEMINAR (TOGETHER WITH MALTE ELSON), UNDERGRADUATE LEVEL	Winter term 2012-2013
<b>Aus dem Leben eines Spielers – Biographische Leitfadeninterviews mit Computerspielern [From the life of a player - Biographical interviews with gamers]</b>	University of Hohenheim
SEMINAR, UNDERGRADUATE LEVEL	Winter term 2011-2012
<b>Studying Games – Befunde und Methoden der Computer- und Videospieelforschung [Studying games - Results and methods of research on computer and video games]</b>	University of Hohenheim
SEMINAR, UNDERGRADUATE LEVEL	Winter term 2010-2011
<b>Computer- und Videospiele [Computer and video games]</b>	University of Cologne
SEMINAR, GRADUATE LEVEL	Summer term 2009
<b>Computervermittelte Kommunikation und Online-Gaming [Computer-mediated communication and online gaming]</b>	University of Cologne
SEMINAR (TOGETHER WITH MARIA SENOKOZLIEVA), GRADUATE LEVEL	Summer term 2008
<b>INVITED GUEST LECTURES</b>	
<b>Sekundäranalyse von Forschungsdaten [Secondary analysis of research data]</b>	University of Würzburg
GRADUATE LEVEL	February 2021
<b>Sekundäranalyse von Forschungsdaten [Secondary analysis of research data]</b>	University of Würzburg
GRADUATE LEVEL	January 2020
<b>Chancen und Herausforderungen in der Forschung mit digitalen Verhaltensdaten [Potentials and challenges in research with digital behavioral data]</b>	University of Cologne
GRADUATE LEVEL	December 2019
<b>Sekundäranalyse von Forschungsdaten [Secondary analysis of research data]</b>	University of Würzburg
GRADUATE LEVEL	June 2019
<b>Videospiele(n) aus evolutionspsychologischer Perspektive [Video games from an evolutionary psychology perspective]</b>	University of Würzburg
TOGETHER WITH DANIEL PIETSMANN, UNDERGRADUATE LEVEL	January 2019
<b>Can smartphones make people smarter? Challenges and opportunities for the design and use of mobile educational games</b>	TU Chemnitz
GRADUATE LEVEL	December 2015

## WORKSHOPS

<b>Introduction to survey data cleaning using tidyverse in R</b> TOGETHER WITH STEFAN JUENGER, ESRA 2021	online July 2021
<b>Linking Twitter &amp; Survey Data</b> TOGETHER WITH LIBBY BISHOP & LUKE SLOAN	online June 2021
<b>Automatic sampling and analysis of YouTube data</b> TOGETHER WITH JULIAN KOHNE & M. ROHANGIS MOHSENI	online February 2021
<b>Introduction to R for Data Analysis</b> TOGETHER WITH STEFAN JUENGER	online August 2020
<b>Linking Twitter &amp; Survey Data</b> TOGETHER WITH LIBBY BISHOP & LUKE SLOAN	online June 2020
<b>Archiving Social Media Data: Challenges and Proposed Solutions</b> CESSDA WEBINAR	online June 2020
<b>Automatic sampling and analysis of YouTube data</b> TOGETHER WITH JULIAN KOHNE & M. ROHANGIS MOHSENI	Cologne February 2020
<b>Working with the Facebook Ad Library</b> GESIS DATA DAY 2020	Cologne January 2020
<b>Developing your personal workflow for transparent &amp; reproducible research</b> TOGETHER WITH FREDERIK AUST, SIPS 2019	Rotterdam July 2019
<b>Data Wrangling &amp; Exploration with the Tidyverse in R</b> TOGETHER WITH STEFAN JUENGER & THOMAS EBEL	Mannheim May 2019
<b>Forschungsdaten selbst analysieren in R [Analyzing research data with R]</b> GESIS DATA DAY 2019	Cologne January 2019
<b>A practical primer on transparent research workflows</b> TOGETHER WITH FREDERIK AUST, ESCON 2018	Cologne September 2018
<b>Exploring data from ALLBUS and the European Values Study in R</b> SciCAR 2018	Dortmund September 2018

## (Co-)SUPERVISED THESES

<b>Rother, E.: Gameplay, Gender &amp; Hate Speech: Eine Ueberblicksarbeit zur Problematik von Sexismus in Online Games [A review of research on sexism in online games]</b> BACHELOR THESIS	University of Cologne 2017
<b>Rhine, S. &amp; Moravek, J.: I feel phonely - Eine Studie zum Zusammenhang zwischen Smartphonennutzung und persönlichen Beziehungen [A study on the relationship between smartphone use and personal relationships]</b> BACHELOR THESIS	University of Cologne 2016
<b>Wulf, T.: United we spend - divided we brawl? Eine empirische Untersuchung zum Einfluss von Kooperation in Videospiele auf Emotionsregulation und prosoziales Verhalten [An empirical study on the effect of cooperation in video games on emotion regulation and prosocial behavior]</b> MASTER THESIS	University of Cologne 2016
<b>Koprek, N.: Wer spielt was? Wieso, weshalb, warum? Der Zusammenhang von Geschlecht, Persönlichkeitsmerkmalen und Motiven bei der Nutzung von Computer- und Videospiele [Who plays what and why? The relationship between gender, personality, and motives with the use of computer and video games]</b> MASTER THESIS	University of Cologne 2015

<b>Khala, J., Mueschen, A., &amp; Spexard, E.: Competence + 1 - Eine medienpsychologische Untersuchung der motivationalen Wirkung von Erfolg und Misserfolg bei interaktiven Medien am Beispiel von Quizduell [A study on the motivational effects of success and failure in digital games]</b>	<i>University of Cologne</i>
BACHELOR THESIS	2015
<b>Behrendt, J.: Kultur- und Geschlechterunterschiede bei der Rezeption und Produktion von Rapport</b>	<i>University of Cologne</i>
MASTER THESIS	2015
<b>Trouillé, A.-K.: Ingroup and outgroup differences in the recognition of nonverbal displays of emotion</b>	<i>University of Cologne</i>
BACHELOR THESIS	2015
<b>Eichentopf, J.: Gesuchte und erhaltene Gratifikationen und ihre Bedeutung für die Nutzung von Computerspielen - Ein interkultureller Vergleich [Gratifications sought and found when playing computer games - An intercultural comparison]</b>	<i>University of Hohenheim</i>
MASTER THESIS	2013
<b>Götz, M.: Vergleich der Computer- und Videospieldnutzung von Jugendlichen zwischen (14-17) und älteren Erwachsenen (50+) - eine qualitative Auswertung [Comparison of computer and video game use of teenagers (14 to 17) and older adults (50+) - a qualitative analysis]</b>	<i>University of Hohenheim</i>
BACHELOR THESIS	2012
<b>Frick, M.: Power to the Pixel - Faszination Retro Gaming - Analyse einer Subkultur der Videospieldergemeinschaft [Retro Gaming - Analysis of a gaming subculture]</b>	<i>University of Hohenheim</i>
BACHELOR THESIS	2012
<b>Wiesinger, F.: Auswirkungen extensiver Nutzung von Computer und Videospielden auf das soziale Leben von Schülern [Effects of excessive computer game use on the social life of high school students]</b>	<i>University of Hohenheim</i>
BACHELOR THESIS	2011
<b>Elson, M.: The Effects of Displayed Violence and Game Speed in First-Person Shooters on Physiological Arousal and Aggressive Behavior</b>	<i>University of Cologne</i>
DIPLOM THESIS	2011
<b>Balkowski, A.-L.: Der Einfluss von Emotionsfeedback auf die Kooperation bei computergestützter Gruppenarbeit [The effect of emotion feedback on cooperation in computer-supported group work]</b>	<i>University of Cologne</i>
DIPLOM THESIS	2010
<b>Müller, P.: Online-Rollenspiele: Suchtmittel oder Freizeitvergnügen? Eine vergleichende Analyse der Lebenswelten von Online-Rollenspielern mit unterschiedlichen Nutzungsgewohnheiten am Beispiel von World of Warcraft [A comparative analysis of World of Warcraft players with different playing habits]</b>	<i>University of Cologne</i>
DIPLOM THESIS	2010
<b>Vohwinkel, K.: Playability: Evaluation von Computer- und Videospielden [Evaluating computer and video games]</b>	<i>University of Cologne</i>
DIPLOM THESIS	2010

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## REVIEWING

- In addition to reviews as editorial board member, regular reviewer for *The International Journal of Press/Politics*, *Studies in Communication and Media*, *Social Science Computer Review*, *Communications* (see my Publons profile for a detailed overview of my journal reviewing activities)
- Project proposal reviewer for the *German Research Foundation* (DFG) and the *Research Foundation Flanders* (FWO)
- Reviewer for various edited volumes and academic conferences

## COMMITTEES AND OTHER POSITIONS

### Postdoc representative

GESIS - LEIBNIZ INSTITUTE FOR THE SOCIAL SCIENCES

April 2018 - May 2021

### Leader of the Leibniz PostDoc Survey Group

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October 2019 - June 2021

### Spokesperson Section B - Economics, Social Sciences, Spatial Research

LEIBNIZ POSTDOC NETWORK

October 2018 - October 2019

### Chair of the section officers election committee

MEDIA PSYCHOLOGY DIVISION OF THE GERMAN PSYCHOLOGICAL ASSOCIATION

May 2019 - September 2019

## Professional affiliations

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- German Psychological Society (DGPs)
- Society for the Improvement of Psychological Science (SIPS)
- German Communication Association (DGPuK)
- German Society for Online Research (DGOF)
- European Survey Research Association (ESRA)