

Dr. Johannes Breuer

SENIOR RESEARCHER

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

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Research interests

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

Skills

- 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

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

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

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

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

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., Kumpel, 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*, Advance online publication. <https://doi.org/10.1017/s0003055421001222>
- 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., & Tols, 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., Scharkow, 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., Scharkow, 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., Scharkow, 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
- 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, w., & 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. Schmeink (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. Sturmei (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 Videospielen 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 Videospielen [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., & Hegedűs, P. (2021). *Archiving Social Media Data: A guide for archivists and researchers*. <https://doi.org/10.5281/ZENODO.5041072>
- Breuer, J., & Hegedűs, 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
- 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.

DATA SETS

Quandt, T., Festl, R., Breuer, J., Scharkow, M., & Kowert, R. (2017). *GameStat - Longitudinal Data on the Use of Computer- und Video-Games in Germany 2011-2013*. GESIS Data Archive. <https://doi.org/10.4232/1.12813>

Utz, S., & Breuer, J. (2017). *Data from the longitudinal survey in the project "Redefining tie strength: How social media (can) help us to get non-redundant information and emotional support"* (ReDefTie). CentERdata.

Presentations

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., Scharkow, 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., Scharkow, 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 (DGPK), 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., & Scharkow, 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., Scharkow, 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 Videospielen [Challenges in the content analysis of computer and video games]*. 14. Fachgruppentagung der FG Methoden der DGPK, Zürich (Switzerland), September.
- Breuer, J., Scharkow, 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., Scharkow, 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., Scharkow, 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 Videospielen auf ihre Nutzer [The effects of computer and video games on their users]*. Was wird hier gespielt? Computerspiele in Familie 2020, 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]*. Medienkompetenztag Baden-Württemberg, Stuttgart (Germany), October.

Teaching experience

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 2021-2022

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

Medienwirkung [Media effects]

RESEARCH SEMINAR (TOGETHER WITH JOSEPHINE SCHMITT), GRADUATE LEVEL

University of Cologne

Winter term 2016-2017

Aktuelle Ansätze in der Medienwirkungsforschung [Current approaches in media effects research]

SEMINAR, GRADUATE LEVEL

University of Cologne

Winter term 2016-2017

Medien und Gewalt [Media and violence]

SEMINAR, UNDERGRADUATE LEVEL

University of Cologne

Summer term 2016

Medienwirkung [Media effects]

RESEARCH SEMINAR (TOGETHER WITH LENA FRISCHLICH), GRADUATE LEVEL

University of Cologne

Winter term 2015-2016

Aktuelle Ansätze in der Medienwirkungsforschung [Current approaches in media effects research]

SEMINAR, GRADUATE LEVEL

University of Cologne

Winter term 2015-2016

Medien und Gewalt [Media and violence]

SEMINAR, UNDERGRADUATE LEVEL

University of Cologne

Summer term 2015

Aktuelle Ansätze in der Medienwirkungsforschung [Current approaches in media effects research]

SEMINAR, GRADUATE LEVEL

University of Cologne

Winter term 2014-2015

Neue Medien: von CvK bis HCI [New media: From CMC to HCI]

SEMINAR, GRADUATE LEVEL

University of Cologne

Winter term 2013-2014

Mediensozialisation und Lernen mit Medien [Media socialization and learning with media]

SEMINAR (TOGETHER WITH MALTE ELSON), UNDERGRADUATE LEVEL

University of Cologne

Winter term 2012-2013

Aus dem Leben eines Spielers – Biographische Leitfadeninterviews mit Computerspielern [From the life of a player - Biographical interviews with gamers]

SEMINAR, UNDERGRADUATE LEVEL

University of Hohenheim

Winter term 2011-2012

Studying Games – Befunde und Methoden der Computer- und Videospielforschung [Studying games - Results and methods of research on computer and video games]

SEMINAR, UNDERGRADUATE LEVEL

University of Hohenheim

Winter term 2010-2011

Computer- und Videospiele [Computer and video games]

SEMINAR, GRADUATE LEVEL

University of Cologne

Summer term 2009

Computervermittelte Kommunikation und Online-Gaming [Computer-mediated communication and online gaming]

SEMINAR (TOGETHER WITH MARIA SENOKOZLIEVA), GRADUATE LEVEL

University of Cologne

Summer term 2008

INVITED GUEST LECTURES

Sekundäranalyse von Forschungsdaten [Secondary analysis of research data]

GRADUATE LEVEL

University of Würzburg

February 2021

Sekundäranalyse von Forschungsdaten [Secondary analysis of research data]

GRADUATE LEVEL

University of Würzburg

January 2020

Chancen und Herausforderungen in der Forschung mit digitalen Verhaltensdaten [Potentials and challenges in research with digital behavioral data]

GRADUATE LEVEL

University of Cologne

December 2019

Sekundäranalyse von Forschungsdaten [Secondary analysis of research data]

GRADUATE LEVEL

University of Würzburg

June 2019

Videospiele(n) aus evolutionspsychologischer Perspektive [Video games from an evolutionary psychology perspective]

TOGETHER WITH DANIEL PIETSMANN, UNDERGRADUATE LEVEL

University of Würzburg

January 2019

Can smartphones make people smarter? Challenges and opportunities for the design and use of mobile educational games

GRADUATE LEVEL

TU Chemnitz

December 2015

WORKSHOPS

Tools and Workflows for Reproducible Research in the Quantitative Social Sciences

TOGETHER WITH BERND WEISS & ARNIM BLEIER

online

November 2021

Introduction to R for Data Analysis

TOGETHER WITH STEFAN JUENGER

online

August 2021

Introduction to survey data cleaning using tidyverse in R

TOGETHER WITH STEFAN JUENGER, ESRA 2021

online

July 2021

Linking Twitter & Survey Data

TOGETHER WITH LIBBY BISHOP & LUKE SLOAN

online

June 2021

Automatic sampling and analysis of YouTube data

TOGETHER WITH JULIAN KOHNE & M. ROHANGIS MOHSENI

online

February 2021

Introduction to R for Data Analysis

TOGETHER WITH STEFAN JUENGER

online

August 2020

Linking Twitter & Survey Data

TOGETHER WITH LIBBY BISHOP & LUKE SLOAN

online

June 2020

Archiving Social Media Data: Challenges and Proposed Solutions

CESSDA WEBINAR

online

June 2020

Automatic sampling and analysis of YouTube data

TOGETHER WITH JULIAN KOHNE & M. ROHANGIS MOHSENI

Cologne

February 2020

Working with the Facebook Ad Library

GESIS DATA DAY 2020

Cologne

January 2020

Developing your personal workflow for transparent & reproducible research

TOGETHER WITH FREDERIK AUST, SIPS 2019

Rotterdam

July 2019

Data Wrangling & Exploration with the Tidyverse in R

TOGETHER WITH STEFAN JUENGER & THOMAS EBEL

Mannheim

May 2019

Forschungsdaten selbst analysieren in R [Analyzing research data with R]

GESIS DATA DAY 2019

Cologne

January 2019

A practical primer on transparent research workflows

TOGETHER WITH FREDERIK AUST, ESCON 2018

Cologne

September 2018

Exploring data from ALLBUS and the European Values Study in R

SciCAR 2018

Dortmund

September 2018

(CO-)SUPERVISED THESES

Rother, E.: Gameplay, Gender & Hate Speech: Eine Ueberblicksarbeit zur Problematik von Sexismus in Online Games [A review of research on sexism in online games]

BACHELOR THESIS

University of Cologne

2017

Rhine, S. & 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]	<i>University of Cologne</i>
BACHELOR THESIS	2016
Wulf, T.: United we spend - divided we brawl? Eine empirische Untersuchung zum Einfluss von Kooperation in Videospielen auf Emotionsregulation und prosoziales Verhalten [An empirical study on the effect of cooperation in video games on emotion regulation and prosocial behavior]	<i>University of Cologne</i>
MASTER THESIS	2016
Koprek, N.: Wer spielt was? Wieso, weshalb, warum? Der Zusammenhang von Geschlecht, Persönlichkeitsmerkmalen und Motiven bei der Nutzung von Computer- und Videospielen [Who plays what and why? The relationship between gender, personality, and motives with the use of computer and video games]	<i>University of Cologne</i>
MASTER THESIS	2015
Khala, J., Mueschen, A., & 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]	<i>University of Cologne</i>
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MASTER THESIS	2013
Götz, M.: Vergleich der Computer- und Videospielnutzung 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]	<i>University of Hohenheim</i>
BACHELOR THESIS	2012
Frick, M.: Power to the Pixel - Faszination Retro Gaming - Analyse einer Subkultur der Videospielergemeinschaft [Retro Gaming - Analysis of a gaming subculture]	<i>University of Hohenheim</i>
BACHELOR THESIS	2012
Wiesinger, F.: Auswirkungen extensiver Nutzung von Computer und Videospielen auf das soziale Leben von Schülern [Effects of excessive computer game use on the social life of high school students]	<i>University of Hohenheim</i>
BACHELOR THESIS	2011
Elson, M.: The Effects of Displayed Violence and Game Speed in First-Person Shooters on Physiological Arousal and Aggressive Behavior	<i>University of Cologne</i>
DIPLOM THESIS	2011
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]	<i>University of Cologne</i>
DIPLOM THESIS	2010
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]	<i>University of Cologne</i>
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