

# 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)
- Git (intermediate)
- SQL (basic)

## Education

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### University of Cologne

PHD IN PSYCHOLOGY

Cologne

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

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

Cologne

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)

TEAM LEADER

Bochum

Since 07/2021

- Team Research Data & Methods

### GESIS - Leibniz Institute for the Social Sciences

SENIOR RESEARCHER

Cologne

Since 04/2017

- Team Digital Society Observatory (before: Team Survey Data Augmentation)

### Leibniz-Institut für Wissensmedien

POSTDOCTORAL RESEARCHER

Tübingen

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

### Wi4impact – Understanding the impact of knowledge in the context of digitalization

CO-PI WITH SIMONE HAASLER, LYDIA REPKE, AND SOPHIE ZERVOS

- 483000 Euro

BMBF

August 2022 - August 2025

### 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

March 2022 - March 2025

### 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 2018

### 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

### GESIS Research Award for Cross-Departmental Collaboration

TOGETHER WITH HENNING SILBER, CHRISTOPH BEUTHNER, TOBIAS GUMMER, FLORIAN KEUSCH, PASCAL SIEGERS, SEBASTIAN STIER, & BERND WEISS

GESIS

November 2023

### Placement on the final list for a position as associate professor of communication and media studies with a focus on methodological innovation

University of Bremen

February 2022

### 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

## Various competitive (conference) travel grants

DAAD

2008 - 2015

# Publications

## PEER-REVIEWED JOURNAL PAPERS

- Von Andrian-Werburg, M. T. P., Siegers, P., & Breuer, J. (2023). A Re-evaluation of Online Pornography Use in Germany: A Combination of Web Tracking and Survey Data Analysis. *Archives of Sexual Behavior*, Advance online publication. <https://doi.org/10.1007/s10508-023-02666-8>
- Schnauber-Stockmann, A., Scharkow, M., & Breuer, J. (2023). Routines and the Predictability of Day-to-Day Web Use. *Media Psychology*, 26(3), 229–251. <https://doi.org/10.1080/15213269.2022.2121286>
- Bowman, N. D., Velez, J., Wulf, T., Breuer, J., Yoshimura, K., & Resignato, L. J. (2023). That bygone feeling: Controller ergonomics and nostalgia in video game play. *Psychology of Popular Media*, 12(2), 147–158. <https://doi.org/10.1037/ppm0000382>
- Akdeniz, E., Borschewski, K. E., Breuer, J., & Voronin, Y. (2023). Sharing social media data: The role of past experiences, attitudes, norms, and perceived behavioral control. *Frontiers in Big Data*, 5. <https://doi.org/10.3389/fdata.2022.971974>
- Stier, S., Weiß, B., Hartmann, T., Flöck, F., Breuer, J., Schaurer, I., & Kummerow, M. (2022). The role of the information environment during the first COVID-19 wave in Germany. *Political Research Exchange*, 4(1), Advance online publication. <https://doi.org/10.1080/2474736X.2022.2135451>
- Silber, H., Breuer, J., Beuthner, C., Gummer, T., Keusch, F., Siegers, P., Stier, S., & Weiß, B. (2022). Linking surveys and digital trace data: Insights from two studies on determinants of data sharing behaviour. *Journal of the Royal Statistical Society: Series A (Statistics in Society)*, 185, 387–407. <https://doi.org/10.1111/rssa.12954>
- Ratan, R., Chen, V., De Grove, F., Breuer, J., Quandt, T., & Williams, P. (2022). Gender, Gaming Motives, and Genre: Comparing Singaporean, German, and American Players. *IEEE Transactions on Games*, 14(3), 456–465. <https://doi.org/10.1109/TG.2021.3116077>
- Stier, S., Mangold, F., Scharkow, M., & Breuer, J. (2022). Post Post-Broadcast Democracy? News Exposure in the Age of Online Intermediaries. *American Political Science Review*, 116(2), 768–774. <https://doi.org/10.1017/S0003055421001222>
- Breuer, J., Kmetty, Z., Haim, M., & Stier, S. (2022). User-centric approaches for collecting Facebook data in the “post-API age”: Experiences from two studies and recommendations for future research. *Information, Communication & Society*, Advance online publication. <https://doi.org/10.1080/1369118x.2022.2097015>
- Mangold, F., Stier, S., Breuer, J., & Scharkow, M. (2022). The overstated generational gap in online news use? A consolidated infrastructural perspective. *New Media & Society*, 24(10), 2207–2226. <https://doi.org/10.1177/1461444821989972>
- 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>

- 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>
- 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>
- 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](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)

- Strippel, C., Breuer, J., Fürst, S., Koenen, E., Prandner, D., & Schwarzenegger, C. (2023). Neue Publikationsformate zu offenen Infrastrukturen und Ressourcen für die Kommunikations- und Medienforschung: Ein Erfahrungsbericht [New publication formats on open infrastructures and resources for communication and media research: A field report]. *MedienJournal*, 47(3), 46–58. <https://doi.org/10.24989/medienjournal.v47i3.2627>
- Strippel, C., Breuer, J., Fürst, S., Koenen, E., Prandner, D., & Schwarzenegger, C. (2023). Editorial: Data, archives, and tools: Introducing new publication formats on infrastructures and resources for communication and media research. *Publizistik*, Advance online publication. <https://doi.org/10.1007/s11616-023-00806-7>
- Dienlin, T., & Breuer, J. (2023). Privacy Is Dead, Long Live Privacy!: Two Diverging Perspectives on Current Issues Related to Privacy. *Journal of Media Psychology*, 35(3), 159–168. <https://doi.org/10.1027/1864-1105/a000357>
- Kohne, J., Schmitt, J. B., & Breuer, J. (2023). Einführung: Digitalisierungsforschung. Ein Einblick in die Bandbreite der Forschung zu und mit digitalen Daten [Introduction: Digitalization Research. An insight into the range of research on and with digital data]. *Easy Social Sciences*, 69, 3–10. <https://doi.org/10.15464/EASY.2023.07>

- Schmitt, J. B., Kohne, J., & Breuer, J. (2023). Einführung: Digitalisierungsforschung. Wie wir die digitale Transformation wissenschaftlich erfassen können [Introduction: Digitization Research. How we can capture the digital transformation scientifically]. *Easy Social Sciences*, 68, 4–11. <https://doi.org/10.15464/EASY.2023.01>
- 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

- Munzert, S., Ramirez-Ruiz, S., Watteler, O., Breuer, J., Batzdorfer, V., Eder, C., Wiltshire, D. A., Barberá, P., Guess, A. M., & Yang, J. (2023). *Publishing Combined Web Tracking and Survey Data* [Preprint]. Open Science Framework. <https://doi.org/10.31219/osf.io/y4v8z>
- von Andrian-Werburg, M. T. P., Siegers, P., & Breuer, J. (2022). *A reevaluation of online pornography use in Germany using a combination of web tracking and survey data* [Preprint]. PsyArXiv. <https://doi.org/10.31234/osf.io/ehqgv>
- Dienlin, T., & Breuer, J. (2022). *Post-privacy or pro-privacy? Two diverging perspectives on the state of privacy* [Preprint]. SocArXiv. <https://doi.org/10.31235/osf.io/ugvft>
- 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

- Breuer, J. (2023). Putting the AI into social science – How artificial intelligence tools are changing and challenging research in the social sciences. In A. Sudmann, A. Echterhölter, M. Ramsauer, F. Retkowski, J. Schröter, & A. Waibel (Eds.), *Beyond Quantity. Research with Subsymbolic AI* (pp. 255–273). transcript.
- Breuer, J., Weller, K., & Kinder-Kurlanda, K. (2023). The Role of Participants in Online Privacy Research: Ethical and Practical Consideration. In S. Trepte & P. K. Masur (Eds.), *The Routledge Handbook of Privacy and Social*

- Breuer, J., Kohne, J., & Rohangis Mohseni, M. (2023). Using YouTube data for social science research. In J. Skopek (Ed.), *Research Handbook on Digital Sociology* (pp. 258–277). Edward Elgar Publishing. <https://doi.org/10.4337/9781789906769.00022>
- Breuer, J. (2023). Www - Die Funktionen des Internets für die Wissenschaft [www - The functions of the internet for science]. In S. Hofhues & K. Schütze (Eds.), *Doing Research - Wissenschaftspraktiken zwischen Positionierung und Suchanfragen [Doing Research - Research practices between positioning and search requests]* (pp. 417–423). transcript.
- Wulf, T., Possler, D., & Breuer, J. (2022). Content Analysis in the Research Field of Video Games. In F. Oehmer-Pedrazzi, S. H. Kessler, E. Humprecht, K. Sommer, & L. Castro (Eds.), *Standardisierte Inhaltsanalyse in der Kommunikationswissenschaft – Standardized Content Analysis in Communication Research* (pp. 287–297). Springer VS.
- 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.
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- 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]*. DGPuK-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 PRESENTATIONS (NOT PEER-REVIEWED) AND INVITED TALKS

- Breuer, J. (2023). *Digital Traces & Data Donation for Research on Social Media and Well-Being*. Social Media and Well-Being: A multi-disciplinary dialogue, Lugano (Switzerland), June.
- 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 Université 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]*. Medienkompetenztage 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 Videospieelforschung [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**

## **Verknuepfung von digitalen Spurdaten & Umfragen - Wieso, wie und was ist moeglich? [Linking digital trace data & surveys - Why, how, and what is possible?]**

GRADUATE LEVEL

FAU Erlangen-Nürnberg

January 2023

## **Social-Media-Daten in der Bildungsforschung [Social media data in educational research]**

TOGETHER WITH THOMAS LOESCH, GRADUATE LEVEL

University of Applied Sciences of the

Grisons

March 2022

## **Sekundäranalyse von Forschungsdaten [Secondary analysis of research data]**

GRADUATE LEVEL

University of Würzburg

February 2022

## **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**

### **Workflows for Reproducible Research with R & Git**

TOGETHER WITH BERND WEISS & ARNIM BLEIER

online

November 2023

### **Introduction to Sentiment Analysis: Potentials and limitations**

TOGETHER WITH CAIO MELLO & GAURISH THAKKAR

online

July 2023

### **Automatic sampling and analysis of YouTube data**

TOGETHER WITH ANNIKA DEUBEL & M. ROHANGIS MOHSENI

online

February 2023

### **Using git & GitHub via Rstudio**

TOGETHER WITH MARCO WÄHNER

Bochum

January 2023

### **Tools and Workflows for Reproducible Research in the Quantitative Social Sciences**

TOGETHER WITH BERND WEISS & ARNIM BLEIER

online

November 2022

### **Introduction to R for Data Analysis**

TOGETHER WITH STEFAN JUENGER AND VERONIKA BATZDORFER

online

August 2022

### **Linking Twitter & Survey Data**

TOGETHER WITH LIBBY BISHOP & LUKE SLOAN

online

June 2022

### **Twitter-Daten mit R [Twitter Data with R]**

SHORT DEMO FOR THE WORKSHOP TWITTER TOOLS - COLLECTING, PROCESSING, AND ANALYZING DATA

online

May 2022



|   |                       |
|---|-----------------------|
| <b>Reproducible research practices for psychologists</b>  | Leuven                |
| TOGETHER WITH FREDERIK AUST   | April 2022            |
| <b>Automatic sampling and analysis of YouTube data</b>  | online                |
| TOGETHER WITH JULIAN KOHNE & M. ROHANGIS MOHSENI  | February 2022         |
| <b>Ethische Fragen in der Forschung mit digitalen Spurdaten [Ethical questions in research with digital trace data]</b>   | online                |
| WORKSHOP FOR THE DEPARTMENT FOR MEDIA, KNOWLEDGE AND COMMUNICATION AT THE UNIVERSITY OF AUGSBURG  | January 2022          |
| <b>Tools and Workflows for Reproducible Research in the Quantitative Social Sciences</b>  | online                |
| TOGETHER WITH BERND WEISS & ARNIM BLEIER  | November 2021         |
| <b>Introduction to R for Data Analysis</b>  | online                |
| TOGETHER WITH STEFAN JUENGER  | August 2021           |
| <b>Introduction to survey data cleaning using tidyverse in R</b>  | online                |
| TOGETHER WITH STEFAN JUENGER, ESRA 2021   | July 2021             |
| <b>Linking Twitter &amp; Survey Data</b>  | online                |
| TOGETHER WITH LIBBY BISHOP & LUKE SLOAN   | June 2021             |
| <b>Automatic sampling and analysis of YouTube data</b>  | online                |
| TOGETHER WITH JULIAN KOHNE & M. ROHANGIS MOHSENI  | February 2021         |
| <b>Introduction to R for Data Analysis</b>  | online                |
| TOGETHER WITH STEFAN JUENGER  | August 2020           |
| <b>Linking Twitter &amp; Survey Data</b>  | online                |
| TOGETHER WITH LIBBY BISHOP & LUKE SLOAN   | June 2020             |
| <b>Archiving Social Media Data: Challenges and Proposed Solutions</b>   | online                |
| CESSDA WEBINAR  | June 2020             |
| <b>Automatic sampling and analysis of YouTube data</b>  | Cologne               |
| TOGETHER WITH JULIAN KOHNE & M. ROHANGIS MOHSENI  | February 2020         |
| <b>Working with the Facebook Ad Library</b>   | Cologne               |
| GESIS DATA DAY 2020   | January 2020          |
| <b>Developing your personal workflow for transparent &amp; reproducible research</b>  | Rotterdam             |
| TOGETHER WITH FREDERIK AUST, SIPS 2019  | July 2019             |
| <b>Data Wrangling &amp; Exploration with the Tidyverse in R</b>   | Mannheim              |
| TOGETHER WITH STEFAN JUENGER & THOMAS EBEL  | May 2019              |
| <b>Forschungsdaten selbst analysieren in R [Analyzing research data with R]</b>   | Cologne               |
| GESIS DATA DAY 2019   | January 2019          |
| <b>A practical primer on transparent research workflows</b>   | Cologne               |
| TOGETHER WITH FREDERIK AUST, ESCON 2018   | September 2018        |
| <b>Exploring data from ALLBUS and the European Values Study in R</b>  | Dortmund              |
| SciCAR 2018   | September 2018        |
| <b>(CO-)SUPERVISED THESES</b>   |                       |
| <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>   | University of Cologne |
| BACHELOR THESIS   | 2017                  |
| <b>Rhine, S. &amp; Moravek, J.: I feel phonely - Eine Studie zum Zusammenhang zwischen Smartphonennutzung und persoenlichen Beziehungen [A study on the relationship between smartphone use and personal relationships]</b>   | University of Cologne |
| BACHELOR THESIS   | 2016                  |
| <b>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]</b> | University of Cologne |
| 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]**

MASTER THESIS

University of Cologne

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]**

BACHELOR THESIS

University of Cologne

2015

**Behrendt, J.: Kultur- und Geschlechterunterschiede bei der Rezeption und Produktion von Rapport**

MASTER THESIS

University of Cologne

2015

**Trouillé, A.-K.: Ingroup and outgroup differences in the recognition of nonverbal displays of emotion**

BACHELOR THESIS

University of Cologne

2015

**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]**

MASTER THESIS

University of Hohenheim

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]**

BACHELOR THESIS

University of Hohenheim

2012

**Frick, M.: Power to the Pixel - Faszination Retro Gaming - Analyse einer Subkultur der Videospielergemeinschaft [Retro Gaming - Analysis of a gaming subculture]**

BACHELOR THESIS

University of Hohenheim

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]**

BACHELOR THESIS

University of Hohenheim

2011

**Elson, M.: The Effects of Displayed Violence and Game Speed in First-Person Shooters on Physiological Arousal and Aggressive Behavior**

DIPLOM THESIS

University of Cologne

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]**

DIPLOM THESIS

University of Cologne

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]**

DIPLOM THESIS

University of Cologne

2010

**Vohwinkel, K.: Playability: Evaluation von Computer- und Videospielen [Evaluating computer and video games]**

DIPLOM THESIS

University of Cologne

2010

## Service

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### EDITING

#### **easy\_social\_sciences**

MEMBER OF THE EDITORIAL BOARD

*Since April 2021*

#### **Media Psychology**

MEMBER OF THE EDITORIAL BOARD

*Since March 2021*

#### **Psychology of Popular Media**

MEMBER OF THE EDITORIAL BOARD

*Since January 2020*

#### **Media and Communication**

MEMBER OF THE EDITORIAL BOARD

*Since January 2019*

#### **Communication Research Reports**

MEMBER OF THE EDITORIAL BOARD

*Since May 2016*

#### **Journal of Media Psychology**

MEMBER OF THE EDITORIAL BOARD

*Since September 2015*

### REVIEWING

- In addition to reviews as editorial board member, regular reviewer for various international journals (see my Publons profile for a detailed overview of my journal reviewing activities)
- Project proposal reviewer for the *German Research Foundation* (DFG), the *Research Foundation Flanders* (FWO), the *National Science Center Poland*, and the *Hungarian Academy of Sciences*
- Reviewer for various edited volumes and academic conferences

### COMMITTEES AND OTHER POSITIONS

#### **Member of the advisory board**

DFG PROJECT CODEINSPECTOR

*Since October 2023*

#### **Postdoc representative**

GESIS - LEIBNIZ INSTITUTE FOR THE SOCIAL SCIENCES

*April 2018 - May 2021*

#### **Leader of the Leibniz PostDoc Survey Group**

LEIBNIZ POSTDOC NETWORK

*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)
- International Communication Association (ICA)
- German Communication Association (DGPuK)
- German Society for Online Research (DGOF)
- European Survey Research Association (ESRA)