

Dr. Johannes Breuer

SENIOR RESEARCHER & TEAM LEADER

GESIS - Leibniz Institute for the Social Sciences, Department Computational Social Science

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Research interests

- Use and effects of digital media
- Online information & news consumption
- Digital trace data
- Computational methods
- Open science
- Data management
- Meta-science

Skills

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

Education

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

GESIS - Leibniz Institute for the Social Sciences

TEAM LEADER

Cologne

Since 04/2024

- Department Computational Social Science, Team Digital Society Observatory

GESIS - Leibniz Institute for the Social Sciences

SENIOR RESEARCHER

Cologne

10/2023 - 04/2024

- Department Computational Social Science, Team Digital Society Observatory

Center for Advanced Internet Studies (CAIS)

TEAM LEADER

Bochum

07/2021 - 04/2024

- Team Research Data & Methods

GESIS - Leibniz Institute for the Social Sciences

SENIOR RESEARCHER

- Department Survey Data Curation, Team Survey Data Augmentation

Cologne

04/2017 - 09/2023

Leibniz-Institut für Wissensmedien

POSTDOCTORAL RESEARCHER

- 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)

Tübingen

04/2015 - 03/2017

University of Cologne

POSTDOCTORAL RESEARCHER & LECTURER

- Department of Psychology, 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

BMF

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

GESIS

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

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

Tilburg University

OFFER TURNED DOWN

August 2020

Best preregistered study award

11th Conference of the Media

Psychology Division

September 2019

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

GESIS

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

May 2019

Winner science slam

University of Hohenheim

July 2011

Various competitive (conference) travel grants

DAAD

2008 - 2015

Publications

PEER-REVIEWED JOURNAL PAPERS

40. Batzdorfer, V., Zenk-Möltgen, W., Young, L., Katsanidou, A., **Breuer, J.**, & Bishop, L. (2024). Between urgency and data quality: Assessing the FAIRness of data in social science research on the COVID-19 pandemic. *Research Ethics*, Advance online publication. <https://doi.org/10.1177/17470161241257575>
39. **Breuer, J.**, Kmetty, Z., Haim, M., & Stier, S. (2023). User-centric approaches for collecting Facebook data in the “post-API age”: Experiences from two studies and recommendations for future research. *Information, Communication & Society*, 26(14), 2649–2668. <https://doi.org/10.1080/1369118X.2022.2097015>
38. 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>
37. Schnauber-Stockmann, A., Scharnow, 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>
36. 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>
35. 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>
34. 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>
33. 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>
32. 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>
31. Mangold, F., Stier, S., **Breuer, J.**, & Scharnow, 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>
30. Stier, S., Mangold, F., Scharnow, 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/>

29. 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>
28. 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>
27. 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>
26. 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>
25. 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>
24. **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>
23. **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>
22. 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>
21. 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>
20. 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>
19. 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>
18. 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>
17. **Breuer, J.**, & Tolks, D. (2018). Grenzen von Serious Games for Health [Limits of Serious Games for Health]. *Prävention Und Gesundheitsförderung*, 4(13), 327–332. <https://doi.org/10.1007/s11553-018-0654-1>
16. 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>
15. 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>
14. 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>
13. **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>
12. 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>
11. 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>
10. **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>
 9. **Breuer, J.**, Scharkow, M., & Quandt, T. (2015). Sore Losers? A Reexamination of the Frustration for Colocated Video Game Play. *Psychology of Popular Media Culture*, 4(2), 126–137. <https://doi.org/10.1037/ppm0000020>
 8. **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>
 7. 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>
 6. **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>
 5. 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>
 4. **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>
 3. 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>
 2. **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
 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 PUBLICATIONS (NOT PEER-REVIEWED)

12. **Breuer, J.**, & Haim, M. (2024). Are We Replicating Yet? Reproduction and Replication in Communication Research. *Media and Communication*, 12. <https://doi.org/10.17645/mac.8382>
11. 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>
10. 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>
9. 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>
8. 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>
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>
6. 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>
5. Trixa, J., & **Breuer, J.** (2020). Press Start: Digitale Spiele im Unterricht [Press Start: Digital games in the classroom]. *Grundschule*, 05/2020, 53–55.

4. 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>
3. **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>
2. 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.
1. 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

9. Silber, H., **Breuer, J.**, Felderer, B., Gerdon, F., Stammann, P., Daikeler, J., Keusch, F., & Weiß, B. (2024). *Asking for Traces: A Vignette Study on Acceptability Norms and Personal Willingness to Donate Digital Trace Data* [Preprint]. SocArXiv. <https://doi.org/10.31235/osf.io/2aum8>
8. Knöpfle, P., Haim, M., & **Breuer, J.** (2024). *Ethics in Computational Communication Science: Between values and perspectives* [Preprint]. <https://www.ssoar.info/ssoar/handle/document/91769>
7. 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>
6. 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>
5. 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>
4. 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>
3. 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>
2. 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>
1. **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

29. **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.
28. **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 Media* (pp. 314–323). Routledge.
27. **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>
26. **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.
25. 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.
24. Rüh, M., **Breuer, J.**, Morten, T., & Kaspar, K. (2020). Bedeutet mehr Feedback auch mehr lernen? Die Wirkung

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28. **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.
27. **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.
 26. 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.
 25. **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.
 24. 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.
 23. **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.
 22. **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.
 21. 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.
 20. **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.
 19. 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.
 18. 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.
 17. **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.
 16. **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.
 15. **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.
 14. **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.
 13. 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.
 12. **Breuer, J.** (2012). *Broccoli-coated chocolate? The educational potential of entertainment games*. 4th Clash of Realities - International Computer Game Conference, Cologne (Germany), May.
 11. **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.
 10. **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.
 9. **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.
8. **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.
 7. **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.
 6. **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.
 5. **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.
 4. **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.
 3. **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.
 2. **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.
 1. **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.

OTHER PRESENTATIONS (NOT PEER-REVIEWED) AND INVITED TALKS

16. **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.
15. **Breuer, J., & Stier, S.** (2021). *Combining survey data and digital behavioral data.* GESIS Meet the Experts, Online, July.
14. **Breuer, J.** (2019). *Data Linking: Survey data & social media data.* CESSDA Training Days, Cologne (Germany), November.
13. **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.
12. **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.
11. **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.
10. **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.
9. **Bishop, L., Breuer, J., & Schiller, D. H.** (2017). *Archiving new types of data.* CESSDA Experts Seminar, Bergen (Norway), September.
8. **Breuer, J.** (2015). *The Hot Topic Mod Sex(ism) and violence in video games.* Expra-Kongress Psychologie der Universität du Luxemburg, Belval (Luxemburg), December.
7. **Breuer, J.** (2015). *Let's get serious - Assessing the potentials and limitations of serious games.* Summer School "Living with Media," Cologne (Germany), July.
6. **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.
5. **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.
4. **Breuer, J.** (2013). *Faszination Onlinespiele [The allure of online games].* Bürgernetz Münster, Münster (Germany),

October.

3. **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.
2. Quandt, T., & **Breuer, J.** (2012). *Casual Learning durch COTS-Spiele [Casual Learning Through COTS Games]*. Serious Games Symposium 2012, Mannheim (Germany), February.
1. **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 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

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

Reproducible research practices for psychologists

TOGETHER WITH FREDERIK AUST

Leuven

April 2022

Automatic sampling and analysis of YouTube data

TOGETHER WITH JULIAN KOHNE & M. ROHANGIS MOHSENI

online

February 2022

Ethische Fragen in der Forschung mit digitalen Spurdaten [Ethical questions in research with digital trace data]

WORKSHOP FOR THE DEPARTMENT FOR MEDIA, KNOWLEDGE AND COMMUNICATION AT THE UNIVERSITY OF AUGSBURG

online

January 2022

Tools and Workflows for Reproducible Research in the Quantitative Social Sciences	online
TOGETHER WITH BERND WEISS & ARNIM BLEIER	November 2021
Introduction to R for Data Analysis	online
TOGETHER WITH STEFAN JUENGER	August 2021
Introduction to survey data cleaning using tidyverse in R	online
TOGETHER WITH STEFAN JUENGER, ESRA 2021	July 2021
Linking Twitter & Survey Data	online
TOGETHER WITH LIBBY BISHOP & LUKE SLOAN	June 2021
Automatic sampling and analysis of YouTube data	online
TOGETHER WITH JULIAN KOHNE & M. ROHANGIS MOHSENI	February 2021
Introduction to R for Data Analysis	online
TOGETHER WITH STEFAN JUENGER	August 2020
Linking Twitter & Survey Data	online
TOGETHER WITH LIBBY BISHOP & LUKE SLOAN	June 2020
Archiving Social Media Data: Challenges and Proposed Solutions	online
CESSDA WEBINAR	June 2020
Automatic sampling and analysis of YouTube data	Cologne
TOGETHER WITH JULIAN KOHNE & M. ROHANGIS MOHSENI	February 2020
Working with the Facebook Ad Library	Cologne
GESIS DATA DAY 2020	January 2020
Developing your personal workflow for transparent & reproducible research	Rotterdam
TOGETHER WITH FREDERIK AUST, SIPS 2019	July 2019
Data Wrangling & Exploration with the Tidyverse in R	Mannheim
TOGETHER WITH STEFAN JUENGER & THOMAS EBEL	May 2019
Forschungsdaten selbst analysieren in R [Analyzing research data with R]	Cologne
GESIS DATA DAY 2019	January 2019
A practical primer on transparent research workflows	Cologne
TOGETHER WITH FREDERIK AUST, ESCON 2018	September 2018
Exploring data from ALLBUS and the European Values Study in R	Dortmund
SciCAR 2018	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]	University of Cologne
BACHELOR THESIS	2017
Rhine, S. & 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]	University of Cologne
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]	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]	University of Cologne
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>
BACHELOR THESIS	2015
Behrendt, J.: Kultur- und Geschlechterunterschiede bei der Rezeption und Produktion von Rapport	<i>University of Cologne</i>
MASTER THESIS	2015
Trouillé, A.-K.: Ingroup and outgroup differences in the recognition of nonverbal displays of emotion	<i>University of Cologne</i>
BACHELOR THESIS	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]	<i>University of Hohenheim</i>
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>
DIPLOM THESIS	2010
Vohwinkel, K.: Playability: Evaluation von Computer- und Videospielen [Evaluating computer and video games]	<i>University of Cologne</i>
DIPLOM THESIS	2010

Service

EDITING

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MEMBER OF THE EDITORIAL BOARD

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Psychology of Popular Media

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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 *UK Research and Innovation Economic and Social Research Council* (UKRI ESRC), 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

PROJECT "INFORMATION MEASUREMENT FOR EXPLAINABLE ARTIFICIAL INTELLIGENCE" (FUNDED BY THE MINISTRY OF BUSINESS OF NEW ZEALAND)

Since May 2024

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

- 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)