

# 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

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### 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

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

Tilburg University

OFFER TURNED DOWN

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

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

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/S0003055421001222>

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](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., & Scharnow, 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 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.
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75. Wähner, M., **Breuer, J.,** Deubel, A., & Weller, K. (2024). *Collecting and Archiving Mastodon Data - Ethical Enquiries on Decentralized Networks*. Conference "Long-term archiving, cataloguing,; provision of dynamic data from social media – Twitter; beyond," Frankfurt (Germany), March.
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53. 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.
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  29. 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.
  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 Université du Luxembourg, 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

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### UNIVERSITY COURSES

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

SEMINAR, UNDERGRADUATE LEVEL

HHU Duesseldorf

Winter term 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 Leitfadenterviews 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 PIETSCHMANN, 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**

TOGETHER WITH BERND WEISS & ARNIM BLEIER

online  
November 2021

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

## (CO-)SUPERVISED THESES

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



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

## Service

### EDITING

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MEMBER OF THE EDITORIAL BOARD

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#### Media Psychology

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## Media and Communication

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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

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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)