Dr. Johannes Breuer

POSTDOCTORAL RESEARCHER

GESIS - Leibniz Institute for the Social Sciences

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Research interests

- Use and effects of digital media
- Learning with digital media
- Methods of media (effects) research
- Computational methods
- Open science
- Data management

Skills

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

Education

University of Cologne   *Cologne*

PhD in Psychology   *10/2007 - 12/2013*

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

University of Cologne   *Cologne*

Diplom (equivalent to master's degree) in Media Studies   *10/2002 - 04/2007*

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

Employment history

GESIS - Leibniz Institute for the Social Sciences   *Cologne*

Senior researcher   *Since 04/2017*

- Team Data Linking & Data Security

Leibniz-Institut für Wissensmedien   *Tübingen*

Postdoctoral researcher   *04/2015 - 03/2017*

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

University of Cologne   *Cologne*

Postdoctoral researcher & lecturer   *10/2014 - 03/2017*

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

University of Münster

Münster

10/2012 - 12/2014

- 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)

University of Hohenheim

Stuttgart

RESEARCHER

01/2010 - 09/2012

- 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)

University of Cologne

Cologne

RESEARCHER

06/2007 - 03/2010

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

Grants

Integrating Surveys and Digital Behavioral Data

GESIS

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

June 2018 - June 2019

- 45000 Euro

Integrating and Analyzing Data from Surveys and Social Media

GESIS

INTERNATIONAL SYMPOSIUM FUNDED BY THE CENTER FOR ADVANCED INTERNET STUDIES (CO-APPLICANT WITH SEBASTIAN STIER AND PASCAL SIEGERS)

February 2019

- 15000 Euro

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

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

October 2015 - April 2017

- 62900 Euro

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

University of Cologne

GRIMME INSTITUTE (CO-APPLICANT WITH GARY BENTE, KAI KASPAR, DANIEL ROTH, & VASSILIS SEVDALIS)

August 2015 - January 2016

- 21500 Euro

Awards & Distinctions

Best preregistered study award

11th Conference of the Medis psychology division

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

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

Publications

REFEREED JOURNAL PAPERS

22. Breuer, J, L Bishop, and K Kinder-Kurlanda (2019). The Practical and Ethical Challenges in Acquiring and Sharing Digital Trace Data: Negotiating Public-Private Partnerships. *New Media & Society*, Accepted for publication.

21. Koban, K, J Breuer, D Rieger, MR Mohseni, S Noack, G Bente, and P Ohler (2019). Playing for the Thrill and Skill. Quiz Games as Means for Mood and Competence Repair. *Media Psychology* **22**(5), 743–768.

20. Utz, S and J Breuer (2019). The Relationship Between Networking, LinkedIn Use, and Retrieving Informational Benefits. *Cyberpsychology, Behavior, and Social Networking* **22**(3), 180–185.

19. Domahidi, E, J Breuer, R Kowert, R Festl, and T Quandt (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.

18. Breuer, J and D Tolks (2018). Grenzen von Serious Games for Health [Limits of Serious Games for Health]. *Prävention und Gesundheitsförderung* **4**(13), 327–332.

17. Klein, O, TE Hardwicke, F Aust, J Breuer, H Danielsson, AH Mohr, H IJzerman, G Nilsonne, and MC Frank (2018). A Practical Guide for Transparency in Psychological Science. *Collabra: Psychology* **4**(1).

16. Wulf, T, ND Bowman, D Rieger, J Velez, and J Breuer (2018). Video Games as Time Machines: Video Game Nostalgia and the Success of Retro Gaming. *Media and Communication* **2**(6), 60–68.

15. Wulf, T, ND Bowman, J Velez, and J Breuer (2018). Once upon a Game: Exploring Video Game Nostalgia and Its Impact on Well-Being. *Psychology of Popular Media Culture*, Advance online publication.

14. Breuer, J, J Velez, ND Bowman, T Wulf, and G Bente (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.

13. Utz, S and J Breuer (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.

12. De Grove, F, J Breuer, VHH Chen, T Quandt, R Ratan, and J Van Looy (2016). Validating the Digital Games Motivation Scale for Comparative Research Between Countries. *Communication Research Reports* **34**(1), 37–47.

11. Utz, S and J Breuer (2016). Informational Benefits from Social Media Use for Professional Purposes: Results from a Longitudinal Study. *Cyberpsychology: Journal of Psychosocial Research on Cyberspace* **10**(4).

10. Breuer, J, J Vogelgesang, T Quandt, and R Festl (2015). Violent Video Games and Physical Aggression: Evidence for a Selection Effect Among Adolescents. *Psychology of Popular Media Culture* **4**(4), 305–328.

9. Breuer, J, M Scharkow, and T Quandt (2015). Sore Losers? A Reexamination of the Frustration–Aggression Hypothesis for Colocated Video Game Play. *Psychology of Popular Media Culture* **4**(2), 126–137.

8. Breuer, J, R Kowert, R Festl, and T Quandt (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.

7. Elson, M, J Breuer, J van Looy, J Kneer, and T Quandt (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.

6. Breuer, J, M Scharkow, and T Quandt (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.

5. Breuer, J, R Festl, and T Quandt (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).

4. Elson, M, J Breuer, J Ivory, and T Quandt (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.

3. Elson, M, MR Mohseni, J Breuer, M Scharkow, and T Quandt (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.

2. Breuer, J, R Festl, and T Quandt (2012). Digital War: An Empirical Analysis of Narrative Elements in Military First-Person Shooters. *Journal of Gaming & Virtual Worlds* **4**(3), 215–237.

1. Breuer, J and G Bente (2010). Why so Serious? On the Relation of Serious Games and Learning. *Eludamos - Journal for Computer Game Culture* **4**(1), 7–24.

OTHER JOURNAL PAPERS (NOT PEER-REVIEWED)

3. Stier, S, J Breuer, P Siegers, and K Thorson (2019). Integrating Survey Data and Digital Trace Data: Key Issues in Developing an Emerging Field. *Social Science Computer Review*, Advance online publication.

2. Elson, M, J Breuer, and T Quandt (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, J Breuer, R Festl, and M Scharkow (2013). Digitale Spiele: Stabile Nutzung in einem dynamischen Markt [Digital Games: Stable Use in a Dynamic Market]. *Media Perspektiven* (10/2013), 483–492.

BOOK CHAPTERS

23. Lange, BP, J Breuer, B Liebold, and D Pietschmann (2019). "Why an Evolutionary Psychological Approach to Digital Games?" In: *Evolutionary Psychology and Digital Games*. Ed. by J Breuer, D Pietschmann, B Liebold, and BP Lange. Routledge, pp.1–13.

22. Breuer, J (2019). "You Learn What You Play - On the Fundamental Coupling of Playing and Learning in Humans and Digital Games". In: *Evolutionary Psychology and Digital Games*. Ed. by J Breuer, D Pietschmann, B Liebold, and BP Lange. Routledge, pp.167–178.

21. Breuer, J (2018). "Blame the Players, Don't Blame the Games - Why We Should Worry Less about Sexist Video Game Content and Focus More on Interactions between Players". In: *Video Game Influences on Aggression, Cognition, and Attention*. Ed. by CJ Ferguson. Springer, pp.137–149.

20. Breuer, J (2017). "Hate Speech in Online Games". In: *Online Hate Speech. Perspektiven auf eine neue Form des Hasses.* Ed. by K Kaspar, L Grässer, and A Riffi. kopaed, pp.107–112.

19. Breuer, J (2017). "Non Vitae, Sed Ludo Discimus? Grenzen des Lernens mit Computerspielen [The Limits of Learning with Computer Games]". In: *Spielend lernen! Computerspiele(n) in Schule und Unterricht*. Ed. by W Zielinski, S Aßmann, K Kaspar, and P Moormann. kopaed, pp.17–26.

18. Breuer, J (2017). "R (Software)". In: *International Encyclopedia of Communication Research Methods*. Ed. by J Matthes. Wiley.

17. Breuer, J and J Schmitt (2017). "Serious Games in der Gesundheitskommunikation [Serious Games in Health Communication]". In: *Handbuch Gesundheitskommunikation*. Ed. by C Rossmann and M Hastall. Springer, online first.

16. Breuer, J and M Elson (2017). "Frustration-Aggression Theory". In: *The Wiley Handbook of Violence and Aggression*. Ed. by P Sturmey. Wiley.

15. Kowert, R, J Breuer, and T Quandt (2017). "Women Are from FarmVille, Men Are from ViceCity: The Cycle of Exclusion and Sexism in Video Game Content and Culture". In: *New Perspectives on the Social Aspects of Digital Gaming. Multiplayer 2.* Ed. by R Kowert and T Quandt. Routledge, pp.136–150.

14. Breuer, J and T Quandt (2016). "Wer Spielt was auf welchem Gerät mit wem mit welchem Effekt? Videospiele aus Sicht der Kommunikationswissenschaft [Who Plays What on What Device with Whom and with What Effect? Video Games from a Communication Perspective]". In: *Gesundheit spielend fördern. Potenziale und Herausforderungen von digitalen Spieleanwendungen für die Gesundheitsförderung und Prävention*. Ed. by S Bischoff, A Büsch, G Geiger, L Harles, and P Holnick. Beltz Juventa, pp.76–97.

13. Breuer, J, M Elson, D Pietschmann, and B Liebold (2015). "Spectator Mode: Forschungsethische Fragen bei der Beobachtung von Computerspielern [Research Ethics in Observational Studies with Gamers]". In: *Beobachtungsverfahren in der Kommunikationswissenschaft*. Ed. by J Vogelgesang, J Matthes, C Schieb, and T Quandt. Vol. 10. Herbert von Halem Verlag.

12. Breuer, J and M Elson (2014). "Lernwerkzeug, Suchtmittel oder doch nur ein Spiel? Über die Wirkung von Computer- und Videospielen auf ihre Nutzer/-innen [Learning Tool, Drug or Just a Game? On the Effects of Computer and Video Games on Their Users]". In: *Was wird hier gespielt? Computerspiele in Familie 2020*. Verlag Barbara Budrich, pp.45–68.

11. Breuer, J and T Quandt (2014). "Methodische Herausforderungen bei der Inhaltsanalyse von Computer- und Videospielen [Methodological Challenges in the Content Analysis of Computer and Video Games]". In: *Methoden und Forschungslogik der Kommunikationswissenschaft*. Ed. by K Sommer, M Wettstein, W Wirth, and J Matthes. Vol. 11. Herbert von Halem Verlag, pp.145–161.

10. Elson, M, J Breuer, and T Quandt (2014). "Know Thy Player: An Integrated Model of Player Experience for Digital Games Research". In: *Handbook of Digital Games*. Ed. by MC Angelides and H Agius. Wiley, pp.362–387.

9. Elson, M and J Breuer (2013). "Isolated Violence, Isolated Players, Isolated Aggression. The Social Realism of Experimental Research on Digital Games and Aggression." In: *Multiplayer. The Social Aspects of Digital Gaming.* Ed. by T Quandt and S Kröger. Routledge, pp.226–233.

8. Quandt, T and J Breuer (2013). "Public Awareness und Lernnutzen durch Anno 2070 & Co. Von den Wirkungen digitaler Spiele auf das Umweltbewusstsein [The Effects of Digital Games on Environmental Awareness]". In: *Umweltbildung. Basis für ökologisch-ökonomische Zukunftssicherung. Beiträge der Akademie für Natur- Und Umweltschutz Baden-Württemberg.* Ed. by CP Hutter and K Blessing. Vol. 53. Wissenschaftliche Verlagsgesellschaft, pp.128–137.

7. Breuer, J (2012). "Broccoli-Coated Chocolate? The Educational Potential of Entertainment Games." In: *Gamebased Learning*. Ed. by W Kaminski and M Lorber. kopaed, pp.87–96.

6. Breuer, J and J Trixa (2012). "11.000 Freunde müsst ihr sein - Fanbeteiligung und Crowdsourcing im Internet am Beispiel von deinfussballclub.de [Fan Participation and Crowdsourcing Online - The Example of deinfussballclub.de]". In: *Gesellschaftsspiel Fußball*. Ed. by C Brandt, F Hertel, and C Stassek. Springer, pp.227–248.

5. Kröger, S and J Breuer (2011). "Exploring (Digital) Space - Der Einsatz von Unterhaltungsspielen in der Schule am Beispiel von Moonbase Alpha im Physikunterricht [The Use of Entertainment Games in Schools Using the Example of Moonbase Alpha for Physics Classes]". In: *Spielen und Erleben mit digitalen Medien. Pädagogische Konzepte und praktische Anleitungen*. Ed. by A Winter. Reinhardt Verlag, pp.123–146.

4. Breuer, J, R Festl, and T Quandt (2010). "Spielen und Leben in virtuellen Welten. Forschungsergebnisse zur Nutzung von Online-Games [Playing and Living in Virtual Worlds. Research Findings on the Use of Online Games]". In: *Computerspiele: Medien Und Mehr*. Ed. by W Kaminski and M Lorber. kopaed, pp.147–172.

3. Vohwinkel, K, J Breuer, and G Bente (2010). "Measuring Playability. Entwicklung eines Instruments zur Evaluation von Computerspielen". In: *Game//Play//Society. Contributions to Contemporary Computer Game Studies*. Ed. by C Swertz and M Wagner. kopaed, pp.55–63.

2. Bente, G and J Breuer (2009). "Making the Implicit Explicit. Embedded Measurement in Serious Games". In: *Serious Games: Mechanisms and Effects*. Ed. by U Ritterfeld, M Cody, and P Vorderer. Routledge, pp.322–343.

1. Breuer, J (2009). "Mittendrin statt nur dabei. Die Interaktivität des Dispositivs Computerspiel und ihre Auswirkungen auf die Spieler [The Interactivity of the Dispositif Computer Game and Its Effects on the Players]". In: *Gefangen im Flow? Ästhetik und dispositive Strukturen von Computerspielen.* Ed. by M Mosel. vwh, pp.181–212.

Book reviews

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

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

Research reports and grey literature

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

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

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

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

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

Editorship

2. Breuer, J, D Pietschmann, B Liebold, and BP Lange, eds. (2019). *Evolutionary Psychology and Digital Games*. Routledge, New York.

1. Stier, S, J Breuer, P Siegers, and K Thorson, eds. (2019). *Integrating Survey Data and Digital Trace Data*. Special Issue of Social Science Computer Review.

Presentations

Peer-reviewed conference presentations and posters

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

53. Breuer, J, S Stier, P Siegers, T Gummer, and A Bleier (2019). *Linking Survey Data with Social Media Data and the Importance of Informed Consent*. General Online Research 2019, Cologne (Germany), March.

52. Mohseni, MR, J Breuer, and J Kohne (2019). *Methods and Tools for the Automatic Sampling and Analysis of YouTube Comments*. General Online Research 2019, Cologne (Germany), March.

51. von Andrian-Werburg, MTP, J Breuer, F Schwab, and BP Lange (2019). *Prudish Germany? Internet Pornography Usage Patterns in a German Web-Tracking Panel*. 11th Conference of the Media Psychology Division, Chemnitz (Germany), September.

50. Stier, S, J Breuer, P Siegers, T Gummer, and A Bleier (2019). *Where Do They Get Their 'News'? Preference for Right-Wing Populist Parties and Online News Consumption in Germany*. 8th Conference of the European Survey Research Association, Zagreb (Croatia), July.

49. Rothmund, T, MD Sprinz, J Breuer, and S Stier (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.

48. Breuer, J (2018). *Share on Archive – Addressing the Challenges of Sharing Research Data from Social Media*. 9th International Conference on Social Media & Society, Copenhagen (Denmark), July.

47. Breuer, J (2018). *Solving the Sharing Paradox - How Data Sharing Can Be Promoted for the Benefit of Research Integrity*. PRINTEGER European Conference on Research Integrity, Bonn (Germany), February.

46. Stier, S, J Breuer, P Siegers, T Gummer, and A Bleier (2018). *Improving Research on Political Behavior by Integrating Survey Data and Digital Trace Data*. BigSurv18 - Big Data Meets Survey Science, Barcelona (Spain), October.

45. Stier, S, J Breuer, P Siegers, T Gummer, and A Bleier (2018). *Selective Exposure to Political News: An Investigation Combining Web Tracking and Survey Data*. ECPR General Conference 2018, Hamburg (Germany), August.

44. Breuer, J and J Hagenah (2017). *Verknüpfung von Befragungs- und inhaltsanalytischen Daten zu Computerspielen: Alterseinstufungen und selbstberichtete Nutzungszeiten als Proxydaten zur Berechnung einer Video Game Violence Exposure Time [Combining Survey and Content Analysis Data on Computer Games: Age Ratings and Self-Reported Usage Times as Proxy Data for the Calculation of a Video Game Violence Exposure Time]*. Jahrestagung der Fachgruppe Methoden der Publizistik- und Kommunikationswissenschaft der Deutschen Gesellschaft für Publizistik- und Kommunikationswissenschaft (DGPuK), Mainz (Germany), September.

43. Domahidi, E, J Breuer, R Kowert, R Festl, and T Quandt (2016). *Longitudinal Analysis of Gaming- and Non-Gaming-Related Friendships and Social Support Among Social Online Game Players*. 66th Annual Conference of the International Communication Association, Fukuoka (Japan), June.

42. De Grove, F, J Breuer, VHH Chen, R Ratan, T Quandt, and J Van Looy (2016). *Validating the Digital Games Motivation Scale for Comparative Research between Countries and Sexes*. 66th Annual Conference of the International Communication Association, Fukuoka (Japan), June.

41. Breuer, J, E Domahidi, R Kowert, R Festl, and T Quandt (2016). *Playing Friends? Findings from a Longitudinal Study on Friendships and Social Support among Online Gamers*. Clash of Realities 2016, Cologne (Germany), November.

40. Breuer, J, ND Bowman, K Kieslich, M Elson, R Kowert, J Kneer, T Quandt, A Lange, and R Lange (2016). *Grand Theft Morals: The Role of Cultural Differences and Moral Views for the Evaluation of Violent and Sexual Content in Video Games*. ICA Game Studies Division Preconference "Just Games?", Tokyo (Japan), June.

39. Breuer, J and S Utz (2016). *The Use of Social Media and Civic Engagement - Results from a Cross-Lagged Panel Study*. 6th European Communication Conference, Prague (Czech Republic), November.

38. Ratan, R, VHH Chen, F De Grove, J Breuer, T Quandt, and J Van Looy (2016). *Play Inequality: A Cross-National Comparison of Gender Differences in Attitudes about Gaming Experiences*. ICA Game Studies Division Preconference "Just Games?", Tokyo (Japan), June.

37. Utz, S and J Breuer (2016). *Homo Politicus 2.0? A Longitudinal Study on Social Media Use and Civic Engagement*. 50th Congress of the German Psychological Society (DGPs), Leipzig (Germany), September.

36. Utz, S and J Breuer (2016). *Informational Benefits from Professional Social Media Use: Results from a Longitudinal Study*. 66th Annual Conference of the International Communication Association, Fukuoka (Japan), June.

35. Wulf, T, D Rieger, J Breuer, and G Bente (2016). *United We Spend, Divided We Brawl? The Influence of Players' Interdependence on Need Satisfaction and Charitable Behavior*. ICA Game Studies Division Preconference "Just Games?", Tokyo (Japan), June.

34. Trixa, J and J Breuer (2015). *Ordnung ist die halbe Forschung: Von Selbstorganisation zur offenen und reproduzierbaren Wissenschaft [From Self-Organization to Open and Reproducible Science]*. 15. Fachgruppentagung der FG Methoden der DGPuK, Stuttgart (Germany), September.

33. Breuer, J and M Elson (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.

32. Breuer, J, M Elson, K Kieslich, ND Bowman, R Kowert, T Quandt, A Lange, and R Lange (2015). *Moral Kombat. Moral Foundations and the Evaluation of Violent and Sexual Content in Video Games*. 9th Conference of the Media Psychology Division, Tübingen (Germany), September.

31. Breuer, J, M Elson, and T Quandt (2015). *Game, Set, Snatch? The Effects of Game Mode and Outcome in a Console Sports Game on Cooperative Behavior*. American Psychological Association 2015 Convention, Toronto (Canada), August.

30. Kowert, R, J Breuer, R Festl, and T Quandt (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.

29. Sevdalis, V, D Roth, J Breuer, and G Bente (2015). *Investigating Social Cognition with Motion Capture Technology*. Diversity of Social Cognition, Cologne (Germany), July.

28. Breuer, J, J Vogelgesang, T Quandt, and R Festl (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.

27. Breuer, J, J Vogelgesang, T Quandt, and R Festl (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.

26. Breuer, J, T Quandt, R Festl, and M Scharkow (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.

25. Elson, M, J Breuer, M Scharkow, and T Quandt (2014). *Digital Games and Frustration: Effects on Aggression and Cooperative Behavior*. 64th Annual Conference of the International Communication Association, Seattle (USA), May.

24. Kowert, R, J Breuer, R Festl, and T Quandt (2014). *Sexism and the Gender Divide within the Video Game Playing Community*. Multi.Player 2, Münster (Germany), August.

23. Eichentopf, J, J Breuer, and T Quandt (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.

22. Breuer, J, M Elson, and T Quandt (2013). *Mirror or Projection Screen? Avatar Creation and Identification in Computer Role-Playing Games*. 8th Conference of the Media Psychology Divison of the German Psychological Society (DGPs), Würzburg (Germany), September.

21. Breuer, J, M Scharkow, and T Quandt (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.

20. Elson, M, J Breuer, and T Quandt (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 DGPuK, Münster (Germany), September.

19. Elson, M, J Breuer, and T Quandt (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. Breuer, J (2012). *Broccoli-Coated Chocolate? The Educational Potential of Entertainment Games*. 4th Clash of Realities - International Computer Game Conference, Cologne (Germany), May.

17. Breuer, J, M Elson, MR Mohseni, and M Scharkow (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.

16. Breuer, J, M Elson, M Scharkow, and T Quandt (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.

15. Breuer, J, M Scharkow, and T Quandt (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.

14. Breuer, J, M Scharkow, and T Quandt (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.

13. Breuer, J, R Festl, and T Quandt (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 DGPuK, Zürich (Switzerland), September.

12. Elson, M, J Breuer, J Van Looy, and J Kneer (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.

11. 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.

10. Breuer, J, M Scharkow, and T Quandt (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.

9. Breuer, J, R Festl, and T Quandt (2011). *In the Army Now - Narrative Elements and Realism in Military First-Person Shooters*. 5th DiGRA Conference, Utrecht (Netherlands), September.

8. Breuer, J and T Quandt (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 (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.

6. 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.

5. 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.

4. Breuer, J, G Bente, K Yanev, B Günter, and H Leuschner (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.

3. Breuer, J, F Eschenburg, G Bente, and L Aelker (2008). *Social Cues in Social Games: Measures of Player Experience as Game Elements*. 58th Annual Conference of the International Communication Association, Montréal (Canada), May.

2. Breuer, J, F Eschenburg, G Bente, and L Aelker (2008). *The Game of Mind-Reading: Online Poker as a Research Tool*. XXIX International Congress of Psychology, Berlin (Germany), July.

1. Bowman, ND, J Velez, T Wulf, and J Breuer (n.d.). *That Bygone Feeling: Controller Haptics and Nostalgia in Video Game Play*. 11th Conference of the Media Psychology Division, Chemnitz (Germany), September.

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

13. Breuer, J, S Stier, P Siegers, T Gummer, and A Bleier (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, L Bishop, and KE Kinder-Kurlanda (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, J Breuer, and P Siegers (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, J Breuer, and DH Schiller (2017). *Archiving New Types of Data*. CESSDA Experts Seminar, Bergen (Norway), September.

8. Breuer, J (2015). *Let's Get Serious - Assessing the Potentials and Limitations of Serious Games*. Summer School "Living with Media", Cologne (Germany), July.

7. Breuer, J (2015). *The Hot Topic Mod – Sex(Ism) and Violence in Video Games*. Expra-Kongress Psychologie der Université du Luxemburg, Belval (Luxemburg), December.

6. Breuer, J and M Elson (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.

5. Breuer, J and M Elson (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.

4. Breuer, J (2013). *Faszination Onlinespiele [The Allure of Online Games]*. Bürgernetz Münster, Münster (Germany), October.

3. Breuer, J and T Quandt (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 and J Breuer (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

Medienwirkung [Media effects]
RESEARCH SEMINAR (TOGETHER WITH JOSEPHINE SCHMITT), GRADUATE LEVEL

University of Cologne
Winter term 2016-2017

Aktuelle Ansätze in der Medienwirkungsforschung [Current approaches in media effects research]
SEMINAR, GRADUATE LEVEL

University of Cologne
Winter term 2016-2017

Medien und Gewalt [Media and violence]
SEMINAR, UNDERGRADUATE LEVEL

University of Cologne
Summer term 2016

Medienwirkung [Media effects]
RESEARCH SEMINAR (TOGETHER WITH LENA FRISCHLICH), GRADUATE LEVEL

University of Cologne
Winter term 2015-2016

Aktuelle Ansätze in der Medienwirkungsforschung [Current approaches in media effects research]
SEMINAR, GRADUATE LEVEL

University of Cologne
Winter term 2015-2016

Medien und Gewalt [Media and violence]
SEMINAR, UNDERGRADUATE LEVEL

University of Cologne
Summer term 2015

Aktuelle Ansätze in der Medienwirkungsforschung [Current approaches in media effects research]
SEMINAR, GRADUATE LEVEL

University of Cologne
Winter term 2014-2015

Neue Medien: von CvK bis HCI [New media: From CMC to HCI]
SEMINAR, GRADUATE LEVEL

University of Cologne
Winter term 2013-2014

Mediensozialisation und Lernen mit Medien [Media socialization and learning with media]
SEMINAR (TOGETHER WITH MALTE ELSON), UNDERGRADUATE LEVEL

University of Cologne
Winter term 2012-2013

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

University of Hohenheim
Winter term 2011-2012

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

University of Hohenheim

Winter term 2010-2011

Computer- und Videospiele [Computer and video games]
Seminar, graduate level

University of Cologne

Summer term 2009

Computervermittelte Kommunikation und Online-Gaming [Computer-mediated communication and online gaming]
Seminar (together with Maria Senokozlieva), graduate level

University of Cologne

Summer term 2008

Invited guest lectures

Sekundäranalyse von Forschungsdaten [Secondary analysis of research data]
graduate level

University of Würzburg

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

Dacember 2015

Workshops

Developing your personal workflow for transparent & reproducible research
Together with Frederik Aust, SIPS 2019

Rotterdam

July 2019

Data Wrangling & Exploration with the Tidyverse in R
Together with Stefan Juenger & Thomas Ebel

Mannheim

May 2019

Forschungsdaten selbst analysieren in R [Analyzing research data with R]
GESIS Data Day 2019

Cologne

January 2019

A practical primer on transparent research workflows
Together with Frederik Aust, ESCON 2018

Cologne

September 2018

Exploring data from ALLBUS and the European Values Study in R
SciCAR 2018

Dortmund

September 2018

(Co-)Supervised Theses

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

University of Cologne

2017

Rhine, S. & Moravek, J.: I feel phonely - Eine Studie zum Zusammenhang zwischen Smartphonenutzung und persoenlichen Beziehungen [A study on the relationship between smartphone use and personal relationships]
Bachelor thesis

University of Cologne

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]

MASTER THESIS

University of Cologne

2016

Koprek, N.: Wer spielt was? Wieso, weshalb, warum? Der Zusammenhang von Geschlecht, Persönlichkeitsmerkmalen und Motiven bei der Nutzung von Computer- und Videospielen [Who plays what and why? The relationship between gender, personality, and motives with the use of computer and video games]

MASTER THESIS

University of Cologne

2015

Khala, J., Mueschen, A., & Spexard, E.: Competence + 1 - Eine medienpsychologische Untersuchung der motivationalen Wirkung von Erfolg und Misserfolg bei interaktiven Medien am Beispiel von Quizduell [A study on the motivational effects of success and failure in digital games]

BACHELOR THESIS

University of Cologne

2015

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

MASTER THESIS

University of Cologne

2015

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

BACHELOR THESIS

University of Cologne

2015

Eichentopf, J.: Gesuchte und erhaltene Gratifikationen und ihre Bedeutung für die Nutzung von Computerspielen - Ein interkultureller Vergleich [Gratifications sought and found when playing computer games - An intercultural comparison]

MASTER THESIS

University of Hohenheim

2013

Götz, M.: Vergleich der Computer- und Videospielnutzung von Jugendlichen zwischen (14-17) und älteren Erwachsenen (50+) - eine qualitative Auswertung [Comparison of computer and video game use of teenagers (14 to 17) and older adults (50+) - a qualitative analysis]

BACHELOR THESIS

University of Hohenheim

2012

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

BACHELOR THESIS

University of Hohenheim

2012

Wiesinger, F.: Auswirkungen extensiver Nutzung von Computer und Videospielen auf das soziale Leben von Schülern [Effects of excessive computer game use on the social life of high school students]

BACHELOR THESIS

University of Hohenheim

2011

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

DIPLOM THESIS

University of Cologne

2011

Balkowski, A.-L.: Der Einfluss von Emotionsfeedback auf die Kooperation bei computergestützter Gruppenarbeit [The effect of emotion feedback on cooperation in computer-supported group work]

DIPLOM THESIS

University of Cologne

2010

Müller, P.: Online-Rollenspiele: Suchtmittel oder Freizeitvergnügen? Eine vergleichende Analyse der Lebenswelten von Online-Rollenspielern mit unterschiedlichen Nutzungsgewohnheiten am Beispiel von World of Warcraft [A comparative analysis of World of Warcraft players with different playing habits]

University of Cologne

DIPLOM THESIS

2010

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

University of Cologne

DIPLOM THESIS

2010

Service

EDITING

Media and Communication

MEMBER OF THE EDITORIAL BOARD

Since January 2019

Communication Research Reports

MEMBER OF THE EDITORIAL BOARD

Since May 2016

Journal of Media Psychology

MEMBER OF THE EDITORIAL BOARD

Since September 2015

REVIEWING

Ad-hoc reviewer for *Journal of Communication*, *Psychology of Popular Media Culture*, *Cyberpsychology, Behavior, and Social Networking*, *Media Psychology*, *Communication Research Reports*, *Studies in Communication and Media*, *Human Communication Research*, *ACM Transactions on Social Computing*, *Computers in Human Behavior*, *Clinical Psychology Review*, *European Journal of Social Psychology* (see my Publons profile for a detailed overview), the *Research Foundation Flanders* (FWO) as well as various edited volumes and academic conferences.

COMMITTEES AND OTHER POSITIONS

Spokesperson Section B - Economics, Social Sciences, Spatial Research

LEIBNIZ POSTDOC NETWORK

Since October 2018

Postdoc representative

GESIS - LEIBNIZ INSTITUTE FOR THE SOCIAL SCIENCES

Since April 2018

Chair of the section officers election committee

MEDIA PSYCHOLOGY DIVISION OF THE GERMAN PSYCHOLOGICAL ASSOCIATION

May 2019 - September 2019

Professional affiliations

- Deutsche Gesellschaft für Psychologie (DGPs)
- Society for the Improvement of Psychological Science (SIPS)
- Deutsche Gesellschaft für Publizistik- und Kommunikationswissenschaft (DGPuK)
- Deutsche Gesellschaft für Online-Forschung (DGOF)
- European Survey Research Association (ESRA)
- Gesellschaft für Medienwissenschaft (GfM)