

# Dr. Johannes Breuer

POSTDOCTORAL RESEARCHER

GESIS - Leibniz Institute for the Social Sciences

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## Research interests

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

## Skills

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- 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

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### University of Cologne

PHD IN PSYCHOLOGY

Cologne

10/2007 - 12/2013

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

### University of Cologne

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

Cologne

10/2002 - 04/2007

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

## Employment history

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### GESIS - Leibniz Institute for the Social Sciences

SENIOR RESEARCHER

Cologne

Since 04/2017

- Team Data Linking & Data Security

### Leibniz-Institut für Wissensmedien

POSTDOCTORAL RESEARCHER

Tübingen

04/2015 - 03/2017

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

### University of Cologne

POSTDOCTORAL RESEARCHER & LECTURER

Cologne

10/2014 - 03/2017

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

## University of Münster

RESEARCHER

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

RESEARCHER

Stuttgart

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

RESEARCHER

Cologne

06/2007 - 03/2010

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

## Grants

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### Integrating Surveys and Digital Behavioral Data

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

GESIS

June 2018 - June 2019

- 45000 Euro

### Integrating and Analyzing Data from Surveys and Social Media

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

GESIS

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

University of Cologne

October 2015 - April 2017

- 62900 Euro

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

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

University of Cologne

August 2015 - January 2016

- 21500 Euro

## Publications

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### 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 Nilsson, 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 Scharnow, 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 Scharnow, 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 Scharnow, 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 Scharnow (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 Sturme. 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 Dispositifs 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

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### 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 (DGPK), 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 DGPK, 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 Combat. 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 Division 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 DGPK, 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 DGPK, 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]*. DGPK-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 Luxembourg, 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

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## 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 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

### 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**

### **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**

SCI-CAR 2018

Dortmund

September 2018

## **(CO-)SUPERVISED THESES**

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

BACHELOR THESIS

University of Cologne

2017

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

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

<b>Behrendt, J.: Kultur- und Geschlechterunterschiede bei der Rezeption und Produktion von Rapport</b>	<i>University of Cologne</i>
MASTER THESIS	2015
<b>Trouillé, A.-K.: Ingroup and outgroup differences in the recognition of nonverbal displays of emotion</b>	<i>University of Cologne</i>
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>	<i>University of Hohenheim</i>
MASTER THESIS	2013
<b>Götz, M.: Vergleich der Computer- und Videospieldnutzung 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>	<i>University of Hohenheim</i>
BACHELOR THESIS	2012
<b>Frick, M.: Power to the Pixel - Faszination Retro Gaming - Analyse einer Subkultur der Videospieldergemeinschaft [Retro Gaming - Analysis of a gaming subculture]</b>	<i>University of Hohenheim</i>
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>	<i>University of Hohenheim</i>
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>	<i>University of Cologne</i>
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>	<i>University of Cologne</i>
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>	<i>University of Cologne</i>
DIPLOM THESIS	2010
<b>Vohwinkel, K.: Playability: Evaluation von Computer- und Videospielen [Evaluating computer and video games]</b>	<i>University of Cologne</i>
DIPLOM THESIS	2010

## Service

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### 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*, *Journal of Media Psychology*, *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) 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

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- 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)