

MATTI VUORRE

» CURRICULUM VITAE

- Department of Social Psychology
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I am a psychological scientist at the Tilburg School of Social and Behavioral Sciences at Tilburg University, where I study cognition and well-being particularly in the context of digital environments using experimental, data science, and statistical methods.

ACADEMIC POSITIONS

- 2023 - now • *Assistant Professor*, Department of Social Psychology, Tilburg University
- 2020 • *Postdoctoral Researcher*, Oxford Internet Institute, University of Oxford
- 2018 • *Postdoctoral Research Scientist*, Department of Psychology, Columbia University

EDUCATION

- 2018 • *PhD*, Columbia University, USA
- 2017 • *MPhil*, Columbia University, USA
- 2015 • *M.A.*, Columbia University, USA
- 2013 • *BSc (Hons)*, Victoria University of Wellington, New Zealand
- 2012 • *BSc*, Victoria University of Wellington, New Zealand

RESEARCH FUNDING

- 2024 • Capturing the Digital Footprints of Video Game Play. Economic and Social Research Council. (*Co-I with K. Magnusson and PI A. Przybylski*. £263,696.)
- Understanding the associations between online video game play and well-being in a representative Dutch sample. Tilburg University. (*Co-PI with M. Klineciewicz*. €8,577.)
- How does digitalization associate with brain aging? Tilburg University. (*Co-PI with S. M. Kia*. €12,000.)
- 2023 • Does the nose know? Validating immersive multisensory VR food environments to study eating behaviour. Tilburg University. (*Co-I with PI R. de Vries*. €16,344.)
- 2022 • Understanding video game play and mental health. Economic and Social Research Council. (*Co-I with Co-I K. Magnusson and PI A. Przybylski*. £935,050.)
- 2021 • The association between video game play and cognition. University of Oxford. (*PI*. £10,000)

HONORS & AWARDS

- 2016 • Leo Rubinstein Endowed Fellowship (Columbia University)
- Graduate Student Travel Award (Psychonomic Society)
- 2015 • Leo Rubinstein Endowed Fellowship (Columbia University)
- Edward E. Smith Memorial Award in Cognitive Neuroscience (Columbia University)
- Best Student Poster Award (Association for the Scientific Study of Consciousness)
- 2013 • Dean's Fellowship (Columbia University),
- 2012 • Postgraduate Research Scholarship (Victoria University of Wellington)
- School of Psychology Graduate Prize (Victoria University of Wellington)
- Victoria University Graduate Award (Victoria University of Wellington)

TEACHING

COURSES

- 2024 - now • Experimental research (Tilburg University)
- 2023 - now • Consumer Analytics using Big Data (Tilburg University)
- 2021 • Experiments for Social Data Science (University of Oxford)

WORKSHOPS

- 2024 • Bayesian regression modelling (University of Basel; <https://vuorre.com/workshop/>)
- 2023 • Data visualization workshop (Tilburg University)
- 2020 • Bayesian regression modelling with brms (University of Zürich; <https://vuorre.com/brms-workshop/>)
- 2019 • Bayesian modelling with the Stan probabilistic programming language (Columbia University; <https://github.com/mvuorre/ulam>)
- 2018 • Hierarchical modelling of change over time (University of Aberdeen)
- 2017 • Within-subject mediation analysis for experimental data in cognitive psychology and neuroscience (Rutgers University; <https://github.com/mvuorre/2017-rutgers-mediation>)

TEACHING ASSISTANTSHIPS

- 2018 • Statistics for Behavioral Scientists (Columbia University)
- 2017 • Introduction to Statistical Modeling in Psychology (Columbia University)
- 2016 • Analysis of Change (Columbia University)
- 2015 • Experimental Psychology: Human Behavior (Columbia University)
- 2014 • The Science of Psychology (Columbia University)
- 2013 • Visual Perception (Victoria University of Wellington)
- 2011 • Introduction to Psychology (Victoria University of Wellington)

SERVICE TO THE PROFESSION

- Member of the [Tilburg Young Academy](#)
- TSB Faculty ambassador to the [Tilburg Open Science Community](#)
- Recommender at [Peer Community In Registered Reports](#)
- Editor for the [Instagram Data Access Pilot for Well-being Research](#)

I have acted as a peer reviewer for *Advances in Methods and Practices in Psychological Science*; *Acta Psychologica*; *Attention, Perception, & Psychophysics*; *British Journal of Mathematical and Statistical Psychology*; *Communication Research*; *International Journal of Psychology*; *John Templeton Foundation*; *Journal of Adolescence*; *Journal of Consciousness Studies*; *Journal of the Experimental Analysis of Behavior*; *Journal of Experimental Psychology: General*; *Nature Human Behaviour*; *Peer Community In Registered Reports*; *Psychological Science*; *Psychology of Consciousness*; and *Royal Society Open Science*. I always sign my reviews.

PUBLICATIONS & ACADEMIC CONTRIBUTIONS

See [Zotero](#) or [Google Scholar](#) for the most up-to-date list of my publications.

PUBLICATIONS

1. Vuorre (2025). *Estimating Signal Detection Models with regression using the brms R package*. OSF. https://doi.org/10.31234/osf.io/vtfc3_v1
2. Ballou, Vuorre, Hakman, Magnusson & Przybylski (2025). *Perceived value of video games, but not hours played, predicts mental well-being in casual adult Nintendo players*. Royal Society Open Science. <https://doi.org/10.1098/rsos.241174>
3. Mansfield, Ghai, Hakman, Ballou, Vuorre & Przybylski (2025). *From social media to artificial intelligence: improving research on digital harms in youth*. *The Lancet Child & Adolescent Health*. [https://doi.org/10.1016/S2352-4642\(24\)00332-8](https://doi.org/10.1016/S2352-4642(24)00332-8)
4. Leeuwen, Jaeger, Axelsson, Becker, Hansson, Lasselin, Lekander, Tybur & Vuorre (2024). *The smoke-detector principle of pathogen avoidance: A test of how the behavioral immune system gives rise to prejudice (stage 1 registered report)* OSF. <https://doi.org/10.31234/osf.io/e874s>
5. Vuorre, Kay & Bolger (2024). *Communicating causal effect heterogeneity*. OSF. <https://doi.org/10.31234/osf.io/mwg4f>
6. Vuorre, Ballou, Hakman, Magnusson & Przybylski (2024). *Affective Uplift During Video Game Play: A Naturalistic Case Study*. *ACM Games*. <https://doi.org/10.1145/3659464>
7. Johannes, Masur, Vuorre & Przybylski (2024). *How should we investigate variation in the relation between social media and well-being?* *Meta-Psychology*. <https://doi.org/10.15626/MP.2022.3322>
8. Ballou, Hakman, Vuorre, Magnusson & Przybylski (2024). *How do video games affect mental health? A narrative review of 13 proposed mechanisms*. OSF. <https://doi.org/10.31234/osf.io/q2kxg>
9. Vuorre & Przybylski (2024). *A Multiverse Analysis of the Associations Between Internet Use and Well-Being*. *Technology, Mind, and Behavior*. <https://doi.org/10.1037/tmb0000127>
10. Zloteanu & Vuorre (2024). *A Tutorial for Deception Detection Analysis or: How I Learned to Stop Aggregating Veracity Judgments and Embraced Signal Detection Theory Mixed Models*. *Journal of Nonverbal Behavior*. <https://doi.org/10.1007/s10919-024-00456-x>

11. Metcalfe, Xu, Vuorre, Siegler, Wiliam & Bjork (2024). *Learning from errors versus explicit instruction in preparation for a test that counts*. British Journal of Educational Psychology. <https://doi.org/10.1111/bjep.12651>
12. Weinstein, Vuorre, Adams & Nguyen (2023). *Balance between solitude and socializing: everyday solitude time both benefits and harms well-being*. Scientific Reports. <https://doi.org/10.1038/s41598-023-44507-7>
13. Miller, Mills, Vuorre, Orben & Przybylski (2023). *Impact of digital screen media activity on functional brain organization in late childhood: Evidence from the ABCD study*. Cortex. <https://doi.org/10.1016/j.cortex.2023.09.009>
14. Vuorre & Przybylski (2023). *Global Well-Being and Mental Health in the Internet Age*. Clinical Psychological Science. <https://doi.org/10.1177/21677026231207791>
15. Vuorre, Magnusson, Johannes, Butlin & Przybylski (2023). *An intensive longitudinal dataset of in-game player behaviour and well-being in PowerWash Simulator*. Scientific Data. <https://doi.org/10.1038/s41597-023-02530-3>
16. Vuorre & Przybylski (2023). *Estimating the association between Facebook adoption and well-being in 72 countries*. Royal Society Open Science. <https://doi.org/10.1098/rsos.221451>
17. Syed Sheriff, Vuorre, Riga, Przybylski, Adams, Harmer & Geddes (2022). *A co-produced online cultural experience compared to a typical museum website for mental health in people aged 16–24: A proof-of-principle randomised controlled trial*. Australian & New Zealand Journal of Psychiatry. <https://doi.org/10.1177/00048674221115648>
18. Vuorre, Johannes, Magnusson & Przybylski (2022). *Time spent playing video games is unlikely to impact well-being*. Royal Society Open Science. <https://doi.org/10.1098/rsos.220411>
19. Vuorre, Johannes & Przybylski (2022). *Three objections to a novel paradigm in social media effects research*. OSF. <https://doi.org/10.31234/osf.io/dpuya>
20. Johannes, Vuorre, Magnusson & Przybylski (2022). *Time Spent Playing Two Online Shooters Has No Measurable Effect on Aggressive Affect*. Collabra: Psychology. <https://doi.org/10.1525/collabra.34606>
21. Metcalfe, Vuorre, Towner & Eich (2022). *Curiosity: The effects of feedback and confidence on the desire to know*. Journal of Experimental Psychology: General. <https://doi.org/10.1037/xge0001284>
22. Vuorre, Zendle, Petrovskaya, Ballou & Przybylski (2021). *A Large-Scale Study of Changes to the Quantity, Quality, and Distribution of Video Game Play During a Global Health Pandemic*. Technology, Mind, and Behavior. <https://doi.org/10.1037/tmb0000048>
23. Metcalfe, Kennedy-Pyers & Vuorre (2021). *Curiosity and the desire for agency: wait, wait ... don't tell me!* Cognitive Research: Principles and Implications. <https://doi.org/10.1186/s41235-021-00330-0>
24. Vuorre, Orben & Przybylski (2021). *There Is No Evidence That Associations Between Adolescents' Digital Technology Engagement and Mental Health Problems Have Increased*. Clinical Psychological Science. <https://doi.org/10.1177/2167702621994549>

25. Johannes, Vuorre & Przybylski (2021). *Video game play is positively correlated with well-being*. Royal Society Open Science. <https://doi.org/10.1098/rsos.202049>
26. Vuorre & Metcalfe (2021). *Measures of relative metacognitive accuracy are confounded with task performance in tasks that permit guessing*. Metacognition and Learning. <https://doi.org/10.1007/s11409-020-09257-1>
27. Vuorre & Crump (2020). *Sharing and organizing research products as R packages*. Behavior Research Methods. <https://doi.org/10.3758/s13428-020-01436-x>
28. Metcalfe, Brezler, McNamara, Maletta & Vuorre (2019). *Memory, stress, and the hippocampal hypothesis: Firefighters' recollections of the fireground*. Hippocampus. <https://doi.org/10.1002/hipo.23128>
29. Bürkner & Vuorre (2019). *Ordinal Regression Models in Psychology: A Tutorial*. Advances in Methods and Practices in Psychological Science. <https://doi.org/10.1177/2515245918823199>
30. Bloom, Friedman, Xu, Vuorre & Metcalfe (2018). *Tip-of-the-tongue states predict enhanced feedback processing and subsequent memory*. Consciousness and Cognition. <https://doi.org/10.1016/j.concog.2018.05.010>
31. Vuorre & Curley (2018). *Curating Research Assets: A Tutorial on the Git Version Control System*. Advances in Methods and Practices in Psychological Science. <https://doi.org/10.1177/2515245918754826>
32. Vuorre (2018). *Using Visual Illusions to Examine Action-Related Perceptual Changes*. Columbia University. <https://academiccommons.columbia.edu/catalog/ac:73n5tb2rdf>
33. Chapman, Colvin, Vuorre, Cocchini, Metcalfe, Huey & Cosentino (2018). *Cross domain self-monitoring in anosognosia for memory loss in Alzheimer's disease*. Cortex. <https://doi.org/10.1016/j.cortex.2018.01.019>
34. Heino, Vuorre & Hankonen (2018). *Bayesian evaluation of behavior change interventions: a brief introduction and a practical example*. Health Psychology and Behavioral Medicine. <https://doi.org/10.1080/21642850.2018.1428102>
35. Vuorre & Bolger (2017). *Within-subject mediation analysis for experimental data in cognitive psychology and neuroscience*. Behavior Research Methods. <https://doi.org/10.3758/s13428-017-0980-9>
36. Vuorre & Metcalfe (2017). *Voluntary action alters the perception of visual illusions*. Attention, Perception, & Psychophysics. <https://doi.org/10.3758/s13414-017-1321-x>
37. Sidarus, Vuorre & Haggard (2017). *Integrating prospective and retrospective cues to the sense of agency: a multi-study investigation*. Neuroscience of Consciousness. <https://doi.org/10.1093/nc/nix012>
38. Sidarus, Vuorre & Haggard (2017). *How action selection influences the sense of agency: An ERP study*. NeuroImage. <https://doi.org/10.1016/j.neuroimage.2017.02.015>
39. Sidarus, Vuorre, Metcalfe & Haggard (2017). *Investigating the Prospective Sense of Agency: Effects of Processing Fluency, Stimulus Ambiguity, and Response Conflict*. Frontiers in Psychology. <https://doi.org/10.3389/fpsyg.2017.00545>
40. Vuorre (2017). *On Time, Causation, and the Sense of Agency*. Journal of Consciousness Studies. <https://www.ingentaconnect.com/content/imp/jcs/2017/00000024/f0020003/art00011>

41. Vuorre & Metcalfe (2016). *The relation between the sense of agency and the experience of flow*. Consciousness and Cognition. <https://doi.org/10.1016/j.concog.2016.06.001>
42. Michael, Newman, Vuorre, Cumming & Garry (2013). *On the (non)persuasive power of a brain image*. Psychonomic Bulletin & Review. <https://doi.org/10.3758/s13423-013-0391-6>

PRESENTATIONS

1. Vuorre (2025). *Collaborative science in the age of software*. Princeton University. <https://psych.princeton.edu/news-events/2025/matti-vuorre-assistant-professor-tilburg-university>
2. Vuorre (2025). *Digital risks and harms: From social media to artificial intelligence*. Presented at Office for Product Safety and Standards, London, UK.
3. Vuorre (2025). *Understanding psychological heterogeneity with Bayesian hierarchical models*. Tilburg, NL.
4. Vuorre (2024). *Communicating causal effect heterogeneity*. University of Illinois at Urbana-Champaign (Remote). <https://lautsee.website/victorhcervantes/uiuc-quant-brownbag/abstracts/vuorre-2024.html>
5. Vuorre (2024). *Understanding psychological heterogeneity with Bayesian hierarchical models using the brms R package*. Presented at StanCon, Oxford, UK. <https://www.youtube.com/watch?v=qe7oM9pJpil&list=PLCrWEzJgSUqzNzh6mjWsWUu-lSK59VXP6&index=7>
6. Vuorre (2024). *Investigating video game player behavior and well-being*. Tilburg, NL.
7. Vuorre (2024). *Video games and well-being*. Presented at Gaming Disorder Global Seminar, Seoul, SK.
8. Vuorre (2024). *Big data, small transparency: Limits to understanding, and addressing effectively, concerning behaviors in the online era*. Presented at International Behavioural Public Policy Conference, Cambridge, UK. <https://www.ibppa.org/ibppc-2024>
9. Vuorre (2024). *Internet technology and well-being*. Amsterdam, NL.
10. Vuorre (2023). *What can psychological science tell us about video games and their effects*. Presented at The Missing Link, Tilburg, NL. <https://youtu.be/29pJF9KUP-0>
11. Vuorre (2023). *Understanding the roles of digital technologies in psychological functioning*. Presented at Tilburg Experience Sampling Center, Tilburg, NL.
12. Vuorre (2023). *Intensive longitudinal dataset of video game play, well-being, and motivations: A case study of PowerWash Simulator*. Presented at International Convention of Psychological Science, Brussels.
13. Vuorre (2022). *Time spent playing video games is unlikely to impact well-being*. Presented at International Communication Association, Paris.
14. Vuorre (2018). *Within-subject mediation analysis for experimental data in cognitive psychology and neuroscience*. Columbia University.
15. Vuorre (2017). *A meta-analytic review of agency cues*. Presented at European Society for Cognitive Psychology, Potsdam.

16. Vuorre (2016). *The pragmatist's guide to studying free will*. Presented at Science of Consciousness, Tucson. <https://youtu.be/GcSmbzqWX7Q>
17. Vuorre (2016). *Voluntary actions cause a temporal rate-shift in visual awareness: Evidence from visual illusions*. Presented at Science of Consciousness, Tucson.
18. Vuorre (2015). *Voluntary action and time perception*. Presented at Toward a Science of Consciousness, Helsinki, Finland.

SOFTWARE

1. Vuorre (2025). *PDF-Direct* (JavaScript, v1.2). <https://github.com/mvuorre/pdf-direct>
2. Vuorre (2024). *bmlm: Bayesian multilevel mediation* (R, v1.3.15). <https://github.com/mvuorre/bmlm>

PUBLIC ENGAGEMENT & MEDIA

1. Masnick (2024). *Yet Another Study Finds That Internet Usage Is Correlated With GREATER Wellbeing, Not Less*. Techdirt. <https://www.techdirt.com/2024/05/17/yet-another-study-finds-that-internet-usage-is-correlated-with-greater-wellbeing-not-less/>
2. Holcombe (2024). *Internet access is linked to higher well-being, new global study reveals*. CNN. <https://www.cnn.com/2024/05/15/health/internet-greater-well-being-study-wellness/index.html>
3. Storås (2023). *Teknologia ei tuhonnut kansan psyykettä*. Helsingin Sanomat. <https://www.hs.fi/visio/art-2000010069351.html>
4. SVT Nyheter (2023). *Ny studie: Inga bevis för att internet skadar vårt välmående*. SVT Nyheter. <https://www.svt.se/nyheter/inrikes/ny-studie-inga-bevis-for-att-internet-skadar-vart-valmaende--x52qwt>
5. BBC (2021). *Is technology harmful to youngsters?* BBC Learning English. <https://www.bbc.co.uk/learningenglish/english/features/6-minute-english/ep-210906>
6. BBC (2021). *Tech does not impact teenage mental health*. BBC. <https://www.bbc.co.uk/programmes/w3ct1lry>

OTHER WRITING

1. Vuorre (2019). *How to analyze visual analog (slider) scale data?* Matti's blog. <https://vuorre.com/posts/2019-02-18-analyze-analog-scale-ratings-with-zero-one-inflated-beta-models/>
2. Vuorre (2016). *Introduction to Data Analysis using R*. JEPS Bulletin. <https://blog.efpsa.org/2016/12/05/introduction-to-data-analysis-using-r/>
3. Vuorre (2014). *What Your Name Says About How Believable You Are*. Scientific American. <https://www.scientificamerican.com/article/what-your-name-says-about-how-believable-you-are/>