Matti Vuorre
» Curriculum vitae

Department of Social Psychology
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CV 2023-07-03 [latest]

I am a psychological scientist at the Tilburg School for Social and Behavioral Sciences at Tilburg University, where I study how digital environments relate to psychological well-being and cognition using experimental, data science, and statistical methods.

Academic Positions

2023 - now *Assistant Professor*, Department of Social Psychology, Tilburg University
2020 - 2022 *Postdoctoral Researcher*, Oxford Internet Institute, University of Oxford
2018 - 2020 *Postdoctoral Research Scientist*, Department of Psychology, Columbia University

Education

2018 PhD, Columbia University, USA
2015 M.A, Columbia University, USA
2013 BSc (Hons), Victoria University of Wellington, New Zealand

Grants, Honors & Awards

2022 Understanding video game play and mental health (Economic and Social Research Council)
2021 John Fell Fund award (University of Oxford)
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)

Publications & Academic Contributions

See Zotero or Google Scholar for a most up-to-date list of my publications.

Works in progress

Vuorre, M., Magnusson, K., Johannes, N., Butlin, J., & Przybylski, A. K. (2023). An intensive longitudinal dataset of video game play, well-being, and motivations: Case study of PowerWash Simulator. *PsyArXiv*. https://doi.org/10.31234/osf.io/kyn7g

Zloteanu, M., & Vuorre, M. (2023). Bayesian Generalized Linear Mixed Effects Models for Deception Detection Analyses. *PsyArXiv*. https://doi.org/10.31234/osf.io/fdh5b

Vuorre, M., & Przybylski, A. K. (2023). A multiverse analysis of the associations between internet use and well-being. *PsyArXiv*. https://doi.org/10.31234/osf.io/jp5nd

Vuorre, M., & Przybylski, A. K. (2022). Estimating the association between Facebook adoption and well-being in 72 countries. *PsyArXiv*. https://doi.org/10.31234/osf.io/r794k

Vuorre, M. & Przybylski, A. K. (2022). Global well-being in the internet age. *PsyArXiv*. https://doi.org/10.31234/osf.io/9tbjy

Vuorre, M., Johannes, N., & Przybylski, A. K. (2022). Three objections to a novel paradigm in social media effects research. *PsyArXiv*. https://doi.org/10.31234/osf.io/dpuya

Johannes, N., Masur, P. K., Vuorre, M., & Przybylski, A. K. (2021). How should we investigate variation in the relation between social media and well-being? *PsyArXiv*. https://doi.org/10.31234/osf.io/xahbg

Journal articles

2022 Syed Sheriff, R. J., Vuorre, M., Riga, E., Przybylski, A. K., Adams, H., Harmer, C. J., & Geddes, J. R. (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

Metcalfe, J., Vuorre, M., Towner, E., & Eich, T. S. (2022). Curiosity: The effects of feedback and confidence on the desire to know. *Journal of Experimental Psychology: General*. https://doi.org/10.1037/xge0001284

Vuorre, M.*, Johannes, N.*, Magnusson, K., & Przybylski, A. K.* (2022). Time spent playing video games is unlikely to impact well-being. *Royal Society Open Science*. https://doi.org/10.1098/rsos.220411

Johannes, N.*, Vuorre, M.*, Magnusson, K., & Przybylski, A. K.* (2022). Time spent playing two online shooters has no measurable effect on aggressive affect. *Collabra: Psychology*. https://doi.org/10.1525/collabra.34606

2021 Vuorre, M., Orben, A., & Przybylski, A. K. (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

Vuorre, M., Zendle, D., Petrovskaya, E., Ballou, N., & Przybylski, A. K. (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

Metcalfe, J., Kennedy-Pyers, T., & Vuorre, M. (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

Johannes, N.⁎, Vuorre, M.⁎, & Przybylski, A. K.⁎ (2021). Video game play is positively correlated with well-being. *Royal Society Open Science*. https://doi.org/10.1098/rsos.202049

Vuorre, M., & Metcalfe, J. (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

2020 Vuorre, M.⁎, & Crump, M. J. C.⁎ (2020). Sharing and organizing research products as R packages. *Behavior Research Methods*. https://doi.org/10.3758/s13428-020-01436-x

2019 Metcalfe, J., Brezler, J. C., McNamara, J., Maletta, G., & Vuorre, M. (2019). Memory, stress, and the hippocampal hypothesis: Firefighters' recollections of the fireground. *Hippocampus*. https://doi.org/10.1002/hipo.23128

Bürkner, P.-C., & Vuorre, M. (2019). Ordinal regression models in psychology: A tutorial. *Advances in Methods and Practices in Psychological Science*. https://doi.org/10.1177/2515245918823199

2018 Bloom, P. A., Friedman, D., Xu, J., Vuorre, M., & Metcalfe, J. (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

Vuorre, M., & Curley, J. P. (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

Heino, M. T. J.⁎, Vuorre, M.⁎, & Hankonen, N. (2018). Bayesian evaluation of behavior change interventions: A brief introduction and a practical example. *Health Psychology and Behavioral Medicine: an Open Access Journal*. https://doi.org/10.1080/21642850.2018.1428102

Chapman, S., Colvin, L. E., Vuorre, M., Cocchini, G., Metcalfe, J., Huey, E. D., & Cosentino, S. (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

⁎Equal contribution.

2017 Vuorre, M. & Bolger, N. (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

Sidarus, N., Vuorre, M., & Haggard, P. (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

Vuorre, M. & Metcalfe, J. (2017). Voluntary action alters the perception of visual illusions. *Attention, Perception, & Psychophysics*. https://doi.org/10.3758/s13414-017-1321-x

Vuorre, M. (2017). On time, causation, and the sense of agency. *Journal of Consciousness Studies*. http://www.ingentaconnect.com/contentone/imp/jcs/2017/00000024/F0020003/art00011

Sidarus, N., Vuorre, M., Metcalfe, J., & Haggard, P. (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

Sidarus, N., Vuorre, M., & Haggard, P. (2017). How action selection influences the sense of agency: An ERP study. *NeuroImage*. https://doi.org/10.1016/j.neuroimage.2017.02.015

2016 Vuorre, M. & Metcalfe, J. (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

2013 Michael, R. B., Newman, E. J., Vuorre, M., Cumming, G., & Garry, M. (2013). On the (non)persuasive power of a brain image. *Psychonomic Bulletin & Review*. https://doi.org/10.3758/s13423-013-0391-6

PhD thesis

2018 Vuorre, M. (2018). Using visual illusions to examine action-related perceptual changes. https://academiccommons.columbia.edu/catalog/ac:73n5tb2rdf

Scientific software

2017 Vuorre, M. (2017). bmlm: Bayesian Multilevel Mediation. R package version 1.3.4. https://cran.r-project.org/package=bmlm

Talks

2023 Intensive longitudinal dataset of video game play, well-being, and motivations: Case study of PowerWash Simulator. *International Convention of Psychological Science, Brussels*

Frontiers in Video Game Science. *Symposium organizer; International Convention of Psychological Science, Brussels*

2022 Time spent playing video games is unlikely to impact well-being. *International Communication Association meeting, Paris.*

2018 Within-subject mediation analysis for experimental data in cognitive psychology and neuroscience. *Columbia University.*

2017 A meta-analytic review of agency cues. *European Society for Cognitive Psychology meeting, Potsdam, Germany.*

2016 The pragmatist's guide to studying free will. *Science of Consciousness meeting, Tucson, Arizona.*

Voluntary actions cause a temporal rate-shift in visual awareness: Evidence from visual illusions. *Science of Consciousness meeting, Tucson, Arizona.*

2015 Voluntary action and time perception. *Toward a Science of Consciousness meeting, Helsinki, Finland.*

Other articles

2016 Vuorre, M. (December 5, 2016). Introduction to data analysis using R. *JEPS Bulletin.* http://blog.efpsa.org/2016/12/05/introduction-to-data-analysis-using-r/

2014 Vuorre, M. (April 29, 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/

Teaching

Courses

2023- Consumer Analytics using Big Data (Tilburg University)

2021-2022 Experiments for Social Data Science (University of Oxford)

Workshops

2020 Bayesian regression modelling with brms (University of Zürich; https://mvuorre.github.io/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)

The Science of Psychology (Columbia University)
2015 Experimental Psychology: Human Behavior (Columbia University)
2014 The Science of Psychology (Columbia University)
2013 Visual Perception (Victoria University of Wellington)
Introduction to Psychology (Victoria University of Wellington)
2011 Introduction to Psychology (Victoria University of Wellington)

Service to the profession

Member of Tilburg Young Academy (link)
Recommender at Peer Community In Registered Reports (link)

Peer review service

Advances in Methods and Practices in Psychological Science
Acta Psychologica
Attention, Perception, & Psychophysics
British Journal of Mathematical and Statistical Psychology
International Journal of Psychology
Journal of Adolescence
Journal of Consciousness Studies
Journal of the Experimental Analysis of Behavior
Journal of Experimental Psychology: General
Peer Community In Registered Reports
Psychology of Consciousness
Royal Society Open Science