

Dr. Johannes Breuer

SENIOR RESEARCHER & TEAM LEADER

GESIS - Leibniz Institute for the Social Sciences, Department Computational Social Science

+49 221 47694 471 | johannes.breuer@gesis.org | johannesbreuer.com | [jobreu](#) | [n6q5R2QAAAAJ](#) | [MattEagle09](#)

Research interests

- Use and effects of digital media
- Online information & news consumption
- Digital trace data
- Computational methods
- Open science
- Data management
- Meta-science

Skills

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

Education

University of Cologne

PHD IN PSYCHOLOGY

Cologne

10/2007 - 12/2013

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

University of Cologne

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

Cologne

10/2002 - 04/2007

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

Employment history

GESIS - Leibniz Institute for the Social Sciences

TEAM LEADER

Cologne

Since 04/2024

- Department Computational Social Science, Team Digital Society Observatory

GESIS - Leibniz Institute for the Social Sciences

SENIOR RESEARCHER

Cologne

10/2023 - 04/2024

- Department Computational Social Science, Team Digital Society Observatory

Center for Advanced Internet Studies (CAIS)

TEAM LEADER

Bochum

07/2021 - 04/2024

- Team Research Data & Methods

GESIS - Leibniz Institute for the Social Sciences

SENIOR RESEARCHER

- Department Survey Data Curation, Team Survey Data Augmentation

Cologne

04/2017 - 09/2023

Leibniz-Institut für Wissensmedien

POSTDOCTORAL RESEARCHER

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

Tübingen

04/2015 - 03/2017

University of Cologne

POSTDOCTORAL RESEARCHER & LECTURER

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

Cologne

10/2014 - 03/2017

University of Münster

RESEARCHER

- ERC project 'The social fabric of virtual life: A longitudinal multi-method study on the social foundations of online gaming' (SOFOGA, PI: Prof. Dr. Thorsten Quandt)

Münster

10/2012 - 12/2014

University of Hohenheim

RESEARCHER

- ERC project 'The social fabric of virtual life: A longitudinal multi-method study on the social foundations of online gaming' (SOFOGA, PI: Prof. Dr. Thorsten Quandt)

Stuttgart

01/2010 - 09/2012

University of Cologne

RESEARCHER

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

Cologne

06/2007 - 03/2010

Grants

Automating Reproducibility in Economics and the Social Sciences

CO-PI WITH SEBASTIAN KRANZ, ANSGAR SCHERP, ALEXANDER RIEBER, ARNIM BLEIER, AND JÖRG ANKEL-PETERS

- 1290000 Euro

DFG (LIS)

Planned for June 2025 - June 2028

Fostering Proactive Replicability in Computational Communication Science via Frontloading Effort and Automating Protocols

PROJECT WITHIN THE PRIORITY PROGRAM META-REP (CO-PI TOGETHER WITH MARIO HAIM)

- 443000 Euro

DFG

Planned for March 2025 - March 2028

Wi4impact – Understanding the impact of knowledge in the context of digitalization

CO-PI WITH SIMONE HAASLER, LYDIA REPKE, AND SOPHIE ZERVOS

- 483000 Euro

BMBF

August 2022 - August 2025

What Defines and Affects Replicability in Computational Communication Science?

PROJECT WITHIN THE PRIORITY PROGRAM META-REP (CO-PI TOGETHER WITH MARIO HAIM)

- 165000 Euro

DFG

March 2022 - March 2025

Integrating Surveys and Digital Behavioral Data

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

- 45000 Euro

GESIS

June 2018 - June 2019

Integrating and Analyzing Data from Surveys and Social Media

INTERNATIONAL SYMPOSIUM (CO-APPLICANT WITH SEBASTIAN STIER AND PASCAL SIEGERS)

- 15000 Euro

CAIS

February 2018

Quizard - Entwicklung und Erprobung eines mobilen Quizspiels für die Lehre und das selbstgeleitete Lernen [Quizard - Developing and testing a mobile quiz game for teaching and self-directed learning]

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

- 62900 Euro

University of Cologne

October 2015 - April 2017

Awards & Distinctions

GESIS Research Award for Cross-Departmental Collaboration

TOGETHER WITH ESRA AKDENIZ, KERRIN BORSCHIEWSKI, & YEVHEN VORONIN

GESIS

October 2024

GESIS Research Award for Cross-Departmental Collaboration

TOGETHER WITH HENNING SILBER, CHRISTOPH BEUTHNER, TOBIAS GUMMER, FLORIAN KEUSCH, PASCAL SIEGERS, SEBASTIAN STIER, & BERND WEISS

GESIS

November 2023

Placement on the final list for a position as associate professor of communication and media studies with a focus on methodological innovation

University of Bremen

February 2022

Placed 1st on appointment list for assistant professor for computational research at the Tilburg Center for Cognition and Communication

Tilburg University

OFFER TURNED DOWN

August 2020

Best preregistered study award

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

11th Conference of the Media

Psychology Division

September 2019

Performance bonus for exceptional performance in creating and implementing the GESIS Research Day

TOGETHER WITH JOHANNES BLUMENBERG, JULIA DRZERVITZKY, JAN-LUCAS-SCHANZE, SONJA SCHULZ, HEIDI SCHULZE, & BENJAMIN ZAPILKO

GESIS

May 2019

Winner science slam

University of Hohenheim

July 2011

Various competitive (conference) travel grants

DAAD

2008 - 2015

Publications

PEER-REVIEWED JOURNAL PAPERS

45. Stier, S., Siegers, P., & **Breuer, J.** (2025). Radical right populism and the media: Evidence from the supply side and demand side of political information in Germany. *European Sociological Review*, Advance online publication. <https://doi.org/10.1093/esr/jcae051>
44. Schmalz, X., **Breuer, J.**, Haim, M., Hildebrandt, A., Knöpfle, P., Leung, A. Y., & Roettger, T. (2025). Let's talk about language—and its role for replicability. *Humanities and Social Sciences Communications*, 12(1), 84. <https://doi.org/10.1057/s41599-025-04381-2>
43. Silber, H., **Breuer, J.**, Felderer, B., Gerdon, F., Stammann, P., Daikeler, J., Keusch, F., & Weiß, B. (2024). Asking for Traces: A Vignette Study on Acceptability Norms and Personal Willingness to Donate Digital Trace Data. *Social Science Computer Review*, Advance online publication. <https://doi.org/10.1177/08944393241305776>
42. Wähner, M., Deubel, A., **Breuer, J.**, & Weller, K. (2024). "Don't research us"—How Mastodon instance rules connect to research ethics. *Publizistik*, Advance online publication. <https://doi.org/10.1007/s11616-024-00855-6>
41. Knöpfle, P., Haim, M., & **Breuer, J.** (2024). Key topic or bare necessity? How Research Ethics are Addressed and Discussed in Computational Communication Science. *Publizistik*, Advance online publication. <https://doi.org/10.1007/s11616-024-00846-7>
40. Batzdorfer, V., Zenk-Möltgen, W., Young, L., Katsanidou, A., **Breuer, J.**, & Bishop, L. (2024). Between urgency and data quality: Assessing the FAIRness of data in social science research on the COVID-19 pandemic. *Research Ethics*, 20(4), 744–763. <https://doi.org/10.1177/17470161241257575>
39. **Breuer, J.**, Kmetty, Z., Haim, M., & Stier, S. (2023). User-centric approaches for collecting Facebook data in the “post-API age”: Experiences from two studies and recommendations for future research. *Information, Communication & Society*, 26(14), 2649–2668. <https://doi.org/10.1080/1369118X.2022.2097015>
38. Von Andrian-Werburg, M. T. P., Siegers, P., & **Breuer, J.** (2023). A Re-evaluation of Online Pornography Use in

- Germany: A Combination of Web Tracking and Survey Data Analysis. *Archives of Sexual Behavior*, Advance online publication. <https://doi.org/10.1007/s10508-023-02666-8>
37. Schnauber-Stockmann, A., Scharnow, M., & **Breuer, J.** (2023). Routines and the Predictability of Day-to-Day Web Use. *Media Psychology*, 26(3), 229–251. <https://doi.org/10.1080/15213269.2022.2121286>
 36. Bowman, N. D., Velez, J., Wulf, T., **Breuer, J.**, Yoshimura, K., & Resignato, L. J. (2023). That bygone feeling: Controller ergonomics and nostalgia in video game play. *Psychology of Popular Media*, 12(2), 147–158. <https://doi.org/10.1037/ppm0000382>
 35. Akdeniz, E., Borschewski, K. E., **Breuer, J.**, & Voronin, Y. (2023). Sharing social media data: The role of past experiences, attitudes, norms, and perceived behavioral control. *Frontiers in Big Data*, 5. <https://doi.org/10.3389/fdata.2022.971974>
 34. Silber, H., **Breuer, J.**, Beuthner, C., Gummer, T., Keusch, F., Siegers, P., Stier, S., & Weiß, B. (2022). Linking surveys and digital trace data: Insights from two studies on determinants of data sharing behaviour. *Journal of the Royal Statistical Society: Series A (Statistics in Society)*, 185, 387–407. <https://doi.org/10.1111/rssa.12954>
 33. Stier, S., Weiß, B., Hartmann, T., Flöck, F., **Breuer, J.**, Schaurer, I., & Kummerow, M. (2022). The role of the information environment during the first COVID-19 wave in Germany. *Political Research Exchange*, 4(1), Advance online publication. <https://doi.org/10.1080/2474736X.2022.2135451>
 32. Ratan, R., Chen, V., De Grove, F., **Breuer, J.**, Quandt, T., & Williams, P. (2022). Gender, Gaming Motives, and Genre: Comparing Singaporean, German, and American Players. *IEEE Transactions on Games*, 14(3), 456–465. <https://doi.org/10.1109/TG.2021.3116077>
 31. Mangold, F., Stier, S., **Breuer, J.**, & Scharnow, M. (2022). The overstated generational gap in online news use? A consolidated infrastructural perspective. *New Media & Society*, 24(10), 2207–2226. <https://doi.org/10.1177/1461444821989972>
 30. Stier, S., Mangold, F., Scharnow, M., & **Breuer, J.** (2022). Post Post-Broadcast Democracy? News Exposure in the Age of Online Intermediaries. *American Political Science Review*, 116(2), 768–774. <https://doi.org/10.1017/S0003055421001222>
 29. Haim, M., **Breuer, J.**, & Stier, S. (2021). Do News Actually “Find Me”? Using Digital Behavioral Data to Study the News-Finds-Me Phenomenon. *Social Media + Society*, 7(3), Advance online publication. <https://doi.org/10.1177/20563051211033820>
 28. Dienlin, T., Johannes, N., Bowman, N. D., Masur, P. K., Engesser, S., Kümpel, A. S., Lukito, J., Bier, L. M., Zhang, R., Johnson, B. K., Huskey, R., Schneider, F. M., **Breuer, J.**, Parry, D. A., Vermeulen, I., Fisher, J. T., Banks, J., Weber, R., Ellis, D. A., ... De Vreese, C. (2021). An Agenda for Open Science in Communication. *Journal of Communication*, 71(1), 1–26. <https://doi.org/10.1093/joc/jqz052>
 27. Wulf, T., **Breuer, J.**, & Schmitt, J. B. (2021). Escaping the pandemic present: The relationship between nostalgic media use, escapism, and well-being during the COVID-19 pandemic. *Psychology of Popular Media*, Advance online publication. <https://doi.org/10.1037/ppm0000357>
 26. Schmitt, J. B., **Breuer, J.**, & Wulf, T. (2021). From cognitive overload to digital detox: Psychological implications of telework during the COVID-19 pandemic. *Computers in Human Behavior*, 124, Advance online publication. <https://doi.org/10.1016/j.chb.2021.106899>
 25. Rüth, M., **Breuer, J.**, Zimmermann, D., & Kaspar, K. (2021). The Effects of Different Feedback Types on Learning With Mobile Quiz Apps. *Frontiers in Psychology*, 12. <https://doi.org/10.3389/fpsyg.2021.665144>
 24. **Breuer, J.**, Al Baghal, T., Sloan, L., Bishop, L., Kondyli, D., & Linardis, A. (2021). Informed consent for linking survey and social media data - Differences between platforms and data types. *IASSIST Quarterly*, 45(1), 1–27. <https://doi.org/10.29173/iq988>
 23. **Breuer, J.**, Bishop, L., & Kinder-Kurlanda, K. (2020). The practical and ethical challenges in acquiring and sharing digital trace data: Negotiating public-private partnerships. *New Media & Society*, 22(11), 2058–2080. <https://doi.org/10.1177/1461444820924622>
 22. Scharnow, M., Mangold, F., Stier, S., & **Breuer, J.** (2020). How social network sites and other online intermediaries increase exposure to news. *Proceedings of the National Academy of Sciences*, 117(6), 2761–2763. <https://doi.org/10.1073/pnas.1918279117>
 21. Wulf, T., Bowman, N. D., Velez, J., & **Breuer, J.** (2020). Once upon a game: Exploring video game nostalgia and its impact on well-being. *Psychology of Popular Media Culture*, 8(1), 83–95. <https://doi.org/10.1037/ppm0000208>
 20. Utz, S., & **Breuer, J.** (2019). The Relationship Between Networking, LinkedIn Use, and Retrieving Informational Benefits. *Cyberpsychology, Behavior, and Social Networking*, 22(3), 180–185. <https://doi.org/10.1089/cyber.2018.0294>
 19. Koban, K., **Breuer, J.**, Rieger, D., Mohseni, M. R., Noack, S., Bente, G., & Ohler, P. (2019). Playing for the thrill

- and skill. Quiz games as means for mood and competence repair. *Media Psychology*, 22(5), 743–768. <https://doi.org/10.1080/15213269.2018.1515637>
18. Wulf, T., Bowman, N. D., Rieger, D., Velez, J., & **Breuer, J.** (2018). Video games as time machines: Video game nostalgia and the success of retro gaming. *Media and Communication*, 2(6), 60–68. <https://doi.org/10.17645/mac.v6i2.1317>
 17. **Breuer, J.**, & Tolks, D. (2018). Grenzen von Serious Games for Health [Limits of Serious Games for Health]. *Prävention Und Gesundheitsförderung*, 4(13), 327–332. <https://doi.org/10.1007/s11553-018-0654-1>
 16. Klein, O., Hardwicke, T. E., Aust, F., **Breuer, J.**, Danielsson, H., Mohr, A. H., IJzerman, H., Nilsson, G., & Frank, M. C. (2018). A practical guide for transparency in psychological science. *Collabra: Psychology*, 4(1). <https://doi.org/10.1525/collabra.158>
 15. Domahidi, E., **Breuer, J.**, Kowert, R., Festl, R., & Quandt, T. (2018). A Longitudinal Analysis of Gaming- and Non-Gaming-Related Friendships and Social Support among Social Online Game Players. *Media Psychology*, 21(2), 288–307. <https://doi.org/10.1080/15213269.2016.1257393>
 14. Utz, S., & **Breuer, J.** (2017). The Relationship Between Use of Social Network Sites, Online Social Support, and Well-Being - Results From a Six-Wave Longitudinal Study. *Journal of Media Psychology*, 29(3), 115–125. <https://doi.org/10.1027/1864-1105/a000222>
 13. **Breuer, J.**, Velez, J., Bowman, N. D., Wulf, T., & Bente, G. (2017). “Drive the lane; together, hard!”: An examination of the effects of supportive co-playing and task difficulty on prosocial behavior. *Journal of Media Psychology*, 29(1), 31–41. <https://doi.org/10.1027/1864-1105/a000209>
 12. Utz, S., & **Breuer, J.** (2016). Informational benefits from social media use for professional purposes: Results from a longitudinal study. *Cyberpsychology: Journal of Psychosocial Research on Cyberspace*, 10(4). <https://doi.org/10.5817/CP2016-4-3>
 11. De Grove, F., **Breuer, J.**, Chen, V. H. H., Quandt, T., Ratan, R., & Van Looy, J. (2016). Validating the Digital Games Motivation Scale for Comparative Research Between Countries. *Communication Research Reports*, 34(1), 37–47. <https://doi.org/10.1080/08824096.2016.1250070>
 10. **Breuer, J.**, Kowert, R., Festl, R., & Quandt, T. (2015). Sexist games = sexist gamers? A longitudinal study on the relationship between video game use and sexist attitudes. *Cyberpsychology, Behavior, and Social Networking*, 18(4), 197–202. <https://doi.org/10.1089/cyber.2014.0492>
 9. **Breuer, J.**, Scharkow, M., & Quandt, T. (2015). Sore Losers? A Reexamination of the Frustration for Colocated Video Game Play. *Psychology of Popular Media Culture*, 4(2), 126–137. <https://doi.org/10.1037/ppm0000020>
 8. **Breuer, J.**, Vogelgesang, J., Quandt, T., & Festl, R. (2015). Violent Video Games and Physical Aggression: Evidence for a Selection Effect Among Adolescents. *Psychology of Popular Media Culture*, 4(4), 305–328. <https://doi.org/10.1037/ppm0000035>
 7. Elson, M., **Breuer, J.**, van Looy, J., Kneer, J., & Quandt, T. (2015). Comparing Apples and Oranges? Evidence for Pace of Action as a Confound in Research on Digital Games and Aggression. *Psychology of Popular Media Culture*, 4(2), 112–125. <https://doi.org/10.1037/ppm0000010>
 6. **Breuer, J.**, Scharkow, M., & Quandt, T. (2014). Tunnel Vision or Desensitization? The Effect of Interactivity and Frequency of Use on the Perception and Evaluation of Violence in Digital Games. *Journal of Media Psychology: Theories, Methods, and Applications*, 26(4), 176–188. <https://doi.org/10.1027/1864-1105/a000122>
 5. Elson, M., **Breuer, J.**, Ivory, J., & Quandt, T. (2014). More Than Stories With Buttons: Narrative, Mechanics, and Context as Determinants of Player Experience in Digital Games. *Journal of Communication*, 64(3), 521–542. <https://doi.org/10.1111/jcom.12096>
 4. **Breuer, J.**, Festl, R., & Quandt, T. (2014). Aggression and Preference for First-Person Shooter and Action Games: Data From a Large-Scale Survey of German Gamers Aged 14 and Above. *Communication Research Reports*, 31(2). <https://doi.org/10.1080/08824096.2014.907146>
 3. Elson, M., Mohseni, M. R., **Breuer, J.**, Scharkow, M., & Quandt, T. (2014). Press CRTT to Measure Aggressive Behavior: The Unstandardized Use of the Competitive Reaction Time Task in Aggression Research. *Psychological Assessment*, 26(2), 419–432. <https://doi.org/10.1037/a0035569>
 2. **Breuer, J.**, Festl, R., & Quandt, T. (2012). Digital war: An empirical analysis of narrative elements in military first-person shooters. *Journal of Gaming & Virtual Worlds*, 4(3), 215–237. https://doi.org/10.1386/jgvw.4.3.215_1
 1. **Breuer, J.**, & Bente, G. (2010). Why so serious? On the relation of serious games and learning. *Eludamos - Journal for Computer Game Culture*, 4(1), 7–24.

OTHER JOURNAL PUBLICATIONS (NOT PEER-REVIEWED)

12. **Breuer, J.**, & Haim, M. (2024). Are We Replicating Yet? Reproduction and Replication in Communication Re-

- search. *Media and Communication*, 12. <https://doi.org/10.17645/mac.8382>
11. Strippel, C., **Breuer, J.**, Fürst, S., Koenen, E., Prandner, D., & Schwarzenegger, C. (2023). Neue Publikationsformate zu offenen Infrastrukturen und Ressourcen für die Kommunikations- und Medienforschung: Ein Erfahrungsbericht [New publication formats on open infrastructures and resources for communication and media research: A field report]. *MedienJournal*, 47(3), 46–58. <https://doi.org/10.24989/medienjournal.v47i3.2627>
 10. Kohne, J., Schmitt, J. B., & **Breuer, J.** (2023). Einführung: Digitalisierungsforschung. Ein Einblick in die Bandbreite der Forschung zu und mit digitalen Daten [Introduction: Digitalization Research. An insight into the range of research on and with digital data]. *Easy Social Sciences*, 69, 3–10. <https://doi.org/10.15464/EASY.2023.07>
 9. Strippel, C., **Breuer, J.**, Fürst, S., Koenen, E., Prandner, D., & Schwarzenegger, C. (2023). Editorial: Data, archives, and tools: Introducing new publication formats on infrastructures and resources for communication and media research. *Publizistik*, Advance online publication. <https://doi.org/10.1007/s11616-023-00806-7>
 8. Schmitt, J. B., Kohne, J., & **Breuer, J.** (2023). Einführung: Digitalisierungsforschung. Wie wir die digitale Transformation wissenschaftlich erfassen können [Introduction: Digitization Research. How we can capture the digital transformation scientifically]. *Easy Social Sciences*, 68, 4–11. <https://doi.org/10.15464/EASY.2023.01>
 7. Dienlin, T., & **Breuer, J.** (2023). Privacy Is Dead, Long Live Privacy!: Two Diverging Perspectives on Current Issues Related to Privacy. *Journal of Media Psychology*, 35(3), 159–168. <https://doi.org/10.1027/1864-1105/a000357>
 6. Peter, C., **Breuer, J.**, Masur, P. K., Scharkow, M., & Schwarzenegger, C. (2020). Empfehlungen zum Umgang mit Forschungsdaten in der Kommunikationswissenschaft [Guidelines for handling research data in communication science]. *SCM Studies in Communication and Media*, 9(4), 599–626. <https://doi.org/10.5771/2192-4007-2020-4-599>
 5. Trixa, J., & **Breuer, J.** (2020). Press Start: Digitale Spiele im Unterricht [Press Start: Digital games in the classroom]. *Grundschule*, 05/2020, 53–55.
 4. Stier, S., **Breuer, J.**, Siegers, P., & Thorson, K. (2020). Integrating Survey Data and Digital Trace Data: Key Issues in Developing an Emerging Field. *Social Science Computer Review*, 38(5), 503–516. <https://doi.org/10.1177/0894439319843669>
 3. **Breuer, J.**, Wulf, T., & Mohseni, M. R. (2020). New Formats, New Methods: Computational Approaches as a Way Forward for Media Entertainment Research. *Media and Communication*, 8(3), 147–152. <https://doi.org/10.17645/mac.v8i3.3530>
 2. Elson, M., **Breuer, J.**, & Quandt, T. (2014). Gewalt erzeugt Mediengewalt - oder umgekehrt? Über den Zusammenhang von Aggression und der Nutzung digitaler Spiele [Violence begets media violence - or vice versa? On the relationship between aggression and the use of digital games]. *In-Mind: The Inquisitive Mind*, 3/2014.
 1. Quandt, T., **Breuer, J.**, Festl, R., & Scharkow, M. (2013). Digitale Spiele: Stabile Nutzung in einem dynamischen Markt [Digital games: Stable use in a dynamic market]. *Media Perspektiven*, 10/2013, 483–492.

PREPRINTS

10. Schmalz, X., **Breuer, J.**, Haim, M., Hildebrandt, A., Knöpfle, P., Leung, A. Y., & Roettger, T. (2024). *Let's talk about language – and its role for replicability*. MetaArXiv. <https://doi.org/10.31222/osf.io/w2gb9>
9. Silber, H., **Breuer, J.**, Felderer, B., Gerdon, F., Stammann, P., Daikeler, J., Keusch, F., & Weiß, B. (2024). *Asking for Traces: A Vignette Study on Acceptability Norms and Personal Willingness to Donate Digital Trace Data* [Preprint]. SocArXiv. <https://doi.org/10.31235/osf.io/2aum8>
8. Knöpfle, P., Haim, M., & **Breuer, J.** (2024). *Ethics in Computational Communication Science: Between values and perspectives* [Preprint]. <https://www.ssoar.info/ssoar/handle/document/91769>
7. Munzert, S., Ramirez-Ruiz, S., Watteler, O., **Breuer, J.**, Batzdorfer, V., Eder, C., Wiltshire, D. A., Barberá, P., Guess, A. M., & Yang, J. (2023). *Publishing Combined Web Tracking and Survey Data* [Preprint]. Open Science Framework. <https://doi.org/10.31219/osf.io/y4v8z>
6. von Andrian-Werburg, M. T. P., Siegers, P., & **Breuer, J.** (2022). *A reevaluation of online pornography use in Germany using a combination of web tracking and survey data* [Preprint]. PsyArXiv. <https://doi.org/10.31234/osf.io/ehqgv>
5. Dienlin, T., & **Breuer, J.** (2022). *Post-privacy or pro-privacy? Two diverging perspectives on the state of privacy* [Preprint]. SocArXiv. <https://doi.org/10.31235/osf.io/ugvft>
4. Stier, S., Weiß, B., Hartmann, T., Flöck, F., **Breuer, J.**, Schaurer, I., & Schulz, M. (2021). *Information exposure, perceptions and behaviours during the first COVID-19 wave in Germany: Evidence from survey and Facebook data* [Preprint]. SocArXiv. <https://doi.org/10.31235/osf.io/cah76>
3. Silber, H., **Breuer, J.**, Beuthner, C., Gummer, T., Keusch, F., Siegers, P., Stier, S., & Weiß, B. (2021). *Linking surveys*

- and digital trace data: Insights from two studies on determinants of data sharing behavior [Preprint]. SocArXiv. <https://doi.org/10.31235/osf.io/dz93u>
2. Klein, O., Hardwicke, T. E., Aust, F., **Breuer, J.**, Danielsson, H., Hofelich Mohr, A., IJzerman, H., Nilsson, G., vanpaemel, wolf, & Frank, M. C. (2018). *A practical guide for transparency in psychological science* [Preprint]. PsyArXiv. <https://doi.org/10.31234/osf.io/rtygm>
 1. **Breuer, J.**, Bowman, N. D., Velez, J., Wulf, T., & Bente, G. (2017). "Drive the lane; together, hard!": An examination of the effects of supportive co-playing and task difficulty on prosocial behavior [Preprint]. PsyArXiv. <https://doi.org/10.31234/osf.io/6mmra>

BOOK CHAPTERS

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48. **Breuer, J.**, Stier, S., Siegers, P., Gummer, T., & Bleier, A. (2019). *Linking survey data with social media data and the importance of informed consent*. General Online Research 2019, Cologne (Germany), March.
 47. Stier, S., **Breuer, J.**, Siegers, P., Gummer, T., & Bleier, A. (2018). *Improving Research on Political Behavior by Integrating Survey Data and Digital Trace Data*. BigSurv18 - Big Data Meets Survey Science, Barcelona (Spain), October.
 46. Stier, S., **Breuer, J.**, Siegers, P., Gummer, T., & Bleier, A. (2018). *Selective exposure to political news: An investigation combining web tracking and survey data*. ECPR General Conference 2018, Hamburg (Germany), August.
 45. **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.
 44. **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.
 43. **Breuer, J.**, & Hagenah, J. (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.
 42. **Breuer, J.**, & Utz, S. (2016). *The use of social media and civic engagement - Results from a cross-lagged panel study*. 6th European Communication Conference, Prague (Czech Republic), November.
 41. **Breuer, J.**, Domahidi, E., Kowert, R., Festl, R., & Quandt, T. (2016). *Playing friends? Findings from a longitudinal study on friendships and social support among online gamers*. Clash of Realities 2016, Cologne (Germany), November.
 40. Utz, S., & **Breuer, J.** (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.
 39. Utz, S., & **Breuer, J.** (2016). *Informational benefits from professional social media use: Results from a longitudinal study*. 66th Annual Conference of the International Communication Association, Fukuoka (Japan), June.
 38. Domahidi, E., **Breuer, J.**, Kowert, R., Festl, R., & Quandt, T. (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.
 37. De Grove, F., **Breuer, J.**, Chen, V. H. H., Ratan, R., Quandt, T., & Van Looy, J. (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.
 36. Wulf, T., Rieger, D., **Breuer, J.**, & Bente, G. (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.
 35. **Breuer, J.**, Bowman, N. D., Kieslich, K., Elson, M., Kowert, R., Kneer, J., Quandt, T., Lange, A., & Lange, R. (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.
 34. Ratan, R., Chen, V. H. H., De Grove, F., **Breuer, J.**, Quandt, T., & Van Looy, J. (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.
 33. Trixa, J., & **Breuer, J.** (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.
 32. **Breuer, J.**, Elson, M., Kieslich, K., Bowman, N. D., Kowert, R., Quandt, T., Lange, A., & Lange, R. (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.**, Elson, M., & Quandt, T. (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. Sevdalis, V., Roth, D., **Breuer, J.**, & Bente, G. (2015). *Investigating social cognition with motion capture technology*. Diversity of Social Cognition, Cologne (Germany), July.
 29. Kowert, R., **Breuer, J.**, Festl, R., & Quandt, T. (2015). *Women are from FarmVille, Men are from ViceCity: The cycle of exclusion and sexism in video game content and culture*. 65th Annual Conference of the International Communication Association, San Juan (Puerto Rico), May.

28. **Breuer, J.**, & Elson, M. (2015). *Fear play: Probing the emotional and behavioral effects of horror games*. 65th Annual Conference of the International Communication Association, San Juan (Puerto Rico), May.
27. **Breuer, J.**, Vogelgesang, J., Quandt, T., & Festl, R. (2014). *Medieneffekt, Selektionseffekt oder Abwärtsspirale? Eine längsschnittstudie zum Zusammenhang zwischen Computerspielnutzung und physischer Aggression bei Jugendlichen und jungen Erwachsenen [Media effect, selection effect or downward spiral? A longitudinal study on the relationship between computer game use and physical aggression among adolescents and young adults]*. 49th Congress of the German Psychological Society (DGPs), Bochum (Germany), September.
26. Kowert, R., **Breuer, J.**, Festl, R., & Quandt, T. (2014). *Sexism and the gender divide within the video game playing community*. Multi.Player 2, Münster (Germany), August.
25. **Breuer, J.**, Vogelgesang, J., Quandt, T., & Festl, R. (2014). *Socialization, selection or downward spiral? Data from a longitudinal study of German gamers aged 14 to 21*. 28th International Congress of Applied Psychology, Paris (France), July.
24. Elson, M., **Breuer, J.**, Scharnow, M., & Quandt, T. (2014). *Digital games and frustration: Effects on aggression and cooperative behavior*. 64th Annual Conference of the International Communication Association, Seattle (USA), May.
23. **Breuer, J.**, Quandt, T., Festl, R., & Scharnow, M. (2014). *Gaming in Deutschland 2010-2013. Ergebnisse einer repräsentativen Panelstudie [Gaming in Germany 2010-2013 - Results from a representative panel study]*. Clash of Realities 2014, Cologne (Germany), May.
22. **Breuer, J.**, Elson, M., & Quandt, T. (2013). *Mirror or projection screen? Avatar creation and identification in computer role-playing games*. 8th Conference of the Media Psychology Division of the German Psychological Society (DGPs), Würzburg (Germany), September.
21. Elson, M., **Breuer, J.**, & Quandt, T. (2013). *Game and Watch Methodische Herausforderungen bei der Beobachtung von Computerspielern [Methodological challenges in observational studies with computer gamers]*. 15. Fachgruppentagung der FG Methoden der DGPUK, Münster (Germany), September.
20. **Breuer, J.**, Scharnow, M., & Quandt, T. (2013). *The perception and evaluation of violence in digital games tunnel vision or desensitization?* 63rd Annual Conference of the International Communication Association, London (UK), July.
19. Elson, M., **Breuer, J.**, & Quandt, T. (2013). *Off the Shelf versus Tailor-Made: Identification with Default and Customized Avatars in Role-Playing Computer Games*. ICA Game Studies Preconference "The Power of Play: Motivational Uses and Applications," London (UK), July.
18. Eichentopf, J., **Breuer, J.**, & Quandt, T. (2013). *"Did you find what you were looking for?" - Gratifications sought and obtained in computer games*. ICA Game Studies Preconference "The Power of Play: Motivational Uses and Applications," London (UK), July.
17. **Breuer, J.**, Scharnow, M., & Quandt, T. (2012). *The others - Why research on the effects of digital games on aggression needs a multiplayer perspective*. Preconference of the ECREA TWG Digital Games Research, Istanbul (Turkey), October.
16. **Breuer, J.**, Scharnow, M., & Quandt, T. (2012). *Frustration-Aggression 2.0: Die Bedeutung von Gegnern und Spielausgang für den Effekt digitaler Spiele auf aggressives Verhalten [The role of opponents and outcome for the effect of digital games on aggression]*. 48. Kongress der Deutschen Gesellschaft für Psychologie (DGPs), Bielefeld (Germany), September.
15. **Breuer, J.**, Festl, R., & Quandt, T. (2012). *Herausforderungen bei der Inhaltsanalyse von Computer- und Videospiele[n] [Challenges in the content analysis of computer and video games]*. 14. Fachgruppentagung der FG Methoden der DGPUK, Zürich (Switzerland), September.
14. **Breuer, J.**, Elson, M., Mohseni, M. R., & Scharnow, M. (2012). *Are we really only measuring media effects? Problems and pitfalls associated with the implementation and analysis of the Competitive Reaction Time Task (CRTT) in research on digital games*. XVII. Workshop Aggression, Luxemburg (Luxemburg), July.
13. Elson, M., **Breuer, J.**, Van Looy, J., & Kneer, J. (2012). *Comparing Apples and Oranges? The Effects of Confounding Factors in Experimental Research on Digital Games and Aggression*. 62nd Annual Conference of the International Communication Association, Phoenix (USA), May.
12. **Breuer, J.** (2012). *Broccoli-coated chocolate? The educational potential of entertainment games*. 4th Clash of Realities - International Computer Game Conference, Cologne (Germany), May.
11. **Breuer, J.**, Elson, M., Scharnow, M., & Quandt, T. (2012). *More than just Violence - The Importance of Contextual Factors and Game Characteristics for Research on the Digital-Games-Aggression Link*. 4th Clash of Realities - International Computer Game Conference, Cologne (Germany), May.
10. **Breuer, J.**, Festl, R., & Quandt, T. (2011). *In the army now - Narrative elements and realism in military first-person shooters*. 5th DiGRA Conference, Utrecht (Netherlands), September.

9. **Breuer, J.**, Scharkow, M., & Quandt, T. (2011). *Tunnel vision or spectator mode? The effects of watching versus playing a violent game on immersion and perceived violence*. 7th Conference of the Media Psychology Division of the DGPs, Bremen (Germany), August.
8. **Breuer, J.**, & Quandt, T. (2011). *In-vitro gaming - Studying player interaction in the lab*. multi.player - International conference on the social aspects of digital gaming, Stuttgart (Germany), July.
7. **Breuer, J.** (2011). *(In)formative play: The effects of digital games on creativity and problem-solving skills*. International conference on the Foundations of Digital Games (FDG), Bordeaux (France), June.
6. **Breuer, J.** (2010). *Through the eyes of the avatar - Can digital games influence how we perceive the world?* ECREA Preconference "Avatars and Humans - Representing Users in Digital Games," Hamburg (Germany), October.
5. **Breuer, J.** (2010). *Ich sehe was, was Du nicht siehst - Der Einfluss digitaler Spiele auf Wahrnehmungs- und Informationsverarbeitungsprozesse [I spy with my virtuel eye - The effect of digital games on perception and information processing]*. DGPuK-Doktorandentage, Leipzig (Germany), September.
4. **Breuer, J.** (2010). *The player's view - Studying how digital games can change our perceptions of the world*. Games Research Methods Seminar, Tampere (Finland), April.
3. **Breuer, J.**, Bente, G., Yanev, K., Günter, B., & Leuschner, H. (2009). *Invisible Tells: Physiological measures of arousal as game elements in online poker*. 6th Conference of the Media Psychology Division of the German Psychological Society, Duisburg (Germany), September.
2. **Breuer, J.**, Eschenburg, F., Bente, G., & Aelker, L. (2008). *The game of mind-reading: Online poker as a research tool*. XXIX International Congress of Psychology, Berlin (Germany), July.
1. **Breuer, J.**, Eschenburg, F., Bente, G., & Aelker, L. (2008). *Social cues in social games: Measures of player experience as game elements*. 58th Annual Conference of the International Communication Association, Montréal (Canada), May.

OTHER PRESENTATIONS (NOT PEER-REVIEWED) AND INVITED TALKS

19. **Breuer, J.** (2024). *Sammlung von Web- und Social-Media-Daten [Collecting web and social media data]*. Workshop "KI-Trainingsdaten aus dem Netz? Möglichkeiten und Grenzen" [AI Training Data from the web? Possibilities; limitations], Center for Advanced Internet Studies, Bochum (Germany), November.
18. **Breuer, J.** (2024). *Reproducibility and replicability in the social sciences - What do we have? What do we need?* Incubator for Collaborative; Transparent Economic Sciences Kick-Off Meeting, Berlin (Germany), October.
17. **Breuer, J.** (2024). *Methoden & Tools für die Sammlung digitaler Verhaltensdaten [Methods & Tools for Collecting Digital Behavioral Data]*. Jahreskonferenz Netzwerk Recherche, Hamburg (Germany), July.
16. **Breuer, J.** (2023). *Digital Traces & Data Donation for Research on Social Media and Well-Being*. Social Media and Well-Being: A multi-disciplinary dialogue, Lugano (Switzerland), June.
15. **Breuer, J.**, & Stier, S. (2021). *Combining survey data and digital behavioral data*. GESIS Meet the Experts, Online, July.
14. **Breuer, J.** (2019). *Data Linking: Survey data & social media data*. CESSDA Training Days, Cologne (Germany), November.
13. **Breuer, J.**, Stier, S., Siegers, P., Gummer, T., & Bleier, A. (2019). *Consent to Collecting and Linking Twitter Data in a Combined Webtracking and Survey Study*. 8th Conference of the European Survey Research Association, Zagreb (Croatia), July.
12. **Breuer, J.**, Bishop, L., & Kinder-Kurlanda, K. E. (2018). *The practical and ethical challenges in acquiring and sharing digital trace data*. The Tracked Society - Interdisciplinary Approaches on Online Tracking, Amsterdam (Netherlands), June.
11. Stier, S., **Breuer, J.**, & Siegers, P. (2018). *A review of articles combining survey data and digital trace data*. Symposium „Integrating and Analyzing Data from Surveys and Social Media“, Bochum (Germany), February.
10. **Breuer, J.** (2017). *Was möchten wir haben, (wie) bekommen wir das und was können und dürfen wir damit machen? Der Umgang mit Social-Media-Daten in der Kommunikationswissenschaft zwischen Wunsch und Wirklichkeit [The use of social media data in communication research between desire and reality]*. Workshop "Grenzen und Perspektiven der Methodenentwicklung in der Kommunikationswissenschaft," Mainz (Germany), September.
9. Bishop, L., **Breuer, J.**, & Schiller, D. H. (2017). *Archiving new types of data*. CESSDA Experts Seminar, Bergen (Norway), September.
8. **Breuer, J.** (2015). *The Hot Topic Mod Sex(ism) and violence in video games*. Expra-Kongress Psychologie der Universität du Luxemburg, Belval (Luxemburg), December.
7. **Breuer, J.** (2015). *Let's get serious - Assessing the potentials and limitations of serious games*. Summer School "Living with Media," Cologne (Germany), July.

6. **Breuer, J.**, & Elson, M. (2014). *What happens in the lab, stays in the lab? Methodische Herausforderungen bei der Messung von Verhalten in Laborstudien am Beispiel der Forschung zu Mediengewalt [Methodological challenges in measuring behavior in laboratory studies on media violence]*. Workshop der AG Beobachtung, Mainz (Germany), November.
5. **Breuer, J.**, & Elson, M. (2014). *Lernwerkzeug, Suchtmittel oder doch nur ein Spiel? Über die Wirkung von Computer- und Videospiele auf ihre Nutzer [The effects of computer and video games on their users]*. Was wird hier gespielt? Computerspiele in Familie 2020, Fulda (Germany), May.
4. **Breuer, J.** (2013). *Faszination Onlinespiele [The allure of online games]*. Bürgernetz Münster, Münster (Germany), October.
3. **Breuer, J.**, & Quandt, T. (2012). *Der Gamer, das unbekannte Wesen? Daten zum Computerspielen in Deutschland [Data about computer game players in Germany]*. 11. GamesDay der Hochschule der Medien, Stuttgart (Germany), June.
2. Quandt, T., & **Breuer, J.** (2012). *Casual Learning durch COTS-Spiele [Casual Learning Through COTS Games]*. Serious Games Symposium 2012, Mannheim (Germany), February.
1. **Breuer, J.** (2010). *Computerspiele verstehen [Understanding Computer Games]*. Medienkompetenztage Baden-Württemberg, Stuttgart (Germany), October.

Teaching experience

UNIVERSITY COURSES

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

SEMINAR, UNDERGRADUATE LEVEL

HHU Duesseldorf

Winter term 2021-2022

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

SEMINAR, UNDERGRADUATE LEVEL

HHU Duesseldorf

Winter term 2020-2021

Medienwirkung [Media effects]

RESEARCH SEMINAR (TOGETHER WITH JOSEPHINE SCHMITT), GRADUATE LEVEL

University of Cologne

Winter term 2016-2017

Aktuelle Ansätze in der Medienwirkungsforschung [Current approaches in media effects research]

SEMINAR, GRADUATE LEVEL

University of Cologne

Winter term 2016-2017

Medien und Gewalt [Media and violence]

SEMINAR, UNDERGRADUATE LEVEL

University of Cologne

Summer term 2016

Medienwirkung [Media effects]

RESEARCH SEMINAR (TOGETHER WITH LENA FRISCHLICH), GRADUATE LEVEL

University of Cologne

Winter term 2015-2016

Aktuelle Ansätze in der Medienwirkungsforschung [Current approaches in media effects research]

SEMINAR, GRADUATE LEVEL

University of Cologne

Winter term 2015-2016

Medien und Gewalt [Media and violence]

SEMINAR, UNDERGRADUATE LEVEL

University of Cologne

Summer term 2015

Aktuelle Ansätze in der Medienwirkungsforschung [Current approaches in media effects research]

SEMINAR, GRADUATE LEVEL

University of Cologne

Winter term 2014-2015

Neue Medien: von CvK bis HCI [New media: From CMC to HCI]

SEMINAR, GRADUATE LEVEL

University of Cologne

Winter term 2013-2014

Mediensozialisation und Lernen mit Medien [Media socialization and learning with media]

SEMINAR (TOGETHER WITH MALTE ELSON), UNDERGRADUATE LEVEL

University of Cologne

Winter term 2012-2013

Aus dem Leben eines Spielers – Biographische 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

Die Auswirkungen künstlicher Intelligenz auf das wissenschaftliche Arbeiten [The impact of artificial intelligence on scientific work]

UNDERGRADUATE LEVEL

Ruhr-University Bochum

July 2024

Verknuepfung von digitalen Spurdaten & Umfragen - Wieso, wie und was ist moeglich? [Linking digital trace data & surveys - Why, how, and what is possible?]

GRADUATE LEVEL

FAU Erlangen-Nürnberg

January 2023

Social-Media-Daten in der Bildungsforschung [Social media data in educational research]

TOGETHER WITH THOMAS LOESCH, GRADUATE LEVEL

University of Applied Sciences of the

Grisons

March 2022

Sekundäranalyse von Forschungsdaten [Secondary analysis of research data]

GRADUATE LEVEL

University of Würzburg

February 2022

Sekundäranalyse von Forschungsdaten [Secondary analysis of research data]

GRADUATE LEVEL

University of Würzburg

February 2021

Sekundäranalyse von Forschungsdaten [Secondary analysis of research data]

GRADUATE LEVEL

University of Würzburg

January 2020

Chancen und Herausforderungen in der Forschung mit digitalen Verhaltensdaten [Potentials and challenges in research with digital behavioral data]

GRADUATE LEVEL

University of Cologne

December 2019

Sekundäranalyse von Forschungsdaten [Secondary analysis of research data]

GRADUATE LEVEL

University of Würzburg

June 2019

Videospiele(n) aus evolutionspsychologischer Perspektive [Video games from an evolutionary psychology perspective]

TOGETHER WITH DANIEL PIETSCHMANN, UNDERGRADUATE LEVEL

University of Würzburg

January 2019

Can smartphones make people smarter? Challenges and opportunities for the design and use of mobile educational games

GRADUATE LEVEL

TU Chemnitz

December 2015

WORKSHOPS

KI-Tools für die Forschung in den Sozial-, Verhaltens- und Wirtschaftswissenschaften [AI Tools for Research in the Social, Behavioral and Economic Sciences]

WORKSHOP AT RWI - LEIBNIZ INSTITUTE FOR ECONOMIC RESEARCH

Essen

November 2024

Forschen mit Web- und Social-Media-Daten [Research with Web and Social Media Data]

WORKSHOP AT THE "FACHFORUM WEBANALYSE" [EXPERT FORUM ON WEB ANALYTICS]

Frankfurt

October 2024

Workflows for Reproducible Research with R & Git

TOGETHER WITH BERND WEISS & ARNIM BLEIER

online

November 2023

Introduction to Sentiment Analysis: Potentials and limitations

TOGETHER WITH CAIO MELLO & GAURISH THAKKAR

online

July 2023

Automatic sampling and analysis of YouTube data

TOGETHER WITH ANNIKA DEUBEL & M. ROHANGIS MOHSENI

online

February 2023

Using git & GitHub via RStudio

TOGETHER WITH MARCO WÄHNER

Bochum

January 2023

Tools and Workflows for Reproducible Research in the Quantitative Social Sciences	<i>online</i>
TOGETHER WITH BERND WEISS & ARNIM BLEIER	<i>November 2022</i>
Introduction to R for Data Analysis	<i>online</i>
TOGETHER WITH STEFAN JUENGER AND VERONIKA BATZDORFER	<i>August 2022</i>
Linking Twitter & Survey Data	<i>online</i>
TOGETHER WITH LIBBY BISHOP & LUKE SLOAN	<i>June 2022</i>
Twitter-Daten mit R [Twitter Data with R]	<i>online</i>
SHORT DEMO FOR THE WORKSHOP TWITTER TOOLS - COLLECTING, PROCESSING, AND ANALYZING DATA	<i>May 2022</i>
Reproducible research practices for psychologists	<i>Leuven</i>
TOGETHER WITH FREDERIK AUST	<i>April 2022</i>
Automatic sampling and analysis of YouTube data	<i>online</i>
TOGETHER WITH JULIAN KOHNE & M. ROHANGIS MOHSENI	<i>February 2022</i>
Ethische Fragen in der Forschung mit digitalen Spurdaten [Ethical questions in research with digital trace data]	<i>online</i>
WORKSHOP FOR THE DEPARTMENT FOR MEDIA, KNOWLEDGE AND COMMUNICATION AT THE UNIVERSITY OF AUGSBURG	<i>January 2022</i>
Tools and Workflows for Reproducible Research in the Quantitative Social Sciences	<i>online</i>
TOGETHER WITH BERND WEISS & ARNIM BLEIER	<i>November 2021</i>
Introduction to R for Data Analysis	<i>online</i>
TOGETHER WITH STEFAN JUENGER	<i>August 2021</i>
Introduction to survey data cleaning using tidyverse in R	<i>online</i>
TOGETHER WITH STEFAN JUENGER, ESRA 2021	<i>July 2021</i>
Linking Twitter & Survey Data	<i>online</i>
TOGETHER WITH LIBBY BISHOP & LUKE SLOAN	<i>June 2021</i>
Automatic sampling and analysis of YouTube data	<i>online</i>
TOGETHER WITH JULIAN KOHNE & M. ROHANGIS MOHSENI	<i>February 2021</i>
Introduction to R for Data Analysis	<i>online</i>
TOGETHER WITH STEFAN JUENGER	<i>August 2020</i>
Linking Twitter & Survey Data	<i>online</i>
TOGETHER WITH LIBBY BISHOP & LUKE SLOAN	<i>June 2020</i>
Archiving Social Media Data: Challenges and Proposed Solutions	<i>online</i>
CESSDA WEBINAR	<i>June 2020</i>
Automatic sampling and analysis of YouTube data	<i>Cologne</i>
TOGETHER WITH JULIAN KOHNE & M. ROHANGIS MOHSENI	<i>February 2020</i>
Working with the Facebook Ad Library	<i>Cologne</i>
GESIS DATA DAY 2020	<i>January 2020</i>
Developing your personal workflow for transparent & reproducible research	<i>Rotterdam</i>
TOGETHER WITH FREDERIK AUST, SIPS 2019	<i>July 2019</i>
Data Wrangling & Exploration with the Tidyverse in R	<i>Mannheim</i>
TOGETHER WITH STEFAN JUENGER & THOMAS EBEL	<i>May 2019</i>
Forschungsdaten selbst analysieren in R [Analyzing research data with R]	<i>Cologne</i>
GESIS DATA DAY 2019	<i>January 2019</i>
A practical primer on transparent research workflows	<i>Cologne</i>
TOGETHER WITH FREDERIK AUST, ESCON 2018	<i>September 2018</i>
Exploring data from ALLBUS and the European Values Study in R	<i>Dortmund</i>
SciCAR 2018	<i>September 2018</i>
(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]	<i>University of Cologne</i>
BACHELOR THESIS	<i>2017</i>

Rhine, S. & Moravek, J.: I feel phonely - Eine Studie zum Zusammenhang zwischen Smartphone-nutzung und persönlichen Beziehungen [A study on the relationship between smartphone use and personal relationships]	<i>University of Cologne</i>
BACHELOR THESIS	2016
Wulf, T.: United we spend - divided we brawl? Eine empirische Untersuchung zum Einfluss von Kooperation in Videospiele-n auf Emotionsregulation und prosoziales Verhalten [An empirical study on the effect of cooperation in video games on emotion regulation and prosocial behavior]	<i>University of Cologne</i>
MASTER THESIS	2016
Koprek, N.: Wer spielt was? Wieso, weshalb, warum? Der Zusammenhang von Geschlecht, Persönlichkeitsmerkmalen und Motiven bei der Nutzung von Computer- und Videospiele-n [Who plays what and why? The relationship between gender, personality, and motives with the use of computer and video games]	<i>University of Cologne</i>
MASTER THESIS	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]	<i>University of Cologne</i>
BACHELOR THESIS	2015
Behrendt, J.: Kultur- und Geschlechterunterschiede bei der Rezeption und Produktion von Rapport	<i>University of Cologne</i>
MASTER THESIS	2015
Trouillé, A.-K.: Ingroup and outgroup differences in the recognition of nonverbal displays of emotion	<i>University of Cologne</i>
BACHELOR THESIS	2015
Eichentopf, J.: Gesuchte und erhaltene Gratifikationen und ihre Bedeutung für die Nutzung von Computerspiele-n - Ein interkultureller Vergleich [Gratifications sought and found when playing computer games - An intercultural comparison]	<i>University of Hohenheim</i>
MASTER THESIS	2013
Götz, M.: Vergleich der Computer- und Videospiele-nutzung von Jugendlichen zwischen (14-17) und älteren Erwachsene-n (50+) - eine qualitative Auswertung [Comparison of computer and video game use of teenagers (14 to 17) and older adults (50+) - a qualitative analysis]	<i>University of Hohenheim</i>
BACHELOR THESIS	2012
Frick, M.: Power to the Pixel - Faszination Retro Gaming - Analyse einer Subkultur der Videospiele-rgemeinschaft [Retro Gaming - Analysis of a gaming subculture]	<i>University of Hohenheim</i>
BACHELOR THESIS	2012
Wiesinger, F.: Auswirkungen extensiver Nutzung von Computer und Videospiele-n auf das soziale Leben von Schüle-ern [Effects of excessive computer game use on the social life of high school students]	<i>University of Hohenheim</i>
BACHELOR THESIS	2011
Elson, M.: The Effects of Displayed Violence and Game Speed in First-Person Shooters on Physiological Arousal and Aggressive Behavior	<i>University of Cologne</i>
DIPLOM THESIS	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]	<i>University of Cologne</i>
DIPLOM THESIS	2010
Müller, P.: Online-Rollenspiele: Suchtmittel oder Freizeitvergnügen? Eine vergleichende Analyse der Lebenswelten von Online-Rollenspiele-ern mit unterschiedlichen Nutzungsgewohnheiten am Beispiel von World of Warcraft [A comparative analysis of World of Warcraft players with different playing habits]	<i>University of Cologne</i>
DIPLOM THESIS	2010

Service

EDITING

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Communication Research Reports

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Journal of Media Psychology

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REVIEWING

- In addition to reviews as editorial board member, regular reviewer for various international journals (see my Publons profile for a detailed overview of my journal reviewing activities)
- Project proposal reviewer for the *German Research Foundation* (DFG), the *UK Research and Innovation Economic and Social Research Council* (UKRI ESRC), the *Research Foundation Flanders* (FWO), the *National Science Center Poland*, the *Hungarian Academy of Sciences*, the *Bavarian Research Foundation* (BFS), and the *Università della Svizzera italiana* (USI)
- Reviewer for various edited volumes and academic conferences

COMMITTEES AND OTHER POSITIONS

Member of the advisory board

PROJECT "INFORMATION MEASUREMENT FOR EXPLAINABLE ARTIFICIAL INTELLIGENCE" (FUNDED BY THE MINISTRY OF BUSINESS OF NEW ZEALAND)

Since May 2024

Member of the advisory board

DFG PROJECT "CODEINSPECTOR"

Since October 2023

Postdoc representative

GESIS - LEIBNIZ INSTITUTE FOR THE SOCIAL SCIENCES

April 2018 - May 2021

Leader of the Leibniz PostDoc Survey Group

LEIBNIZ POSTDOC NETWORK

October 2019 - June 2021

Spokesperson Section B - Economics, Social Sciences, Spatial Research

LEIBNIZ POSTDOC NETWORK

October 2018 - October 2019

Chair of the section officers election committee

MEDIA PSYCHOLOGY DIVISION OF THE GERMAN PSYCHOLOGICAL ASSOCIATION

May 2019 - September 2019

Professional affiliations

- German Psychological Society (DGPs)
- Society for the Improvement of Psychological Science (SIPS)
- International Communication Association (ICA)
- German Communication Association (DGPuK)
- German Society for Online Research (DGOF)
- European Survey Research Association (ESRA)