

## **Dr. Johannes Breuer**

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### **Education**

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2007 - 2013 **Ph.D.** in psychology / Dr.phil. at University of Cologne, Department of Psychology  
2002 - 2007 **Diplom** (~M.A.) in media studies (media psychology & cultural studies)

### **Research Experience**

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2015 - today **Postdoctoral researcher** at the Leibniz-Institut für Wissensmedien (project 'Redefining Tie Strength') & University of Cologne, Department of Psychology (Chair for media and communication psychology)  
2012 - 2014 **Researcher** at the University of Münster, Department of Communication (project 'The social foundations of online gaming')  
2010 - 2012 **Researcher** at the University of Hohenheim, Department of Communication (project 'The social foundations of online gaming')  
2007 - 2010 **Researcher** at the University of Cologne, Department of Psychology (project 'Psychologically Augmented Social Interaction Over Networks')

### **Academic Functions (Selection)**

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Organisation of Summer School 'Living with Media' (University of Cologne, 2015)  
Member of the editorial board of the Journal of Media Psychology  
Reviewer for Journal of Communication, Computers in Human Behavior, Psychology of Popular Media Culture, Cyberpsychology, Behavior, and Social Networking & several edited volumes and conferences

### **Third-Party Funding (last 5 years)**

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'Quizard - Entwicklung und Erprobung eines mobilen Quizspiels für die Lehre und das selbstgeleitete Lernen' (together with Jun.-Prof. Dr. K. Kaspar und Prof. Dr. G. Bente), granted by the University of Cologne (Ausschreibung 'Innovationen in der Lehre'), Funding: 62900 Euro, Time span: October 2015 - April 2017

„Mediierte Kommunikationsformen in geteilten virtuellen Realitäten“ (together with Prof. Dr. G. Bente, Jun.-Prof. K. Kaspar, D. Roth & V. Sevdalis), granted by the Grimme Institute Cologne, Funding: 21500 Euro, Time span: August 2015 - January 2016

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## Awards and Honors

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Runner-up in the Science Slam at the 9th Conference of the Media Psychology Division (2015)

Winner of the Science Slam of the University of Hohenheim (2011)

## Key Publications

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**Breuer, J.**, Kowert, R., Festl, R., & Quandt, T. (2015). Sexist games = sexist gamers? A longitudinal study on the relationship between videogame use and sexist attitudes. *Cyberpsychology, Behavior, and Social Networking*, 18(4), 197-202. doi: [10.1089/cyber.2014.0492](https://doi.org/10.1089/cyber.2014.0492)

**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. doi: [10.1037/ppm0000035](https://doi.org/10.1037/ppm0000035)

**Breuer, J.**, Scharnow, 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*, 26(4), 176-188. doi: [10.1027/1864-1105/a000122](https://doi.org/10.1027/1864-1105/a000122)

Elson, M., Mohseni, M. R., **Breuer, J.**, Scharnow, 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. doi: [10.1037/a0035569](https://doi.org/10.1037/a0035569)

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. doi: [10.1111/jcom.12096](https://doi.org/10.1111/jcom.12096)

**Breuer, J.**, Scharnow, M., & Quandt, T. (2013). Sore Losers? A Reexamination of the Frustration-Aggression Hypothesis for Colocated Video Game Play. *Psychology of Popular Media Culture*, 4(2), 126-137. doi: [10.1037/ppm0000020](https://doi.org/10.1037/ppm0000020)

**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.

## Teaching / Supervisor Experience

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Johannes Breuer has taught different classes in communication and (media) psychology at both the undergraduate and graduate level at the University of Cologne and the University of Hohenheim (seminar topics included, e.g., computer-mediated communication, media and violence, and learning with media). He has also advised or co-advised more than a dozen theses (both at the bachelor and master level) in communication, psychology, and media studies at the University of Cologne and the University of Hohenheim.