JAHRESBERICHT 2018

Allgemeine Psychologie und Methodologie

Fakultät für Psychologie
Universität Basel

JAHRESBERICHT 2018

Allgemeine Psychologie und Methodologie

Mitarbeiterinnen und Mitarbeiter der Abteilung (per 31.12.2018)

Abteilungsleitung	Prof. Dr. Klaus Opwis
Administration	M.Sc. Stephan Zähringer
Wissenschaftliche Mitarbeitende	Dr. Markus Stöcklin
Assistierende	Dr. Elisa Mekler M.Sc. Julia Ayumi Bopp M.Sc. Sharon Steinemann M.Sc. Stephan Zähringer
Hilfsassistierende	B.Sc. Lena Aeschbach B.Sc. Philipp Baumgartner B.Sc. Dominik Kayser M.A. Claire Reymond B.Sc. Katja Rutz B.Sc. Kamala Mutuura B.Sc. Joel Siebenmann
Lehrbeauftragte	Dr. Javier Bargas-Avila (FS 2018, HS 2018) Prof. Dr. Andreas Gold (FS 2018) Christian Hübscher (FS 2018) Dr. Stefan Leuthold (HS 2018) Prof. Dr. Ester Reijnen (FS 2018, HS 2018) Prof. Dr. Christian Rösler (FS 2018, HS 2018)

Kurze Chronologie des Jahres 2018

Kurzer chronologisch geordneter Gesamtüberblick über bemerkenswerte Vorkommnisse im Jahr 2018 Sicht der Abteilung für Allgemeine Psychologie und Methodologie

Januar 2018

Eine Basler Pharma- und Biotechfirma bewilligt für die Durchführung einer Studie zur Nutzung eines komplexen Applikation im Bereich der statistischen Versuchsplanung bei der Produkt- und Prozessoptimierung einen Betrag in Höhe von rund CHF 40'000.

Mai 2018

Helen Wauck (Department of Computer Science der University of Illinois at Urbana-Champaign) beginnt ihren sechs monatigen Forschungsaufenthalt als *NFS Graduate Research Opportunies Worldwide (GROW) Fellow* in der Forschungsgruppe Mensch-Maschine Interaktion in Basel.

Juni 2018 bis September 2018

In Zusammenarbeit mit Bundesbehörden, verschiedenen kantonalen Behörden und der Privatwirtschaft konnten mehrere Kooperationsprojekte im Bereich der Mensch-Maschine Interaktion erfolgreich durchgeführt werden.

Oktober 2018

Vom 18. – 20. Oktober 2018 fand in Basel die internationale IAAP Konferenz *Theoretical Foundations of Analytical Psychology* statt. Eröffnet wurde die Konferenz durch einen öffentlichen Vortrag von Prof. Dr. Mark Solms (Capetown, Südafrika) zum Thema *The unconscious in psychoanalysis and neuroscience*.

Ehrungen/Auszeichnungen

Der bei der ACM SIGCHI Annual Symposium on Computer-Human Interaction in Play (CHI PLAY) in Melbourne (Australien) eingereichte Konferenzbeitrag *A game that makes you question…" Exploring the role of reflection for the player experience* von *Elisa D. Mekler,* Jo Iacovides (University of York, UK) und *Julia Ayumi Bopp* wurde mit dem *CHI PLAY 2018 Best Paper Award* ausgezeichnet. Der Award wird dem besten Prozent der eingereichten Beiträge („top 1%") zuerkannt.

Der bei der ACM SIGCHI Annual Symposium on Computer-Human Interaction in Play (CHI PLAY) in Melbourne (Australien) eingereichte Konferenzbeitrag *Systematic review and validation of the game experience questionnaire (GEQ) - Implications for citation and reporting practice* von Effie Law (University of Leicester, UK)*, Florian Brühlmann* und *Elisa D. Mekler* wurde mit dem *CHI PLAY 2018 Honorable Mention Award* ausgezeichnet. Der Award wird den besten fünf Prozent der eingereichten Beiträge („top 5%") zuerkannt.

Der bei der 4th Joint International Conference on Serious Games (JCSG 2018) in Darmstadt eingereichte Konferenzbeitrag *The ExerCube: Participatory design of an immersive fitness game environment* von Anna Lisa Martin-Niedecken und *Elisa D. Mekler* wurde mit dem *Best Paper Award* (Top 1%) der Konferenz ausgezeichnet.

Öffentlichkeitsarbeit

Die *Stefanie und Wolfgang Baumann Stiftung* unterstützt in 2018 eine Reihe von Vorträgen zum Thema *Bewusstsein zwischen Natur und Kultur*.

Personalia in 2018

Februar 2018

Silvia Heinz verlässt nach ihrem Doktorat die Abteilung und die Universität Basel, um eine neue berufliche Herausforderung in der Privatwirtschaft (Basler Kantonalbank) zu beginnen.

August 2018

Glena Iten verlässt nach ihrem Doktorat die Abteilung und die Universität Basel, um eine neue berufliche Herausforderung (Pädagogische Hochschule Schwyz) zu beginnen.

September 2018

Lars Frasseck verlässt die Abteilung und die Universität Basel, um eine neue berufliche Herausforderung an der Universität Zürich zu beginnen.

Oktober 2018

Livia Müller verlässt die Abteilung und die Universität Basel, um neue persönlich-berufliche Herausforderungen in der Privatwirtschaft (Market Manager Europe/USA in der Reisebranche) zu beginnen.

November 2018

Florian Brühlmann verlässt nach seinem Doktorat die Abteilung und die Universität Basel, um neue persönlich-berufliche Herausforderungen (Fachschulschule Nordwestschweiz) zu beginnen.

Drittmittel in 2018

2018 konnten Drittmittel im Umfang von rund CHF 100'000 erfolgreich eingeworben werden, die insbesondere zur Finanzierung zusätzlicher Personalanstellungen (Lehrbeauftragte, Assistierende, Doktorierende, Hilfsassistierende) genutzt wurden.

Lehrveranstaltungen

Frühlingssemester 2018

Bachelorstudium

Forschungsmethoden und Statistik II (Propädeutische Vorlesung mit Übung; Stöcklin & Opwis)
Denken, Problemlösen, Expertise (Vorlesung; Opwis)
Lernschwierigkeiten: Ursachen, Diagnose, Prävention und Intervention (Gold, LA)
Empirisch-Experimentelles Projektseminar (Bopp, Steinemann)
Wie schreibe ich eine Bachelorarbeit in der Mensch Maschine Interaktion?
(Brühlmann, Iten, Mekler, Steinemann & Opwis)
Einführung in die Analytische Psychologie C.G. Jung (Roesler, LA)
Praxis der analytischen Psychotherapie C.G. Jungs: Anwendung und Vertiefungen (Roesler, LA)

Masterstudium

Game on! Psychologie der digitalen Spiele (Bopp & Mekler)
Zentrale Konzepte der User Experience-Forschung (Iten & Steinemann)
Online Forschung in der MMI: Fragebogenkonstruktion und Analyse (Brühlmann)
Usability-Testing: Evaluation der Mensch Maschine Interaktion (Bargas-Avila, LA, & Steinemann)
Konzeption und Design von User Interfaces I (Hübscher, LA)
Praxis der empirischen Forschung: Explorative multivariate Verfahren (Stöcklin)
Einführung in erkenntnis- und wissenschaftstheoretische Fragen (Stöcklin)

Masterprojekte

Mensch Maschine Interaktion (Brühlmann, Iten, Mekler, Opwis & Steinemann)
Experimentelle Kognitionsforschung über die Lebensspanne (Iten & Opwis)

Doktoratskolloquium am 28. Februar 2018

Einfluss von Farbsättigung auf das ästhetische Gefallen und emotionale Urteile bei Kunstbildern (Claire Reymond)

Digital video tools to support cenceptual understanding and creative learning in individuals and groups (Alessia Ruf)

Youth and media (Sandra Cortesi)

Factors influencing the interaction to consider web accessibility (Beat Vollenwyder)

Towards understanding user motivation (Florian Brühlmann)

Herbstsemester 2018

Bachelorstudium

Kognitive Psychologie I: Wahrnehmung, Aufmerksamkeit Gedächtnis
(Propädeutische Vorlesung; Opwis)
Forschungsmethoden & Statistik I (Propädeutische Vorlesung mit Übung; Stöcklin & Reijnen, LA)
Einführung in die Mensch Maschine Interaktion (Bargas-Avila, LA)

Forschungsmethoden & Statistik III (Stöcklin & Opwis)
Empirisch-Experimentelles Projektseminar (Bopp)
Wie schreibe ich eine Bachelorarbeit in der Mensch Maschine Interaktion?
(Bopp, Mekler, Opwis & Steinemann)
Einführung in die Analytische Psychologie C.G. Jung (Roesler, LA)
Praxis der analytischen Psychotherapie C.G. Jungs: Anwendung und Vertiefungen (Roesler, LA)

Masterstudium

Gedächtnisforschung aus kognitionspsychologischer Sicht (Opwis)
Emotion in der Mensch Maschine Interaktion (Bopp & Mekler)
Unternehmensberatung im Bereich der Mensch Maschine Interaktion (Leuthold)
Aktuelle Forschungsthemen der Mensch Maschine Interaktion (Bopp & Steinemann)
Praxis der empirischen Forschung: Strukturgleichungsmodelle (Stöcklin)

Masterprojekte

Mensch Maschine Interaktion (Bopp, Mekler, Opwis & Steinemann)
Experimentelle Kognitionsforschung über die Lebensspanne (Opwis)

Doktoratskolloquium am 26. September 2018

News credibility (Markus Hug)

Bedeutsame user experience: Viel Semantik, wenig Empirie (Elisa Mekler)

Online Forschung: Ein Beitrag zur Datenqualität (Klaus Opwis)

Master of Advanced Studies in Human Computer Interaction Design (MAS-HCID)

Psychologie: Einführung in die Kognitive Psychologie (Opwis)

Publikationen in 2018

In der bibliometrischen Datenbank SCOPUS erfasste Artikel und Beiträge [1]

Bopp, J.A., Opwis, K. & Mekler, E.D. (2018). „An odd kind of pleasure“: Differentiating emotional challenge in digital games. save or to sacrifice? *Proceedings of the 36rd Annual ACM Conference on Human Factors in Computing Systems (CHI 2018),* Montréal, Canada, 21. – 26. April 2018)*, Paper 41* (12 pages). [2]

Recent work introduced the notion of emotional challenge as a means to afford more unique and diverse gaming experiences. However, players' experience of emotional challenge has received little empirical attention. It remains unclear whether players enjoy it and what exactly constitutes the challenge thereof. We surveyed 171 players about a challenging or an emotionally challenging experience, and analyzed their responses with regards to what made the experience challenging, their emotional response, and the relation to core player experience constructs. We found that emotional challenge manifested itself in different ways, by confronting players with difficult themes or decisions, as well as having them deal with intense emotions. In contrast to more 'conventional' challenge, emotional challenge evoked a wider range of negative emotions and was appreciated significantly more by players. Our findings showcase the appeal of uncomfortable gaming experiences, and extend current conceptualizations of challenge in games.

Brühlmann, F., Vollenwyder, B.*, Opwis, K. & Mekler, E.D. (2018).* Measuring the „why“ of interaction: Development and validation oft he user motivation inventory (UMI). *Proceedings of the 36rd Annual ACM Conference on Human Factors in Computing Systems (CHI 2018),* Montréal, Canada, 21. – 26. April 2018)*, Paper 106* (13 pages). [3]

Motivation is a fundamental concept in understanding people's experiences and behavior. Yet, motivation to engage with an interactive system has received only limited attention in HCI. We report the development and validation of the User Motivation Inventory (UMI). The UMI is an 18-item multidimensional measure of motivation, rooted in self-determination theory (SDT). It is designed to measure intrinsic motivation, integrated, identified, introjected, and external regulation, as well as amotivation. Results of two studies (total N = 941) confirm the six-factor

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[1] Nachfolgende Angaben zu den einzelnen Zeitschriften sind entnommen einserseits dem *Journal Citation Reports* (JCR) *Science Edition* resp. *Social Science Edition* aus dem ***ISI Web of Science*** (*Impact Factor der Zeitschrift* / *durchschnittlicher Impact Factor der letzten 5 Jahre* / *Kategorie: Rankplatz - Anzahl Zeitschriften - Quartil*) respektive andererseits - nach dem doppelten Trennstrich (//) - dem *SCImago Journal & Country Rank Portal* auf der Grundlage von ***SCOPUS*** (*Bereich/Schwerpunkt: Rangplatz - Anzahl Zeitschriften - Quartil*).

Erläuterung: Beispielsweise hat die Zeitschrift *Computers in Human Behavior* laut JCR für das Jahr 2010 einen *Impact Factor* (IF) von 1.9. Der durchschnittliche IF der vorausgegangenen fünf Jahre (2006 bis 2010) beträgt 2.3. Die Zeitschrift ist im JCR in zwei verschiedenen Kategorien gelistet: In der Kategorie *Psychology, Experimental*, wo sie nach ihrem IF den Rangplatz 37 von den dort insgesamt 81 gelisteten Zeitschriften belegt und damit einen Rangplatz im 2. Quartil (Q2). Ebenfalls gelistet ist die Zeitschrift in der Kategorie *Psychology, Multidisciplinary*. Dort belegt sie mit ihrem Rangplatz 26 von insgesamt 120 Zeitschriften einen Platz im 1. Quartil (Q1). SCImago listet die Zeitschrift *Computers in Human Behavior* in drei verschiedenen Kategorien (Angaben für das Jahr 2010): Im Bereich (*subject area*) *Computer Science* und dort im Schwerpunkt (*subject category*) *Computer Science Applications* (Rangplatz 54 von 194 Zeitschriften, Q2); im Bereich *Psychology* und dort im Schwerpunkt *Developmental and Educational Psychology* (Rangplatz 29 von 91 Zeitschriften, Q2) sowie im Bereich *Psychology* und dort im Schwerpunkt *Experimental and Cognitive Psychology* (Rangplatz 36 von 53 Zeitschriften, Q3). Die Rankreihung erfolgt jeweils auf der Grundlage des *SCImago Journal Rank Indicator* (SJR), einem speziell normierten Mass für den Impact einer Zeitschrift auf Basis der Einträge in SCOPUS.

Durch Fettdruck im folgenden hervorgehoben sind **Rangplätze im 1. Quartil (Q1)**.

[2] Keine Angaben vorhanden // ***Computer Science: Human-Computer Interaction*: 115 – 621 – Q1 / *Computer Science: Software* 405 – 1821 – Q1**.

[3] Keine Angaben vorhanden // ***Computer Science: Human-Computer Interaction*: 115 – 621 – Q1 / *Computer Science: Software* 405 – 1821 – Q1**.

structure of the UMI with high reliability, as well as convergent and discriminant validity of each subscale. Relationships with core concepts such as need satisfaction, vitality, and usability were studied. Additionally, the UMI was found to detect differences in motivation for people who consider abandoning a technology compared to those who do not question their use. The central role of motivation in users' behavior and experience is discussed.

Iten, G. H., Bopp, J. A., Steiner, C., *Opwis, K. & Mekler, E. D.* (2018). Does a prosocial decision in video games lead to increased prosocial real-life behavior? The impact of reward and reasoning. *Computers in Human Behavior, 89*, 163-172. [4]

Recently, researchers have become increasingly interested in the potential of video games to promote real-life prosocial behavior. It has been argued that in-game prosocial acts may transfer to players' real-life behavior. But so far little is known about how video games affect players' in-game as well as future real-life prosocial decisions. To address this research gap, we carried out two experiments. Both studies investigated whether voluntarily choosing to help a game character in the same first-person shooter game affected an ensuing real-life prosocial decision (i.e., donation to a charity). The results of the first study (N = 270) indicate that voluntarily deciding to help in-game subsequently led to increased donating behavior. In study 2 (N = 185) we further analyzed the potential moderating effects of game rewards and players' reasoning for in-game helping. The results of both studies indicate that voluntarily deciding to help in a video game subsequently led to increased donating behavior. Further, results of Study 2 revealed that the absence of a reward for helping in-game affected players' reasoning for helping and positively influenced prosocial self-concept and donation.

Iten, G. H., Steinemann, S. T. & Opwis, K. (2018). Choosing to help monsters: A mixed-method examination of meaningful choices in narrative-rich games and interactive narratives. *Proceedings of the 36rd Annual ACM Conference on Human Factors in Computing Systems (CHI 2018),* Montréal, Canada, 21. – 26. April 2018*, Paper 341* (13 pages). [5]

The potential of narrative-rich games to impact emotions, attitudes, and behavior brings with it exciting opportunities and implications within both entertainment and serious game contexts. However, effects are not always consistent, potentially due to game choices not always being perceived as meaningful by the players. To examine these perceptual variations, we used a mixed-method approach. A qualitative study first investigated meaningful game choices from the players' perspectives. Building on the themes developed in this first study, a quantitative study experimentally examined the effect of meaningful game choices on player experiences of appreciation, enjoyment, and narrative engagement. Results highlight the importance of moral, social, and consequential characteristics in creating meaningful game choices, which positively affected appreciation. Meaningfulness of game choices may therefore be crucial for narrative-rich games and interactive narratives to impact players.

Iten, G. H., Tröndle, A. & *Opwis, K.* (2018). Aesthetics in Context – The Role of Aesthetics and Usage Mode for a Website's Success. *Interacting with Computers, 30*, 133-149. [6]

A widespread belief attributes the first impression to be decisive for retaining users on websites. However, empirical investigation on this conjecture has been largely omitted. This paper examines the influence of positive and negative first impressions on subsequent website usage decisions in three different user tasks. In all tasks appealing or non-appealing website screenshots were displayed. In the first two tasks, websites were shortly presented, examining the willingness to view and the intention to stay on websites. In the third task, participants were able to browse naturally, scanning websites, deciding whether to use the website or not, and taking action eventually. Additionally, the *N* = 120 participants either were given or not given an explicit goal to solve in each task. Data was analyzed with

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[4] IF(2017) = 3.5 / IF(5-Year) = 4.4 / ***Psychology, Multidisciplinary:* 16 – 153 – Q1 / *Psychology, Experimental:* 8 – 85 – Q1** // ***Computer Science: Human-Computer Interaction*: 6 – 621 – Q1 / *Psychology: Psychology (miscellaneous):* 25 – 241 – Q1**.

[5] keine Angaben vorhanden // ***Computer Science: Human-Computer Interaction*: 115 – 621 – Q1 / *Computer Science: Software* 405 – 1821 – Q1 / *Computer Science: Computer Graphics and Computer-Aided Design*: 90 – 449 – Q1**.

[6] IF(2017) = 0.8 / IF(5-Year) = 1.3 / *Ergonomics: 15 – 16 – Q4* // ***Computer Science: Human-Computer Interaction*: 98 – 621 – Q1 / *Computer Science: Software*: 342 – 1821 – Q1**.

different statistical methods (ANOVA, McNemar and Survival Analysis). While the first impression's significance was demonstrated in Tasks 1 and 2 for both goal mode and action mode, the usage mode was decisive for retaining users on websites in the most realistic user scenario in Task 3. Overall the effect sizes indicated that the significant differences were substantial, ranging from medium to large (Task 1: $\eta_p^2 = 0.35/0.66$; Task 2: OR = 3.25/5.81; Task 3: OR = 2.11).

Law, E. L.-C., *Brühlmann, F. & Mekler, E. D.* (2018). Systematic review and validation of the game experience questionaire (GEQ): Implications for citation and reporting practice. *CHI PLAY 2018: Proceedings of the 2018 ACM Annual Symposium on Computer-Human Interaction in Play (pp. 257-270). Melbourne, 28.-31. October 2018.* New York, NY: ACM. [7]

Despite lacking a formal peer-reviewed publication, the Game Experience Questionnaire (GEQ) is widely applied in games research, which might risk the proliferation of erroneous study implications. This concern motivated us to conduct a systematic literature review of 73 publications, analysing how and why the GEQ and its variants have been employed in current research. Besides inconsistent reporting of psychometric properties, we found that misleading citation practices with regards to the source, rationale and number of items reported were prevalent, which in part seem to stem from confusion over the "manuscript in preparation" status. Additionally, we present the results of a validation study (N = 633), which found no evidence for the originally postulated 7-factor structure of the GEQ. Based on these findings, we discuss the challenges inherent to the "manuscript in preparation" status and provide recommendations for authors, researchers, educators, and reviewers on how to improve reporting, citation and publication practices.

Martin-Niedecken, A. L. & *Mekler, E. D.* (2018). The ExerCube: Participatory design of an immersive fitness game environment. *Proceedings of the 4th Joint International Conference on Serious Games (JCSG 2018)*, Darmstadt, 7.-8. November 2018. Springer Lecture Notes in Computer Science (pp. 263-275). Heidelberg: Springer. [8]

Exergames have advanced from a trend of the entertainment industry to serious training applications. Nowadays body-centered games can be played at home, as well as in the gym, and provide an effective and motivating workout experience for the player. However, existing solutions often lack a symbiotic and user-centered design approach encompassing the three exergame design levels: the player's body (input movements), the controller (input device) and the game (story, game mechanics, dynamics, aesthetics). Consequently, existing systems exhibit weaknesses like motion sickness or a lack of audio-visual and narrative design of the physical and virtual play space. As such, the player's game experiences remain limited. Our work contributes to the sustainable establishment of fitness games as effective and attractive training tools. In this paper, we introduce the "ExerCube" and the design, evaluation, and subsequent re-design of the early stage prototype. The "ExerCube" is a fitness game setting for adults, which affords immersive gameplay experiences while engaging in a playful motor-cognitive and -coordinative functional workout. Our findings show that the preliminary "ExerCube" prototype was usable and well received by the target audience. We report insights about the target audience's preferences and identify avenues for the implementation of dual flow-based game mechanics, the optimization of the training concept and hardware, as well as for the further development of the game scenario.

Mekler, E. D., Iacovides, I. & *Bopp, J. A.* (2018). „A game that makes you question...": Exploring the role of reflection fort he player experience. *CHI PLAY 2018: Proceedings of the 2018 ACM Annual Symposium on Computer-Human Interaction in Play (pp. 315-327). Melbourne, 28.-31. October 2018.* New York, NY: ACM. [9]

Reflection is a core design outcome for HCI, and recent work has suggested that games are well suited for prompting and supporting reflection on a variety of matters. However, research about what sorts of reflection, if any, players experience, or what benefits they might derive from it, is scarce. We report on an interview study that explored when instances of reflection occurred, at what level players reflected on their gaming experience, as well as their reactions. Our findings revealed that many players considered reflection to be a worthwhile activity in itself, highlighting its significance for the player experience beyond moment-to-moment gameplay. However, while

[7] keine Angaben vorhanden // keine Angaben vorhanden.

[8] keine Angaben vorhanden // keine Angaben vorhanden.

[9] keine Angaben vorhanden // keine Angaben vorhanden.

players engaged in reflective description and dialogic reflection, we observed little to no instances of higher-level transformative and critical reflection. We conclude with a discussion of the value and challenges inherent to evaluating reflection on games.

Vollenwyder, B., Schneider, A., Krueger, E., *Brühlmann, F., Opwis, K. & Mekler, E. D.* (2018). How to use plain and easy-to-read language for a positive user experience on websites. In K. Miesenberger & G. Kouroupetroglou (Eds.), *Proceedings of the 16th International Conference Computers Helping People with Special Needs (ICCHP 2018)*. Linz, Austria, 11.-13. Juli 2018. Springer Lecture Notes in Computer Science (pp. 514-522). [10]

Plain Language and Easy-To-Read Language are two approaches to reduce language complexity, which are also applied in the context of Web Accessibility. While Easy-To-Read Language was specifically designed to meet the needs of people with cognitive and learning disabilities, benefits for users with a variety of abilities have been reported. However, studies have also found unintended side-effects on non-disabled users, such as reduced text liking and intention to revisit a website compared to variants in conventional language. The present study addresses this issue by testing two approaches combining conventional with Easy-To-Read Language against a Plain Language variant, as well as a control group in conventional language. In an online study, 308 non-disabled participants read three texts presented in one of the four language variants. Measurements of performance indicators as well as subjective responses show that Easy-To-Read language may be implemented without unintended side-effects.

Weitere peer reviewed Zeitschriftenartikel und Beiträge in internationalen Conference Proceedings mit Peer-Review

Lerch, V.*, Steinemann, S. & Opwis, K. (2018)*. Understanding fitness app usage over time: Moving beyond the need for competence. *36rd Annual ACM Conference on Human Factors in Computing Systems* (CHI 2018 Late Breaking Work, Montréal, Canada, 21. – 26. April 2018). *LBW065* (6 pages).

Müller, L. J., Opwis, K. & Mekler, E. D. (2018). „In a good way weird“: Exploring positive experiences with technology-mediated pornography. *36rd Annual ACM Conference on Human Factors in Computing Systems* (CHI 2018 Late Breaking Work, Montréal, Canada, 21. – 26. April 2018). *LBW020* (6 pages).

Kapitel in Sammel-, Hand- und Lehrbüchern, Beiträge in wissenschaftlichen Zeitschriften ohne Peer Review, Forschungsberichte

Brühlmann, F. & Mekler, E. D. (2018). Surveys in games user research. In A. Drachen, P. Mirza-Babaei & L.E. Nacke (Eds.), *Games user research* (pp. 141-162). Oxford: Oxford University Press.

Opwis, K., Beller, S. & Spada, H. (2017). Problemlösen, Denken, Entscheiden. In A. Kiesel & H. Spada (Hrsg). *Lehrbuch Allgemeine Psychologie* (S. 197-270). Göttingen: Hogrefe.

[10] keine Angaben vorhanden // keine Angaben vorhanden.

Kurzbeiträge / Vorträge / Poster/Publizierte (peer-reviewed) Abstracts

Mekler, Elisa D. (2018). *Emotionally Resonant Games – Past, Present and Future?* Keynote Intelligent Games Gaming Intelligence Conference (IGGI 2018). London (UK), 11. September 2018.

Opwis, Klaus (2018). *Ästhetische Urteile: Eine kognitionspsychologische Annäherung.* Eingeladener Vortrag an der Universität Freiburg i.Br. (18. April 2018).

Steinemann, Sharon (2018). *Simple Acts: A gameful system to increase justice restoration self-efficacy and civic engagement.* Vortrag an der Pre-Conference to the 68th International Communication Association (ICA) Annual Conference *Games Everywhere, Gaming Everywhere: On the edge of ubiquity, from Mobile to Augmented Reality Games and Beyond*. Prag (CZ), 24. Mai 2018.

Steinemann, S., Geelan, B., Sachithananthan, K., Frasseck, L., Iten, G. & Opwis, K. (2018). *Simple Acts: A gameful system to increase justice restoration self-efficacy and civic engagement.* In *Games Everywhere, Gaming Everywhere: On the edge of ubiquity, from Mobile to Augmented Reality Games and Beyond*. Pre-Conference to the 68th International Communication Association (ICA) Annual Conference.

Qualifikationsarbeiten (Abschluss in 2018)

Dissertationen

Iten, Glena (2018). *Understanding the impact of in-game choices on the experience of appreciation and real-life prosocial behavior*. (Gutachter K. O., Datum der Disputation: 15. Juni 2018).

Masterarbeiten

Lerch, Vanessa Rita (2018). *Understanding fitness app usage over time: Two studies within the gamification framework.*

Quanbrough, Jasmine (2018). *Brain drain revisited: Smartphone presence and its effects on cognitive performance in the light of smartphone attachment and fear of missing out.*

Rutz, Katja (2018). *Time well spent: How eudaimonic motivation helps to understand users satisfaction with mobile application use in the long-term*.

Stahl, Leonard (2018). *Smartphone presence and its impact on cognitive impairment.*

Bachelorarbeiten

Imhof, Lea (2018). *Der Einfluss von Technik auf Einsamkeit im Alter.*

Kayser, Dominik (2018). *Gaming for science: MMORPGs as simulation tools for human social interaction*.

Perrig, Sebastian (2018). *Measuring user experience: Overview and comparison oft two commonly used questionaires.*

Rosenthaler, Lisa (2018). *Relationship with a character in video games and the video game experience.*

Scharowski, Nicolas (2018). *Gamification: From emerging conceptualization to coexisting explanatory models in the context of education*.

Siebenmann, Joel (2018). *Loyalty to video games: Understanding the appeal of continuos play.*

Masterstudierende (per 31. Dezember 2018)

Aeschbach, Lena
Baumann, Melanie
Baumgartner, Philipp
Caroni, Pietro
Fenn, Zöe
Heiz, Manuel
Lerch, Vanessa Rita
Margelli, Daphne Petala Naomi
Mutuura, Kamalatharsi
Perrig, Sebastian
Quanbrough, Jasmine
Ruch, Alexander
Rutz, Katja
Siebenmann, Joel
Stahl, Leonard
Wehrli, Simon
Wolkow, Ewgeni

Doktorandinnen und Doktoranden (per 31. Dezember 2018)

Adamski, Natalia
Bopp, Julia Ayumi
Brühlmann, Florian
Cortesi, Sandra
Hug, Markus
Kühne, Swen
Linxen, Sebastian
Petralito, Serge
Reymond, Claire
Ruf, Alessia
Schmid, Birgit
Steinemann, Sharon
Sterchi, Yanik
Vollenwyder, Beat
Wyssenbach, Thomas
Zähringer, Stephan