

## Publications

### Articles in Peer-Reviewed Journals

- Naab, T., **Wendt**, R., & Langmeyer-Tornier, A. (2024). Messung mütterlicher Medienerziehung für interaktive und nicht-interaktive Medien: Adaption und empirische Prüfung des Messinstruments von Nimrod et al. (2019) im Rahmen einer Befragung von Müttern von Kindern im Alter von zwei bis 14 Jahren. *MedienPädagogik: Zeitschrift für Theorie Und Praxis Der Medienbildung*, 60, 51–71.  
<https://doi.org/10.21240/mpaed/60/2024.04.23.X>
- Wendt**, R., Naderer, B., Bachl, M., & Rieger, D. (2023). Social media literacy among adolescents and young adults: results from a cross-country validation study. *Social Media & Society*. <https://doi.org/10.1177/20563051231216965>
- Naderer, B., **Wendt**, R., Bachl, M., & Rieger, D. (2023). Understanding the Role of Participatory-Moral Abilities, Motivation, and Behavior in European Adolescents Responses to Online Hate. *New Media and Society*.  
<https://doi.org/10.1177/14614448231203617>
- Wolfers, L., Utz, S., **Wendt**, R., & Honecker, J. (2023). Conditionally helpful? The influence of person-, situation-, and device-specific factors on maternal smartphone use for stress coping and on coping effectiveness. *Cyberpsychology: Journal of Psychosocial Research on Cyberspace*, 17(3), Article 1. <https://doi.org/10.5817/CP2023-3-1>
- Wolfers, L., **Wendt**, R., Becker, D., & Utz, S. (2023). Do you love your phone more than your child? The consequences of norms and guilt around maternal smartphone use. *Human Communication Research*, 49(3), 285-295. <https://doi.org/10.1093/hcr/hqad001>
- Reer, F., **Wendt**, R., & Quandt, T. (2021). A Longitudinal Study on Online Sexual Engagement, Victimization, and Psychosocial Well-Being. *Frontiers in Psychology*, 12. <https://doi.org/10.3389/fpsyg.2021.674072>
- Wendt**, R. & Langmeyer, A. (2021). Computer-Mediated Communication and Child/Adolescent Friendship Quality after Residential Relocation. *Journal of Child and Family Studies*, 30(11), 2890-2902. <https://dx.doi.org/10.1007/s10826-021-02102-2>
- Festl, R. (2021). Social media literacy & adolescent social online behavior in Germany. *Journal of Children and Media*, 15(2), 249-271.  
<https://dx.doi.org/10.1080/17482798.2020.1770110>

- Festl, R.** (2021). Soziale Medienkompetenz von Jugendlichen -- Zur Rolle von Wissen, Motivation und Fähigkeiten für ein sozial kompetentes Handeln online. *Psychologie in Erziehung und Unterricht*, 68, 58-73. <https://dx.doi.org/10.2378/peu2021>
- Reer, F., **Festl, R.**, & Quandt, T. (2021). Investigating problematic social media and game use in a nationally representative sample of adolescents and younger adults. *Behaviour & Information Technology*, 40(8), 776-789.  
<https://dx.doi.org/10.1080/0144929x.2020.1724333>
- Wolfers, L., **Festl, R.**, & Utz, S. (2020). Do Smartphones Become More Important When Experiencing Stress? Results from Longitudinal Data. *Computers in Human Behavior*, 109, Article 106339. <https://dx.doi.org/10.1016/j.chb.2020.106339>
- Festl, R.** & Gniewosz, G. (2019). Role of mothers' and fathers' ICT parenting for family climate. *Journal of Social & Personal Relationships*, 36(6), 1764-1784.  
<https://doi.org/10.1177/0265407518771753>
- Festl, R.**, Reer, F., & Quandt, T. (2019). Online sexual engagement and psychosocial well-being: The mediating role of sexual victimization experiences. *Computers in Human Behavior*, 98, 102-110. <https://doi.org/10.1016/j.chb.2019.04.010>
- Domahidi, E., Breuer, J., **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>
- Festl, R.** & Langmeyer, A. N. (2018). Die Bedeutung der Interneterziehung von Müttern und Vätern für die Internetnutzung von Vor-, Grund- und Sekundarschulkindern. *Praxis der Kinderpsychologie und Kinderpsychiatrie*, 67(2), 154-180.  
<https://doi.org/10.13109/prkk.2018.67.2.154>
- Festl, R.**, Vogelgesang, J., Scharkow, M., & Quandt, T. (2017). Longitudinal patterns of involvement in cyberbullying: Results from a latent transition analysis among adolescents. *Computers in Human Behavior*, 66, 7-15. <https://doi.org/10.1016/j.chb.2016.09.027>
- Festl, R.** (2016). Perpetrators on the Internet: Analyzing individual and structural explanation factors of cyberbullying in school context. *Computers in Human Behavior*, 59, 237-248.  
<https://doi.org/10.1016/j.chb.2016.02.017>
- Festl, R.** & Quandt, T. (2016). The role of online communication in long-term cyberbullying involvement among girls and boys. *Journal of Youth and Adolescence*, 45(9), 1931-1945.  
<https://doi.org/10.1007/s10964-016-0552-9>
- Breuer, J., Kowert, R., Quandt, T., & **Festl, R.** (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>
- 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>
- Festl**, R., Scharkow, M., & Quandt, T. (2015). The individual or the group: A multilevel analysis of cyberbullying in school classes. *Human Communication Research*, 41(4), 535-556. <https://doi.org/10.1111/hcre.12056>
- Kowert, R., Vogelgesang, J., **Festl**, R., & Quandt, T. (2015). Psychosocial causes and consequences of online video game play. *Computers in Human Behavior*, 45, 51-58. <https://doi.org/10.1016/j.chb.2014.11.074>
- Scharkow, M., **Festl**, R., Vogelgesang, J., & Quandt, T. (2015). Beyond the "core-gamer": Genre preferences and gratifications in computer games. *Computers in Human Behavior*, 44, 293-298. <https://doi.org/10.1016/j.chb.2014.11.020>
- 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), 183-196. <https://doi.org/10.1080/08824096.2014.907146>
- Domahidi, E., **Festl**, R., & Quandt, T. (2014). To Dwell Among Gamers - Investigating The Relationship Between Social Online Game Use And Gaming-Related Friendships. *Computers in Human Behavior*, 35, 107-115. <https://doi.org/10.1016/j.chb.2014.02.023>
- Festl**, R. & Quandt, T. (2014). Cyberbullying at schools: A longitudinal research project. *Diskurs Kindheits- und Jugendforschung*, 1, 109-114.
- Kowert, R., **Festl**, R., & Quandt, T. (2014). Unpopular, overweight, and socially inept: Reconsidering the stereotype of online gamers. *Cyberpsychology, Behavior, and Social Networking*, 17(3), 141-146. <https://doi.org/10.1089/cyber.2013.0118>
- Kowert, R., Domahidi, E., **Festl**, R., & Quandt, T. (2014). Social gaming, lonely life? The impact of digital game play on adolescents' social circles. *Computers in Human Behavior*, 36, 385-390. <https://doi.org/10.1016/j.chb.2014.04.003>
- Scharkow, M., **Festl**, R., & Quandt, T. (2014). Longitudinal patterns of problematic computer game use among adolescents and adults – a 2-year panel study. *Addiction*, 109(11), 1910-1917. <https://doi.org/10.1111/add.12662>
- Festl**, R. & Quandt, T. (2013). Social relations and cyberbullying: The influence of individual and structural attributes on victimization and perpetration via the Internet. *Human*

- Communication Resesarch*, 39(1), 101-126. <https://doi.org/10.1111/j.1468-2958.2012.01442.x>
- Festl**, R., Scharkow, M., & Quandt, T. (2013). Militaristic attitudes and the use of digital games. *Games & Culture*, 8(6), 392-407. <https://doi.org/10.1177/1555412013493498>
- Festl**, R., Scharkow, M., & Quandt, T. (2013). Peer Influence, Internet use and Cyberbullying: A Comparison of Different Context Effects among German Adolescents. *Journal of Children and Media*, 7(4), 446-462.  
<https://doi.org/10.1080/17482798.2013.781514>
- Festl**, R., Scharkow, M., & Quandt, T. (2013). Problematic computer game use among adolescents, younger and older adults. *Addiction*, 108(3), 592-599.  
<https://doi.org/10.1111/add.12016>
- Breuer, J., **Festl**, R., & Quandt, T. (2012). Digital War: An empirical analysis of narrative elements in military first-person shooters. *Journal of Gaming and Virtual Worlds*, 4(3), 215-237.
- Festl**, R., Domahidi, E., & Quandt, T. (2012). Freunde fürs Leben? Zur Veränderung sozialer Beziehungen Jugendlicher durch Computerspiele. *merzWissenschaft*, 56(6), 67-80.

## Other Journal Articles

- Wendt**, R. (2022). Medial vermittelte Inhalte und ihr Einfluss auf Jugendliche. *Schülerinnen*, 85-87.
- Festl**, R. (2017). Cybermobbing. *Jugendhilfe*, 55, 584-589
- Quandt, T., Breuer, J., **Festl**, R., & Scharkow, R. (2013). Digitale Spiele: Stabile Nutzung in einem dynamischen Markt. Langzeitstudie GameStat: Repräsentativbefragungen zu digitalen Spielen in Deutschland 2010 bis 2013. *Media Perspektiven*, 10, 483-492.
- Quandt, T., **Festl**, R., & Scharkow, M. (2011). Digitales Spielen - Medienunterhaltung im Mainstream. GameStat 2011: Repräsentativbefragung zum Computer- und Konsolenspielen in Deutschland. *Media Perspektiven*, 9, 414-422.
- Quandt, T., Scharkow, M., & **Festl**, R. (2010). Digitales Spielen als mediale Unterhaltung: Eine Repräsentativstudie zur Nutzung von Computer- und Videospielen in Deutschland. *Media Perspektiven*, 11, 515-522.

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## Monographs

**Festl, R.** (2015). *Täter im Internet: Eine Analyse individueller und struktureller Erklärungsfaktoren von Cybermobbing im Schulkontext*. Wiesbaden: VS Verlag für Sozialwissenschaften. doi: 10.1007/978-3-658-09239-9

## Special Issues

- Ganguin, S., Elsner, A., **Wendt, R.**, Naab, T., Kühn, J., Rummler, K., Bettinger, P., Schiefner-Rohs, M., & Wolf, K. D. (2023). Gesellschaftlicher Zusammenhalt: Kommunikation und Konsens. *MedienPädagogik: Zeitschrift für Theorie Und Praxis Der Medienbildung*, 19 (Jahrbuch Medienpädagogik), i-ix.  
<https://doi.org/10.21240/mpaed/jb19/2023.03.19.X>
- Naab, T., Langmeyer, A., **Wendt, R.** & Kühn, J. (2022). Eltern – Pädagog\*innen – Medienkompetenzen. Eltern und Pädagog\*innen zwischen Aneignung und Vermittlung von Medienkompetenz. *MedienPädagogik*, 46. <https://doi.org/10.21240/mpaed/46.X>
- Naderer, B. Borchers, N. S., **Wendt, R.** & Naab, T. (2021). Special Issue on Advertising Literacy: How Can Children and Adolescents Deal with Persuasive Messages in a Complex Media Environment? *MedienPädagogik*, 43.  
<https://doi.org/10.21240/mpaed/43.X>
- Riesmeyer, C., Naab, T., Camerini, A.-L., **Festl, R.**, & Dallmann, C. (2019). Special Issue on Media Literacy as Intergenerational Project: Skills, Norms, and Mediation. *MedienPädagogik*, 35. <https://dx.doi.org/10.21240/mpaed/35.X>

## Chapters in Edited Books

- Festl, R.**, & Quandt, T. (2020). Cyberbullying, online addiction and sexting: an overview of online social risk taking. In M. Potenza, D. Faust, & K. Faust (Eds.), *The Oxford Handbook of Digital Technologies and Mental Health* (pp. 259-276). Oxford University Press.
- Festl, R.** & Quandt, T. (2017). Cyberbullying. In P. Roessler, C. Hoffner, L. van Zoonen, & N. Podschuweit (eds.), *International Encyclopedia of Media Effects* (pp. 328-336). Malden, Oxford, Chichester: Wiley-Blackwell.

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- Quandt, T. & **Festl**, R. (2017). Cyberhate. In P. Roessler, C. Hoffner, L. van Zoonen, & N. Podschuweit (eds.), *International Encyclopedia of Media Effects* (pp. 336-344). Malden, Oxford, Chichester: Wiley-Blackwell.
- Quandt, T., **Festl**, R., & Scharkow, M. (2014). Exzessive und pathologische Formen der Nutzung von Social Media und Onlinegames. In K. Hurrelmann & E. Baumann (Hrsg.), *Handbuch Gesundheitskommunikation* (S. 306-320). Bern: Verlag Hans Huber.
- Breuer, J., **Festl**, R., & Quandt, T. (2011). In the army now – Narrative elements and realism in military first-person shooters. Proceedings of the 5th DiGRA-Conference "Think, Design, Play", Utrecht.
- Breuer, J., **Festl**, R., & Quandt, T. (2010). Spielen und Leben in virtuellen Welten. Forschungsergebnisse zur Nutzung von Online-Games. In W. Kaminski & M. Lorber (Hrsg.), *Computerspiele: Medien und mehr* (S. 147-172). Kopaed: München.

## Expertises & Reports

- Wendt**, R., Riesmeyer, C., Leonhard, L., Hagner, J., & Kühn, J. (2024). Algorithmen und Künstliche Intelligenz im Alltag von Jugendlichen. *Forschungsbericht für die Bayerische Landeszentrale für neue Medien (BLM)*. Nomos.
- Wendt**, R. (2021). Digitale Medien im Alltag von Familien. In. Sachverständigenkommission des Neunten Familienberichts (Hrsg.), *Materialien zum Neunten Familienbericht der Bundesregierung*. München: Deutsches Jugendinstitut. Online unter [www.dji.de/9\\_familienbericht](http://www.dji.de/9_familienbericht)
- Festl**, R., Langmeyer, A., & Walper, S. (2019). *JUNG! DIGITAL! SOZIAL? Erklärungsfaktoren für Online-Sozialkompetenzen im Kindes- und Jugendalter*. Verfügbar unter: [https://www.vodafone-stiftung.de/uploads/tx\\_newsjson/Vodafone\\_Stiftung\\_Studie\\_\\_Sozialkompetenzen-online\\_01.pdf](https://www.vodafone-stiftung.de/uploads/tx_newsjson/Vodafone_Stiftung_Studie__Sozialkompetenzen-online_01.pdf)
- Festl**, R. (2019). Kommunikation im Netz. Leitartikel für das Projekt #RespektBW des Landesmedienzentrums Baden-Württemberg. Verfügbar unter: [https://bitte-was.de/fileadmin/Redaktion/downloads/Kommunikation\\_im\\_Netz/Kommunikation\\_im\\_Netz-1-Leitartikel.pdf](https://bitte-was.de/fileadmin/Redaktion/downloads/Kommunikation_im_Netz/Kommunikation_im_Netz-1-Leitartikel.pdf)

## **Presentations**

- Hagner, J., Leonhard, L. & **Wendt**, R. (2024, September). *Between adaptation and consistency – The situational context of parental media education strategies*. Paper presented at the 9th European Communication Conference, Ljubljana.
- Wendt**, R., Naderer, B., Leonhard, L. & Hagner, J. (2024, September). *Buzz worded but not researched? A systematic literature review on media literacy and online hate*. Paper presented at the 9th European Communication Conference, Ljubljana.
- Naab, T., **Wendt**, R. & Langmeyer, A. N. (2023, May). *Revisiting the measurement of children's media use mediation: Replication and validation of a parental mediation scale*. Paper presented at the 73th Annual International Communication Association (ICA) Conference. Toronto, Canada.
- Naderer, B., **Wendt**, R., Bachl, M., & Rieger, D. (2023, May). *Understanding the Role of Participatory-Moral Abilities, Motivation, and Behavior in European Adolescents Responses to Online Hate*. Paper presented at the 73th Annual International Communication Association (ICA) Conference. Toronto, Canada.
- Wendt**, R., Naderer, B., Bachl, M., & Rieger, D. (2023, May). *Social media literacy among adolescents & young adults – Results from a cross-country validation study*. Paper presented at the 73th Annual International Communication Association (ICA) Conference. Toronto, Canada.
- Wendt**, R. & Chen, V. (2022, October). *The role of peer communication & social norms for adolescents' online prosocial and antisocial behavior*. Paper presented at the 9th European Communication Conference, Aarhus.
- Naab, T., **Wendt**, R., & Langmeyer, A. (2022, October). *Strategien elterlicher Medienerziehung für nicht-interaktive und interaktive Medien: Adaption und empirische Prüfung des Messinstruments von Nimrod et al. (2019)*. Vortrag auf der Jahrestagung der Fachgruppe Medienpädagogik der Deutschen Gesellschaft für Publizistik und Kommunikationswissenschaft (DGPUK), Hamburg.
- Chen, V. & **Wendt**, R. (2022, May). *Longitudinal dynamics between online sexual risks & psychosocial wellbeing among children & adolescents*. Paper presented at the 72th Annual International Communication Association (ICA) Conference. Paris, France (Top Paper Award).
- Wendt**, R., Gaiser, F., & Utz, S. (2022, May). *Is this recommended by Alexa or an algorithm? Testing the algorithmic media content awareness scale for voice assistants and*

- search engines.* Paper presented at the 72th Annual International Communication Association (ICA) Conference. Paris, France.
- Wolfers, L., **Wendt**, R., Becker, D., & Utz, S. (2022, May). *Does guilt influence the effects of parental smartphone use for stress coping? Results from a mobile experience sampling study of mothers in Germany.* Paper presented at the 72th Annual International Communication Association (ICA) Conference. Paris, France.
- Wolfers, L., Utz, S., **Wendt**, R., & Honecker, J. (2022, May). *Situation-, person-, and device-specific factors when mothers use their smartphones for coping with stress.* Paper presented at the 72th Annual International Communication Association (ICA) Conference. Paris, France.
- Wolfers, L. N., **Wendt**, R., Becker, D., & Utz, S. (2021, September). *A guilty tool? The role of norms and guilt when mothers use their smartphone for coping with stress.* Paper presented at the 12th Conference of the Media Psychology Division of the German Psychological Association (DGPs). Aachen.
- Janzik, R., Reer, F., **Wendt**, R., & Quandt, T. (2021, May). *Cyberbullying victimization and mental health: A representative cross-sectional study of German Internet users.* Paper presented at the 71th Annual International Communication Association (ICA) Conference (online conference). Denver, USA.
- Reer, F., **Wendt**, R., & Quandt, T. (2021, May). *A longitudinal study on smartphone use disorder and psychosocial well-being.* Paper presented at the 71th Annual International Communication Association (ICA) Conference (online conference). Denver, USA.
- Festl**, R., & Langmeyer-Tornier, A. (2020, May). *The role of computer-mediated communication for children's and adolescents' friendship quality after experiencing relocation.* 70th Annual International Communication Association (ICA) Conference (online conference). Brisbane, Australia.
- Festl**, R., Reer, F., & Quandt, T. (2020, May). *A cross-lagged panel study on online sexual victimization and psychosocial well-being.* 70th Annual International Communication Association (ICA) Conference (online conference). Brisbane, Australia.
- Festl**, R. (2019, May). *Being socially competent online – measuring and explaining a social competent behavior among high school pupils in Germany.* Paper presented at the 69th Annual International Communication Association Conference. Washington D.C., USA.
- Reer, F., **Festl**, R., & Quandt, T. (2019, Mai). *Computerspielsucht kommt selten allein. Eine repräsentative Befragungsstudie zur problematischen Nutzung von digitalen Spielen und*

- Social Media-Diensten.* Vortrag auf der 64. Jahrestagung der Deutschen Gesellschaft für Publizistik- und Kommunikationswissenschaft. Münster, Deutschland.
- Reer, F., **Festl**, R., & Quandt, T. (2019, May). *Investigating Problematic Social Media and Game Use in a Nationally Representative German Sample*. Paper presented at the 69th Annual International Communication Association Conference. Washington D.C., USA.
- Wolfers, L. N., **Festl**, R. & Utz, S. (2019, May). *Do smartphones and social network sites become more important when experiencing stress? An exploration of within-person associations*. Paper presented at the 69th Annual Conference of the International Communication Association (ICA). Washington D.C., USA.
- Wolfers, L. N., **Festl**, R. & Utz, S. (2019, Mai). *Die Rolle von Smartphones für die Stressbewältigung: Eine Untersuchung von intrapersonalen Zusammenhängen zwischen Nomophobia und Stressempfinden*. Vortrag auf der 64. Jahrestagung der Deutschen Gesellschaft für Publizistik- und Kommunikationswissenschaft. Münster, Deutschland.
- Festl**, R. (2018, November). *Adolescents' social competencies in digitalized worlds*. Paper presented at the Conference of the European Communication Research Association, Lugano.
- Festl**, R. (2018, September). *Cyberbullying & Resilience: The Role of Online Social Competencies*. Paper presented at the Conference of the European Association for Research on Adolescence, Ghent.
- Festl**, R., Reer, F., & Quandt, T. (2018, May). *Online Sexual Risk Behavior, Victimization & Psychosocial Well-Being Among Adolescents and Young Adults*. Paper presented at the Convention of the International Communication Association, Prague.
- Festl**, R., Reer, F., & Quandt, T. (2018, Mai). *Der Einfluss von sexuellem Risikoverhalten und Viktimisierungserfahrungen online auf das psychosoziale Wohlbefinden von Jugendlichen und jungen Erwachsenen*. Vortrag auf der 63. Jahrestagung der Deutschen Gesellschaft für Publizistik- und Kommunikationswissenschaft, Mannheim.
- Festl**, R., Pfaff-Rüdiger, S., Pfetsch, J., & Müller, C. R. (2017, März). *Partizipativ oder integrativ? Zur Messung sozialer Medienkompetenz*. Vortrag auf der Frühjahrstagung der Sektion Medienpädagogik der Deutschen Gesellschaft für Erziehungswissenschaft, Mainz.
- Festl**, R. & Gniewosz, G. (2017, May). *The Role of Mothers' and Fathers' ICT Parenting for Family Climate*. Paper presented at the Convention of the International Communication Association, San Diego.

- Festl**, R. & Langmeyer-Tornier A. (2016, November). *The interplay of mothers and fathers mediation strategies regarding their children's internet use*. Paper presented at the 6th European Communication Conference, Prag.
- Quandt, T. & **Festl**, R. (2016, November). *Perpetrators, victims and bystanders – Longitudinal links of cyberbullying involvement patterns*. Paper presented at the 6th European Communication Conference, Prag.
- Festl**, R. & Quandt, T. (2016, September). *Verstärker, Verteidiger oder Außenstehende? Erklärung unterschiedlicher Verhaltensweisen bei der Beobachtung von Cybermobbing*. Vortrag auf dem 50. Kongress der Deutschen Gesellschaft für Psychologie, Leipzig.
- Festl**, R., Vogelgesang, J., Scharkow, M., & Quandt, T. (2016, June). *Longitudinal patterns of involvement in cyberbullying: Results from a latent transition analysis among adolescents*. Paper presented at the Convention of the International Communication Association, Fukuoka.
- Domahidi, E., Breuer, J., Kowert, R., **Festl**, R., & Quandt, T. (2016, June). *A Longitudinal analysis of gaming- and non-gaming related friendships and social support among social online game players*. Paper presented at the Convention of the International Communication Association, Fukuoka.
- Festl**, R., Vogelgesang, J., Scharkow, M., & Quandt, T. (2015, November). *Spirals of retaliation? Analyzing patterns of cyberbullying involvement among high school students using Latent Transition Analysis*. Paper presented at the 20th Workshop Aggression, Linz.
- Festl**, R. (2015, May). *Perpetrators on the Internet: Individual and Structural Explanation Factors of Cyberbullying in School*. Paper presented at the Convention of the International Communication Association, Puerto Rico.
- Kowert, R., Breuer, J., **Festl**, R., & Quandt, T. (2015, May). *Women are From FarmVille, Men are From ViceCity: The Cycle of Exclusion and Sexism in Video Game Content and Culture*. Paper presented at the Convention of the International Communication Association, Puerto Rico.
- Festl**, R., Scharkow, M., & Quandt, T. (2014, November). *The misperception of cyberbullying norms among high school students*. Paper presented at the Conference of the European Communication Research Association, Lisboa.
- Breuer, J., Vogelgesang, J., Quandt, T., & **Festl**, R. (2014, September). *Medieneffekt, Selektionseffekt oder Abwärtsspirale? Eine Längsschnittstudie zum Zusammenhang zwischen Computerspielnutzung und physischer Aggression bei Jugendlichen und jungen*

*Erwachsenen.* Vortrag auf dem 49. Kongress der Deutschen Gesellschaft für Psychologie, Bochum.

Breuer, J., Quandt, T., **Festl**, R., & Scharkow, M. (2014, August). *Gaming in Deutschland 2010-2013 – Ergebnisse einer repräsentativen Panelstudie.* Vortrag auf der International Computer Game Conference "Clash of Realities", Köln.

Breuer, J., Vogelgesang, J., Quandt, T., & **Festl**, R. (2014, July). *Socialization, selection or downward spiral? Data from a longitudinal study of German gamers aged 14 to 21.* Paper presented at the 28th International Congress of Applied Psychology, Paris.

**Festl**, R., Scharkow, M., & Quandt, T. (2014, May). *The individual or the class: a multilevel analysis of cyberbullying behavior in school context.* Paper presented at the Convention of the International Communication Association, Seattle.

Kowert, R., Vogelgesang, J., **Festl**, R., & Quandt, T. (2014, May). *Psychosocial causes and consequences of increased online video game engagement.* Paper presented at the Game Studies Preconference at the Convention of the International Communication Association, Seattle.

Scharkow, M., **Festl**, R., & Quandt, T. (2014, May). *Longitudinal patterns of problematic computer game use among adolescents and adults: a 2-year panel study.* Paper presented at the Convention of the International Communication Association, Seattle.

Günther, E., **Festl**, R. & Quandt, T. (2013, June). *Team sports in virtual worlds: Are clan members team players in the real world, too?* Paper presented at the Convention of the International Communication Association, London.

Domahidi, E., **Festl**, R., & Quandt, T. (2013, June). *Wanted! The Relationship Between Social Motives for Playing Online Games and Gaming-Related Friendships.* Paper presented at the Game-Studies Preconference at the Convention of the International Communication Association, London.

**Festl**, R., Scharkow, M., & Quandt, T. (2013, April). *Problematische Computerspielnutzung von Jugendlichen und Erwachsenen.* Vortrag auf den 18. Tübinger Suchttherapietagen, Tübingen.

Günther, E., **Festl**, R., & Quandt, T. (2012, October). *The League of Extraordinary Computer Gamers: Using Media as a Sport!* Paper presented at the ECC preconference on Digital Games Research, Istanbul.

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