

Publications

Articles in Peer-Reviewed Journals

- Wolfers, L., Utz, S., **Wendt**, R., & Honecker, J. (accepted). Situation-, person-, and device-specific factors when mothers use their smartphones for coping with stress. *Cyberpsychology: Journal of Psychosocial Research on Cyberspace*.
- 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*. <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>

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- 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., Scharnow, 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., Scharnow, 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>
- Scharnow, 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.

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- 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 Research*, 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.
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- 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 Videospiele in Deutschland. *Media Perspektiven*, 11, 515-522.

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). Editorial: 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.

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., & Scharrow, 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. (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

- 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
- 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

Presentations

- 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 (DGPK), Hamburg.

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- 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.

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- 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.

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- 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.

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- 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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- Günther, E., **Festl**, R., & Quandt, T. (2012, July). *Media as sports: Let the digital games begin!* Paper presented at the Convention of the International Association for Media and Communication Research, Durban.
- Festl**, R., Scharnow, M., & Quandt, T. (2012, May). *Peer influence on adolescents' communication behavior: A comparison of different context effects on cyberbullying.* Paper presented at the Convention of the International Communication Association, Phoenix.
- Scharnow, M., **Festl**, R., Vogelgesang, J., & Quandt, T. (2012, May). *Choosing digital games: The relationship between gaming motives and genre preferences.* Paper presented at the Convention of the International Communication Association, Phoenix.
- Festl**, R., & Quandt, T. (2011, September). *Explaining cyberbullying: Individual and structural predictors and their relevance for pre- and intervention strategies in school.* Paper presented at the EU kids Online Conference, London.
- Breuer, J., **Festl**, R., & Quandt, T. (2011, September). *In the army now – Narrative elements and realism in military first-person shooters.* Paper presented at Think, Design, Play - Conference on Games and Play of the Digital Games Research Association (DiGRA), Utrecht.
- Festl**, R., Quandt, T., Scharnow, M., Chen, V., Koskimaa, R., Mäyrä, F., Suominen, J., & Van Looy, J. (2011, September). *International gaming: Comparative survey research on digital gaming (Panel).* Paper presented at Think, Design, Play - Conference on Games and Play of the Digital Games Research Association (DiGRA), Utrecht.
- Festl**, R., Scharnow, M., & Quandt, T. (2011, July). *The social fabric of virtual life: Findings from a large-scale multi-level research project.* Paper presented at the multi.player: International Conference on the Social Aspects of Digital Gaming, Hohenheim.
- Festl**, R., Scharnow, M., Quandt, T., & Breuer, J. (2011, July). *War Games: Analyzing the relationship between militaristic attitudes and the use of military-themed digital games.* Paper presented at the International Association for Media and Communication Research (IAMCR), Istanbul.
- Festl**, R., & Quandt, T. (2011, May). *The influence of individual and structural attributes on perpetration via the Internet (Top 2 Faculty Paper).* Paper presented at the Convention of the International Communication Association, Boston.
- Breuer, J., **Festl**, R., & Quandt, T. (2011, May). *From WW II to Modern Warfare. The portrayal of real conflicts in military-themed first-person shooter games. PreConference "Mediating war and technology".* Paper presented at the Convention of the International Communication Association, Boston.