

Rachel Kowert
Curriculum Vitae

EDUCATION

- 2014 Ph.D. Department of Psychology, The University of York
2008 M.A. Department of Counselling Psychology, Santa Clara University
2005 B.A. Department of Psychology, The University of Texas at Dallas

PROFESSIONAL APPOINTMENTS

- 2019- current Research Director, Take This
- 2016-2020 Independent Research Consultant, International Social Games Association, Lead Researcher
- 2012-2014 University of Münster, Department of Communication, Associate Researcher

PUBLICATIONS

Books

- 2022 Farough, A., & Kowert, R. (2022). *Digital Playgrounds*. Pittsburgh: ETC Press.
- 2016 Kowert, R. (2016). *A Parent's Guide to Video Games. The essential guide to understanding how video games impact your child's physical, social, and psychological well-being*. North Charleston, SC: CreateSpace Independent Publishing Platform.
- 2015 Kowert, R. (2015). *Video games and social competence*. New York: Routledge.

Edited Series

Debates in Media Studies (Routledge)

- 2023 vonPape, T., & Karnowski, V. (*in prep*). The Mobile Media Debate. In R. Kowert & T. Quandt (Eds.) *Debates in Media Studies*. New York: Routledge.
- 2022 Rosen, D. (2022). The Social Media Debate. In R. Kowert & T. Quandt (Eds.) *Debates in Media Studies*. New York: Routledge.
- 2020 Kowert, R., & Quandt, T. (Eds.) (2020). The video game debate 2: Revisiting the physical, social, and psychological effects of video games. New York: Routledge.

The Psychology of Pop Culture (ETC Press)

- 2023 Kowert, R. (Ed.) (*in prep*) Psychology of The Witcher. In R. Kowert (Eds.) *The Psychology of Pop Culture*. Carnegie Mellon: ETC Press

- Dunlap, K. (*in prep*). The Psychology of The Umbrella Academy. In R. Kowert (Eds) *Psychology of Pop Culture*. Carnegie Melon: ETC Press.
- Ferchaud, A. (*in prep*). The Psychology of The Umbrella Academy. In R. Kowert (Eds) *Psychology of Pop Culture*. Carnegie Melon: ETC Press.
- 2024 Boccamazzo, R. (*fin prep*). The Psychology of Discworld. In R. Kowert (Eds) *Psychology of Pop Culture*. Carnegie Melon: ETC Press.
- Thompkins, J. (*in prep*). Psychology The Mandalorian. In R. Kowert (Eds) *Psychology of Pop Culture*. Carnegie Melon: ETC Press.

Edited Volumes

- 2022 Schrier, K., Leonard, D., Porkka-Kontturi, T., & Kowert, R. (*in prep*). Learning, Education, & Games: Games for diversity and inclusion. Pittsburgh: ETC Press.
- 2021 Kowert, R., Ferguson, C., Rusch, D., & Fletcher, P., eds. (2021). Video Games and Mental Health. Lausanne: Frontiers Media SA.
- 2020 Kowert, R. (Ed.) (2020). Video games and well-being: Press Start. New York: Palgrave.
- 2017 Kowert, R., & Quandt, T. (Eds.) (2017). New perspectives on the social aspects of digital gaming: Multiplayer 2. New York: Routledge.
- 2016 Kowert, R., & Quandt, T. (Eds.). (2016). The video game debate: Unravelling the physical, social, and psychological effects of video games. New York: Routledge.

Refereed Journal Articles

- 2022 Kowert, R., Martel, A., & Swann, B. Not just a game: Identity fusion and extremism in gaming culture. *Frontiers in Psychology*.
- 2021 Kowert, R., & Daniel, E. (2021). The one-and-a-half sided parasocial relationship: The curious case of live streaming. *Computers in Human Behaviour Reports*. (4)
- Dunlap, K., & Kowert, R. (2021). A 3D model of mental health representation in games. *Loading*, 14(24), 122 – 133.
- Kowert, R., Ferguson, C., Fletcher, P., & Rusch, D. (2021). Digital Games and Mental Health. *Frontiers in Psychology*.
- 2020 Kowert, R. (2020). Dark participation in games. *Frontiers in Psychology*.
- Kowert, R. & Martson, H. R. (2020). What role can video games play in the COVID-19 pandemic? *Emerald Open Research*.

- 2018 Butt, M.A., De Wildt, L., Kowert, R., Sandoval, A. (2018). Homo Inclusens: Surveying DiGRA's diversity. *ToDiGRA*. 4(1), doi: 10.26503/todigra.v4i1.85
- Carras, M. C., Kalbarczyk, A., Wells, K., Banks, J., Kowert, R., Koonce, C., & Latkin, C. (2018). Walkers and credit card warriors: A qualitative study of self-regulation strategies and problematic gaming in veterans. *Journal of Behavioral Addictions*, 7, 56 – 56.
- Carras, M. C., Kalbarczyk, A., Wells, K., Banks, J., Kowert, R., Koonce, C., & Latkin, C. (2018). "It evens my line": A qualitative study of video game addiction as harm reduction among veterans with substance addiction and/or mental health problems. *Journal of Behavioural Addictions*, 7, 11 – 12.
- 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*. Available online ahead of print. doi: 10.1080/15213269.2016.1257393.
- 2017 Kaye, L. K., Kowert, R., & Quinn, S. (2017). The role of social identity and online social capital on psychosocial outcomes in MMO players. *Computers in Human Behavior*, 74, 215 – 233.
- 2015 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. doi:10.1016/j.chb.2014.11.074
- Grooten, J., & Kowert, R. (2015). Going Beyond the Game: Development of gamer identities within societal discourse and virtual spaces. *Loading...*, 9(14), 70 – 87.
- Bowman, N. D., Kowert, R., & Cohen, E. (2015). When the ball stops, the fun stops too: The impact of social inclusion on video game enjoyment. *Computers in Human Behavior*, 53, 131 – 139 doi: 10.1016/j.chb.2015.06.036
- 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. doi: 10.1089/cyber.2014.0492
- 2014 Kowert, R., & Oldmeadow, J. A. (2014). Playing for social comfort: Online video game play as a social accommodator for the insecurely attached. *Computers in Human Behavior*. Advance online publication. doi: 10.1016/j.chb.2014.05.004

- 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. doi: 10.1016/j.chb.2014.04.003
- Kowert, R., Domahidi, E., & Quandt, T. (2014). The Relationship between Online Video Game Involvement and Gaming-Related Friendships among Emotionally Sensitive Individuals. *Cyberpsychology, Behavior, and Social Networking*, 17(7), 447 - 453. doi: 10.1089/cyber.2013.0656
- 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. doi: 10.1089/cyber.2013.0118.
- 2013 Kowert, R. & Oldmeadow, J. A. (2013). (A)Social Reputation: Exploring the Relationship between Online Video Game Involvement and Social Competence. *Computers in Human Behavior*, 29(4), 1872-1878. doi: 10.1016/j.chb.2013.03.003.
- Oldmeadow, J. A., Quinn, S., & Kowert, R. (2013). Attachment style, social skills and Facebook usage amongst adults. *Computers in Human Behavior*, 29 (3), 1142-1149. doi: 10.1016/j.chb.2012.10.006.
- 2012 Kowert, R., Griffiths, M., & Oldmeadow, J. A. (2012). Geek or Chic? Emerging Stereotypes of Online Gamers. *Bulletin of Science, Technology, and Society*, 32(6), 471 – 479. doi: 10.1177/0270467612469 078.

Book Chapters

- 2022 Kowert, R. (*forthcoming*). Creating Social and Emotional Bridges. In L. Chow (Ed.) *Changing the Game*.
- Dunlap, K., & Kowert, R. (*forthcoming*). The monstrosity of stigma: Mental health representation in video games. In M. Meriläinen, Blom, J., Hassan, L., & Stang, S. (Eds). *Monstrosity in Contemporary Game Cultures and Societies*. Amsterdam University Press.
- 2021 Kowert, R., & Ferguson, C. (2021). The psychology of digital games. In L. Migliore, C. McGee, & M. Moore (Eds.). *Handbook of Esports Medicine: Clinical Aspects of Competitive Video Gaming*. New York: Springer.
- 2020 Kowert, R., & Quandt, T. (2020). Revisiting old debates. In R. Kowert & T. Quandt (Eds.) *The video game debate 2: Revisiting the physical, social, and psychological effects of video games*. New York: Routledge.

- Quandt, T., & Kowert, R. (2020). The Video Game Debate: Where do we go from here. In R. Kowert & T. Quandt (Eds.) *The video game debate 2: Revisiting the physical, social, and psychological effects of video games*. New York: Routledge.
- Kowert, R. (2020). The storytelling of Final Fantasy. In A. Bean (Ed.) *The Psychology of Final Fantasy*. Leyline Publishing.
- Kowert, R. (2020). Video Games: An Introduction. In A. Bean, E. Daniels, & S. Sawyer (Eds.) *Geek Therapy*. Leyline Publishing.
- Kowert, R. (2020). Concluding thoughts. In R. Kowert (Ed.) *Video games and well-being: Press Start*. New York: Palgrave.
- 2018 Kowert, R., & Kaye, L. (2018). Video games are not socially isolating. In C. J. Ferguson (Ed.) *Video game influences on aggression, cognition, and attention*. (p. 185 – 195). New York, New York, USA: Springer.
- Colder Carras, M., Kowert, R., & Quandt, T. (2018). Psychosocial Effects of Gaming. In A. Attrill-Smith, C. Fullwood, M. Keep, & D. J. Kuss (Eds), *Oxford Handbook of Cyberpsychology*.
- 2017 Kowert, R. (2017). Final Fantasy: Setting the Standard for RPGs. In R. Mejia, J. Banks, & A. Adams (Eds.), *100 Greatest Video Game Franchises* (p. 65 – 667). Lanham, Maryland, USA: Rowman & Littlefield.
- Kowert, R. (2017). Kirby: The King of Consumption. In R. Mejia, J. Banks, & A. Adams (Eds.), *100 Greatest Video Game Characters* (p. 98 – 100). Lanham, Maryland, USA: Rowman & Littlefield.
- Kowert, R., Breuer, J., & Quandt, T. (2017). Women are from FarmVille, Men are from ViceCity: The cycle of exclusion and sexism in video game content and culture. In R. Kowert & T. Quandt (Eds.), *New Perspectives on the Social Aspects of Digital Gaming: Multiplayer 2* (p. 136 – 150). New York: Routledge.
- Quandt, T., & Kowert, R. (2017). Multiplayer and beyond: Witnessing the evolution of gaming. In R. Kowert & T. Quandt (Eds.), *New Perspectives on the Social Aspects of Digital Gaming: Multiplayer 2* (p. 1 - 8). New York: Routledge.
- Ferguson, C. J., Bowman, N. D., & Kowert, R. (2017). Is the link between games and aggression more about the player, less about the game? In P. Sturme (Ed.), *The Wiley handbook of violence and aggression. Volume 1: Definition, Conception, and Development*. New York: Wiley.
- 2016 Kowert, R. (2016). Social outcomes: Online game play, social currency, and social ability. In R. Kowert & T. Quandt (Eds.), *The Video Game Debate*:

Unraveling the physical, social, and psychological effects of video games (p. 94 – 115). New York: Routledge.

Kowert, R., & Quandt, T. (2016). No black and white in video game land! Why we need to move beyond simple explanations in the video game debate. In R. Kowert & T. Quandt (Eds.), *The Video Game Debate: Unraveling the physical, social, and psychological effects of video games* (p. 176 – 189). New York: Routledge.

Kowert, R., Domahidi, E., & Quandt, T. (2016). Networking and Other Social Aspects of Technology Use: Past, Present, and Future Considerations. In M. Potenza, K. Faust, & D. Faust (Eds.), *Oxford Handbook of Digital Technologies and Mental Health*.

2015 Bowman, N.D., Kowert, R., & Ferguson, C. J. (2015). The impact of video game play on human (and orc) creativity. In G. P. Green and J. C. Kaufman (Eds.), *Video games and creativity* (p. 43 – 58). San Diego, CA: Academic Press.

2014 Kowert, R. & Oldmeadow, J. A. (2014). “Party Animal or Dinner for One: Are Online Gamers Socially inept?”. In T. Quandt and S. Kroeger, (Eds.) *multi.player-Social Aspects of Digital Gaming* (p. 99 – 110). London: Routledge.

Conference Proceedings

2022 Kowert, R., & Cook, C. (2022). The toxicity of our (virtual) cities: Prevalence of dark participation in games and perceived effectiveness of reporting tools. HICSS.

2012 Kowert R. & Oldmeadow, J. A. (2012). *The Stereotype of Online Gamers: New Characterization or Recycled Prototype?* Nordic DiGRA: Games in Culture and Society conference proceedings. Tampere Finland.

2010 Kowert, R. & Oldmeadow, J. A. (2010). *Geek or Chic: Perceptions of Online Gamers*. Under the Mask 2010 Conference proceedings. Bedfordshire, England.

Other Publications

2022 Kowert, R., Botelho, A., & Newhouse, A. (2022). Breaking the Building Blocks of Hate: A case study of Minecraft servers. *A report from the Anti-Defamation League*. (ADL) centre of Technology and Society.

Whitby, M., Kowert, R. (2022). Designing games to challenge the stigma around mental health. *A Whitepaper by Take This*.

2020 Kowert (2020, August 15). Is video game addiction still a thing in the era of COVID-19? *Medium*.

Kowert, R. (2020, Aug 5). Why Joe Rogan’s Hot Takes Matter. *Medium*.

- 2019 Crevoshay, E., Hays, S., Kowert, R., Boccamazzo, R., & Dunlap, K. (2019). State of the Industry 2019: Mental Health in the Game Industry. *A Whitepaper by Take This*.
- 2017 Kowert, R., & Quinn, S. (2017, July). ISGA Player Report. London, England: ISGA. Retrieved from <https://www.dropbox.com/s/p8ywjel7wwa43yi/ISGA%20Executive%20Report.pdf?dl=0>
- Kowert, R. (2017, February). What parents need to know about sexism, misogyny, and harassment in online games. *Fangirl Magazine*. Retrieved from <http://www.fangirlthemag.com/2017/02/what-parents-need-to-know-about-sexism-misogyny-and-harassment-in-online-games/>
- 2014 Martson, H. R., & Kowert, R. (2014). Understanding the Anglo-German use of digital technologies in the 21st century. *Generations Review*, 24(3), 17 – 24.
- Cohen, E.L., & Kowert, R. (2014, May, 16). *Look Up* Exaggerates Damages of Social Media. *Scientific American*. Retrieved from <http://blogs.scientificamerican.com/guest-blog/2014/05/16/look-up-exaggerates-damages-of-social-media/>
- Kowert, R. (2014, February 27). The Gamer Identity Crisis: Towards a Reclamation. *First Person Scholar*. Retrieved from <http://www.firstperson scholar.com/the-gamer-identity-crisis/>

AWARDS AND HONORS

- 2021 The Video Game Awards Future Class inductee, 2021
- Top Educator Award Finalist from *The Game*HER Awards*
- Hermes Gold Award, Communications Pandemic Response for ESRB Stay Well, Play Well.
- Telly Award, Branded Content Campaign for ESRB Stay Well, Play Well.
- Community Award for “*Parasocial Relationships in Games*” panel from 2021 Golden TTRPGIFS awards.
- 2020 Top presentation award, *Game Developers Conference 2020*
- 2017 Named “Austin Awesome Author” by *Austin Family Magazine* for *A Parent’s Guide to Video Games*
- A Parent’s Guide to Video Games* wins Forward INDIES book of the year (Honourable Mention, Science category)

2014 Featured Scholar by *Good Games Writing*

GRANTS AND FELLOWSHIPS

2022 Department of Homeland Security TVTP Grant (\$700,000 USD)

Funding for a two-year project in collaboration with Middlebury Institute for International Studies CTEC, Logically AI, and Take This. This two-year project will develop a scaled approach to educate game developers on how to build resilience within game structures to extremist exploitation, (ii) provide information and context to government officials to flexibly address games-based radicalization, and (iii) build collaborative public-private networks to create long-term strategies for resisting games-based extremism. To this end, CTEC, Take This, and Logically will develop a series of workshops, collaborative sessions, and toolboxes to achieve these goals.

2014 German Academic Exchange Service (DAAD) travel bursary (\$1,000 EURO)

2012 Departmental Student Bursary, The University of York (\$1,000 GBP)

KEYNOTE LECTURES

2022 Kowert, R. (2022, October). Toxic, schmoxic? Normalization of hate in gaming spaces. *Keynote lecture to be presented at Meaningful Play*, East Lansing, Michigan.

Toxic, schmoxic? Normalization of hate in gaming spaces

This talk will explore the ways in which toxic behavior and toxic gamer cultures permeate beyond the virtual walls of our digital playgroups. This will include a discussion of the normalization of hate in gaming spaces and the games industry as well as overview who and how these actions are impacting. While toxic gamer culture is often downplayed or believed to live exclusively within online spaces, it has a radius of impact on mental health, workplace culture, and even extremism and radicalization. Because when we allow hate to spread without consequences, it normalizes hate in all spaces. This talk will end with suggestions for the future about how we can start to change the culture of games, reclaim these spaces for fun and connection, and "denormalize" hate in gaming spaces.

2022 Kowert, R. (2022, September) Moving beyond the MMORPG years: A retrospective look at research innovation in games studies. *Keynote lecture at IGGI*, York, UK.

Moving beyond the MMORPG years: A retrospective look at research innovation in games studies

As a discipline, game studies has been continually growing and innovating. This talk will explore how game studies has evolved as an area of specialization over the last five decades. From the “Universal Years” of the 1970s to the “Hybrid Years” of today, each point of innovation will be discussed, highlighting how our adaptability as a field has continued to dismantle preconceived notions of games as frivolous (at best) and dangerous (at worst) activities. This talk will close with a celebration of how our persistence as a field of research has changed both science and society.

- 2020 Kowert, R. (2020, November). Digital Games in the “After Times.” *Keynote lecture for the Game Studies Division of the National Communication Association.*

Digital Games in the “after times”

This talk will discuss how communication has changed in and around games since the start of the COVID-19 pandemic in early 2020. The rise of Animal Crossing will be used as a case example of how games can be tools for connection, mood management, and fun.

- 2017 Kowert, R. (2017, October). Challenging our beliefs about parenting in a digital world. *Keynote presented at BRAVE – Annual Women’s Conference.* Austin, Texas.

Challenging our beliefs about parenting in a digital world

This talk will challenge many preconceived notions about what games are and what they are not. A focus will be placed on parental strategies for how to stay with your children through games across toddlerhood, childhood, adolescence, and adulthood.

- 2015 Kowert, R. (2015, October). Online lives, offline consequences: Video games and sociability. *Keynote presented at the Video game education and ethics summit of the Clash of Realities Conference.* Cologne, Germany.

Online lives, offline consequences: Video games and sociability

Online gaming spaces have traditionally been framed as spaces that are less socially valuable than their offline equivalent. However, research paints a much richer picture as to the social value and utility of online spaces. This talk will present research evaluating the social utility of online gaming spaces in relation to friendship formation, relationship quality, and social learning.

- 2015 Kowert, R. (2015, October). Exploring the Viability of Online Video Games as Socially Compensatory and Rehabilitative Spaces. *Keynote presented at the Clash of Realities Conference.* Cologne, Germany.

Exploring the Viability of Online Video Games as Socially Compensatory and Rehabilitative Spaces

This talk will discuss the potential for online gaming spaces to be socially compensatory and rehabilitative spaces for socially vulnerable populations (e.g., shy, lonely, socially unskilled). Rather than being spaces that are inherently socially detrimental, this talk presents worth indicating that online games can be harnessed as socially rehabilitative.

INVITED SPEAKING ENGAGEMENTS

2022 Kowert, R. (moderator), McCabe, J., Dunlap, K., & Boone, M. (2022, November). The art of scientific communication. *CHI PLAY*. Bremen, Germany.

Kowert, R. & Dunlap, K. (2022, October). Design challenges and solutions: Mental health representation in games. *Presented at Game Accessibility Conference for the International Game Developers Association (GAConf)*, virtual.

Kowert, R. & Newhouse, A. (2022, September). Design challenges: Extremism in Games. *UX Summit*, Seattle, WA.

Kowert, R. (2022, August). Extremism, Identity Fusion, & Video Games. *HX Dialogue, Connected Learning Lab, UC Irvine*.

Kowert, R. (2022, March). Breaking out of the ivory tower: Science and society. *GEMH Sessions*. (virtual) <https://www.youtube.com/watch?v=RJPJ6tNBpXc>

2021 Kowert, R. (moderator), Kanojia, A., Al-Rawi, A., Marasa, J., & Lamphere-Englund, G. (2021, December). Understanding the motivation and Misuse of Gaming Exploitation. *United Nations Office of Counter-Terrorism Expert Roundtable on Video Games and Violent Extremism*

Balkam, S. (moderator), Kowert, R., Vance, P., & Walsh, C. (2021, December). Chums, Cheaters and Creeps: An educational webinar about keeping online play safe for everyone. *Panel hosted by the Electronic Software Association (ESA) for US Congress*.

Martey, R. (moderator), Kowert, R., Consalvo, M., & Chee, F. (2021, October). *Annenberg Conversations on Gender: Gender, Ethics, and Play in Video Game Communities and Industry*.

Kowert, R. (2021, October). New Research Review in Games and Mental Health. *TIGS 2021*.

2020 Kowert, R. (2020, July). Parenting in an era of increased video games and screen time. *Children and Screens: Institute of Digital Media and Child Development*.

Kowert, R. (2020, May). Current discussions in game studies research. *Nordic Games Conference*.

CONFERENCE PARTICIPATION

Conferences Organized

- 2020 The International Games Summit on Mental Health Awareness, Virtual Conference, October 2020
- 2019 The International Games Summit on Mental Health Awareness, Toronto, October 2019
- 2014 Multi.Player 2 conference, The University of Münster, August 2014

Select Panels Organized and Presented

- 2022 Wallner, C. (moderator), Lamphere-Englund, G., Schlegel, L., & Kowert, R. Gamification of extremism. *Panel presented at the Radicalization Awareness Network (RAN) Policy Support communications workshop*, virtual.
- Salen, K. (moderator), Kowert, R., Steinkuehler, C., & Hart, W. The risks and rewards of games as spaces of social connection. *Panel presented at Games for Change, New York*
- Jones, H., (moderator), Kowert, R., Kilmer, J., Herbst, A., Abrahamson, M., & Kilmer, E. Go play inside and make some real friends. *Panel presented at PAX East*. Boston, MA.
- Leech, C. (moderator), Kowert, R., Dunlap, K., Sangiorgio, C., & Mairs, M. So, you want to study gaming in school? Here's how. *Panel presented at PAX East*. Boston, MA.
- Leech, C., (moderator), Kowert, R., Herbst, A., Creveling, L., & Sangiorgio, C. *Psychology in Final Fantasy VII – trauma and recovery*. *Panel presented at PAX East*. Boston, MA.
- O'Hagan, J. (moderator), Dunlap, K., & Kowert, R. Fireside chat: video games and mental health. *Panel Presented at Games Make a Difference*. Purdue University.
- 2020 Moore, M., Kowert, R., Bubka, S., & Khaderi, K. eSports and Wellness: Balance and Power. *Panel Presented at GEFCon 2020*.
- Crevozhay, E., Bocamazzo, R., & Kowert, R. Starting as you mean to go. *Panel Presented at annual meeting of Young Entrepreneurs Association*.
- Kowert, R. (chair), Hodent, C., Colder-Carras., M. Ethical immersion in games. *Panel presented at TIGS 2020*.

- Flick, C. (chair), Kowert, R., & Deterding, S. Did Animal Crossing save us from COVID-19? *Panel presented at PAX Online.*
- Kowert, R. (chair), Whitta, G., Shanley, M., DePass, T., & Sheldon, T. Welcome Home: Games as social communities. *Panel presented at PAX Online.*
- Ferguson, C. (chair), Kowert, R., Kaye, L., Etchells, P., & Smyth, M. Video games during the pandemic. *Panel presented at Virtual Media Psychology Symposium: Connecting & Disconnecting in the new normal.* Fielding University.
- Dunlap, K. (chair), Shapiro, A., Kowert, R., ten Cate, H., & Eriksen, T. The Good of Games. *Panel presented at the Game Development Crisis Conference.*
- Kenreck, T. (chair), Kowert, R., Boccamazzo, R., & Dunlap, M. It is okay to not be okay. *Panel presented on Todd Talks.*
- Guder, D. (chair), Kowert, R., Davis, A., Johns, A., Robinson, H. Socializing and mental health during quarantine. *Panel presented at Gen Conversations.*
- 2019 Kowert, R. (chair), Davis, A., Kelly, R., Stone, J., & Erikson, T. Parent's Just Don't Understand: Bridging the Tech Gap. *Panel presented at PAX West 2019.* Seattle, USA.
- Bean, A. (chair), Kowert, R., Tilton, S., Daniel, S., & Hughes, C. The Psychology of the Final Fantasy Series. *Panel presented at PAX West 2019.* Seattle, USA.
- Kowert, R. (chair), Davis, A., Kelly, R., Boccamazzo R., Bergendahl, M., & Bean, A. Games for Good: How Games Make Us Better. *Panel presented at PAX East 2019.* Boston, USA.
- Daniel, S. (chair), Bean, A., Hays, S., Tilton, S., Kelly, R., & Kowert, R. Remaking or Reinventing Games? The Science Behind Nostalgia. *Panel presented at PAX East 2019.* Boston, USA.
- Bean A., Hays, S., Kelly, R., Davis, A., Kowert, R., & Dunlap, K. So you want to use gaming in your career (somehow). *Panel presented at PAX East 2019.* Boston, USA.
- Farough, A., Futter, M., Duetzmann, S., Kowert, R., Phipps, J., & Meyer, K. Moral Panic Begone: Real Talk About Raising Gamer Kids. *Panel presented at PAX East 2019.* Boston, USA.
- Engel, A. (chair), MacLean, J., Dunlap, K., & Kowert, R. Are lootboxes ethical? *Panel presented at PAX East 2019.* Boston, USA.

- Bean, A. (chair), Kowert, R., Daniel, S., & Tilton, S. The psychology of the Legend of Zelda. *Panel Presented at SXSW Gaming 2019*, Austin, USA.
- Kowert, R. (chair), Boccamazzo, R., Kelly, R., Tompkins, Daniel, S., & Bean, T. The Video Game Debate. *Panel presented at PAX South 2019*. San Antonio, USA.
- Bean, A. (chair), Stone, J., Daniel, S., Kowert, R., Davis, A., & Kelly, R. Do you really control yourself? Gamer avatars. *Panel presented at PAX South 2019*. San Antonio, USA.
- 2018 Bean, A. (chair), Kowert, R., Tilton, S., Daniel, S., & Hays, S. The psychology of the Legend of Zelda. *Panel presented at PAX West 2018*. Seattle, USA.
- Boccamazzo, R. (chair), Kowert, R., Bean, A., Hughes, C., & Madigan, J. WHO said what?!: Let's talk facts about gaming disorder. *Panel presented at PAX West 2018*. Seattle, USA.
- Kulman, I.R. (chair), Kowert, R., Ferfguson, C., Messer, D. C., Messer, E.S., & Moyer, B. H. A clinician's guide to video games, social media, and other technologies for kids and families. *Panel presented at APA 2018*. San Francisco, USA.
- 2014 Kowert, R. (chair), Brown, A., Domahidi, E., Kuss, D., & Hussain, Z. (2014, July). Evaluating the Impact of Online Video Game Play on Inter- and Intra-Personal Sociability. *Symposium presented at the 28th International Congress of Applied Psychology Conference*. Paris, France.
- 2013 Kowert, R., & Brown, A. (chairs), Bowman, N., Holopainen, J., & Pearce, C. (2013, August). Defragging the Methodology of Games Studies. *Panel presented at DiGRA 2013: DeFragging Game Studies*. Atlanta, USA.

Papers Presented

- 2022 Kowert, R., & Daniel, E. (2022, May). The one-and-a-half sided parasocial relationship: The curious case of live streaming. *Paper presented at ICA 2022: One World, One Network*.
- Kowert, R., & Newhouse, A. (2022, March). The landscape of extremist behaviours in games. *Games Developer Conference (GDC)*.
- Kowert, R., & Cook, C. (2022, January). The toxicity of our (virtual) cities: Prevalence of dark participation in games and perceived effectiveness of reporting tools. *Paper presented at HICSS 2022*.

- 2021 Kowert, R. (2021, July). Changing the “games are bad” narrative. *Games Developer Conference (GDC)*.
- Cook, C., & Kowert, R. (2021, May). Toxic Waste Removal: Toxicity in Games and the Perceived Effectiveness of Reporting Tools. *Paper presented at the annual meeting of the International Communication Association*.
- Dunlap, K., & Kowert, R. (2021, April). The Monstrosity of Stigma: Mental Health Representation in Video Games. *Paper presented at Monstrosity Seminar, Tampere Finland*.
- 2017 Carras, M.C., Kalbarczyk, A., Wells, K., Banks, J., Kowert, R., & Latkin, C. (2017, October) “Idle hands make the devil’s work”: A qualitative study of video game use by individuals with mental and behavioural health problems. *Poster presented at the International Society for Research on Internet Interventions: Berlin, Germany*.
- Butt, M. A., de Wildt, L., Kowert, R., & Sandovar, A. M. (2017, July). Homo includes: Surveying DiGRA diversity. *Paper presented at Gaming the systems: Towards a more inclusive DiGRA workshop. DiGRA 2017: Melbourne, Australia*.
- 2016 Kaye, L. K., Kowert, R., & Quinn, S. (2016, June). The role of social identity and online social capital on psychosocial outcomes in MMO players. *Paper presented at the 21st Annual CyberPsychology, CyberTherapy, & Social Networking Conference. Dublin, Ireland*.
- Breuer, J., Bowman, N.D., Kieslich, K., Elson, M., Kowert, R., Kneer, J., Quandt, T., Lange, A., & Lange, R. (2016, June). Grand Theft Morals: The role of cultural differences and moral views for the evaluation of violent and sexual content in video games. *Paper accepted for presentation at ICA 2016 preconference: Just Games? Consider Games as More than Entertainment. Tokyo, Japan*.
- 2015 Bowman, N. D., Kowert, R., Breuer, J., Elson, M., Kieslich, K., Kneer, J., Quandt, T., Lange, A., & Lange, R. (2015, November). “It’s too dirty for me, so it’s too dirty for the kids”: A cross-comparison of German and US gamers’ differential reactions to an explicitly sexual or violent video game. *Paper presented at the National Communication Association. Las Vegas, USA*.
- Breuer, J., Elson, M., Kieslich, K., Bowman, N., Kowert, R., Quandt, T., Lange, A., & Lange, R. (2015, September). Moral Combat – Moral foundations and the evaluation of violent and sexual content in video games. *Paper accepted for presentation at the 9th Conference of the Media Psychology Division. Tübingen, Germany*.
- Kowert, R., Breuer, J., Festl, R., & Quandt, T. (2015, May). Women are from FarmVille, Men are from ViceCity: Exclusion and sexism in video game content

and culture. *Paper presented at ICA 2015: Communication Across the Life Span*. San Juan, Puerto Rico.

- 2014 Bowman, N. D., Kowert, R., Cohen, E. L. (2014, November). When the ball stops, the fun stops too: The impact of social inclusion on video game enjoyment. *Paper presented at NCA 2014*. Chicago, USA.

Kowert, R., Breuer, J., Festl, R., & Quandt, T. (2014, August). Sexism and the gender divide within the video game playing community. *Paper presented at multi.player 2 conference*. Münster, Germany.

Kowert, R., Domahidi, E., Festl, R., & Quandt, T. (2014, August). Socially displacing or augmenting? Evaluating the impact of social video game play on adolescent players. *Paper presented at multi.player 2 conference*. Münster, Germany.

Kowert, R., Vogelgesang, J., Festl, R., & Quandt, T. (2014, May). Psychosocial Causes and Consequences of Increased Online Video Game Involvement. *Paper presented at ICA 2014: Communication and the 'Good Life'*. Seattle, USA.

Kowert, R., & Domahidi, E. (2014, May). Examining the Relationship between Online Video Game Involvement and Gaming-Related Friendships among Emotionally Sensitive Individuals. *Paper presented at ICA 2014: Communication and the 'Good Life'*. Seattle, USA.

Domahidi, E., & Kowert, R. (2014, May). Examining the Impact of Gaming-Related Friendships on Social Capital among Social Online Game Players. *Paper presented at ICA 2014: Communication and the 'Good Life'*. Seattle, USA.

- 2013 Kowert, R. (2013, July). Video Game Involvement and Social Skills: A Systematic Review of the Literature. *Paper presented at ICA 2013: Challenging Communication Research*. London, England.

Kowert, R., & Oldmeadow, J. A. (2013, July). Seeking Social Comfort: The Social and Emotional Motivations Underlying Online Video Game Involvement. *Paper presented at ICA 2013 preconference The Power of Play: Motivational Uses and Applications*. London, England.

- 2012 Kowert, R., & Oldmeadow, J. A. (2012, October). (A)social Reputation: Exploring the Relationship Between Game Involvement and Social Competence. Paper presented at *ECREA 2012 Pre-Conference, Experiencing Digital Games: Use, Effects, & Culture of Gaming*. Istanbul, Turkey.

- 2011 Kowert, R., & Oldmeadow, J. A. (2011, July). "Party Animal or Dinner for One: Are Online Gamers Socially Inept?" Paper presented at the *multi.player* conference. Hohenheim, Germany.

2010 Kowert, R., & Oldmeadow, J. A. (2010, June). Geek or Chic: Perceptions of Online Gamers. Paper presented at *Under the Mask 2010*. Bedfordshire, England.

TEACHING AND SUPERVISION EXPERIENCE

Leyline Professional Trainings (CE)

Video Game Effects: 101 (Summer, 2020)

The University of Erfurt

Gaming in a Social World (Summer, 2014)

Graduate Project Supervision (Summer & Spring, 2014 – 2015)

The University of Utrecht

Empirical research Methods and Design (Summer, 2014)

The University of York

Undergraduate Project Supervision (Autumn & Spring, 2010 – 2012)

Introduction to Social Psychology (Spring 2010-2011)

Persuasion and Advertising (Spring, 2010 – 2012)

Introduction to Communication Skills (Autumn, 2011-2012)

Introduction to Neurochemistry (Autumn, 2012)

SERVICE TO PROFESSION

Leadership

- Board member, Raising Good Gamers (Fair Play Alliance), 2020 – present
- Board member, Connected Camps, 2020 – present
- Co-chair of the Diversity Working Group for the Digital Games Research Association (DiGRA), 2015 – present
- Scientific board member, Communication and Media Research Centre, 2014 – present
- Board member (Secretary) for the International Communication Association, Game Studies Division, 2014 - 2016
- Editorial board member, *Journal of Gaming and Virtual Worlds*, 2012 – present
- Co-founder of DiGRA Students, 2012

Advisory

- Advisory member of the Extremism in Games Research Network (EGRN), 2022 - present
- Advisory member for Horizon Europe Framework Programme (HORIZON): Good Game (GG) Understanding the present and future of EU Videogame culture, 2022 - present
- Advisory member, Mental Health Foundation (UK), 2021 – present
- Advisory member, Global E-Sports Federation, Education Culture and Wellness, 2020 - present

- Advisory member, E-Sports and Wellness Initiative, UC Irvine, 2020 - present
- Advisory member, *The Computer Games Journal*, 2014 – present

REVIEWING EXPERIENCE

- *Journal of Communication*, 2015 – present
- *Journal of Social Psychology*, 2015 - present
- *Media Psychology*, 2015 - present
- *Cyberpsychology, Behaviour, and Social Networking*, 2014 - present
- *Computers in Human Behaviour*, 2013 - present
- *Sex Roles*, 2013 – present
- *Journal of Gaming and Virtual Worlds*, 2012 – present

PROFESSIONAL MEMBERSHIPS

Global esports Federation (Joined 2020)

National Communication Association (Joined 2015)

International Communication Association (Joined 2013)

European Communication Research and Education Association (Joined 2013)

Digital Games Research Association (Joined 2012)