Rachel Kowert
Curriculum Vitae

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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.

       Ahn, G. (*in prep*). The Virtual Reality 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 Melon: ETC Press

Ferchaud, A. (i*n prep*). The Psychology of The Umbrella Academy. 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

2023   Schlegel, L., & Kowert, R. (*forthcoming*). Games and Extremism. New York: Routledge.

Schrier, K., Leonard, D., Porkka-Kontturi, T., & Kowert, R. (2023). 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

2023   Kowert, R. & Crevoshay, E. (2023). Harassment of game makers: Prevalence and impact. *F1000 Research*.

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., Sandovar, A. (2018). Homo Includens: 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., Kalarczyk, A., Wells, K., Banks, J., Kowertm, 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
2023   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.

Kowert, R., Boudreau, K., Stone, J. (*forthcoming*). Gaming, identity production, and social connection. In V. Harrison, A. Collier, & S. Adelsheim (Eds) *Social media and youth mental health: A public health perspective.* American Psychiatric Association.

Kowert, R., & Newhouse, A. (*forthcoming*). Games as cultural assets of influence. In S. Lakhani (Ed.) *The Sociology of Violent Extremism*. Oxford University Press.

Newhouse, A., & Kowert, R. (*forthcoming*). Down the radicalization funnel: digital games as vehicles for extremist recruitment and moblization. In L. Schlegel & R. Kowert (Eds) *Games and Extremism*. New York: Routledge.

Dunlap, K., & Kowert, R. (*forthcoming*). Representation of Mental Health in the Witcher. In R. Kowert *Psychgeist of the Witcher*. ETC Press.

2022   Kowert, R. (2022). Creating Social and Emotional Bridges. In L. Chow (Ed.) *Changing the Game*. River Grove Books.

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. Sturmey (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. (2022). Extremist action in digital gaming spaces: The role of identity fusion. *Global Network on Extremism and Technology*.

Kowert, R., & Woodwell, L. (2022). Moderation challenges in digital gaming spaces: Prevalence of offensive behaviors in voice chat. *A Whitepaper by Take This*.

Kowert, R., Fredman, A., & Haslam, J. (2022). Gender discrimination in the game industry: From exclusion to allyship. *Game Awards Future Class Project*.

Kowert, R., Botelho, A., & Newhouse, A. (2022). Breaking the Building Blocks of Hate: A case study of Minecraft servers. *A report from the Anti-Defemination 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/p8ywje17wwa43yi/ 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.scientific american.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)

GRANTS AND FELLOWSHIPS

2023   Canadian Resiliency Fund ($100,000 CAD)

Funding for a one-year project led by the Extremism in Gaming Research Network. This project will examine socialization as a nexus for radicalization across gaming and gaming-adjacent platforms, with a specific focus on gendered experiences. The primary aim of this project is to better understand the dynamics and spread of misogyny and ethnic-based discrimination and how these experiences may drive racialization within gaming spaces where it operates as a nexus to radicalization.

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.

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.

This talk will explores the ways in which toxic behavior and toxic gamer cultures permeate beyond the virtual walls of our digital playgroups. This includes 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 ends 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.

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

As a discipline, game studies have been continually growing and innovating. This talk explores 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 is 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 closes 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.*

This talk discusses 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.

This talk challenges many preconceived notions about what games are and what they are not. Focus is 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 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 presents 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.

This talk discusses 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, online games can (and should) be harnessed as socially rehabilitative environments.

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

2023   Frommell, J., Mandryk, R., Canossa, A., Kordyaka, B., Kou, Y., Kowert, R., & Turkay, S. (2023). Combatting toxicity, hate, and harassment in online games: A workshop at FDG 2023. *Foundations of Digital Games Conference*, Lisbon, Portugal.

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.*

Crevoshay, 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 Con-versations*.

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.

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.

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.

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.

2018   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., Ferguson, 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., Kalbarcyk, 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 Kombat – 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

I have developed and administered more than 100 workshops in university, public, and online settings. Subjects have included, but are not limited to:

- Toxicity, hate, and harassment in online games
- Optimizing game design: Diversity, representation, and psychological impact
- Video Game Effects: What do games really do?
- Social impact of digital games
- Empirical research methods and design
- Introduction to Social Psychology
- Persuasion and Advertising
- Introduction to Communication Skills
- Introduction to Neurochemistry

I have also supervised several graduate level students at the masters and PhD level.

SERVICE TO PROFESSION

Leadership
- Senior Associate Editor, ACM Games and Practice, 2022 - present
- 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
- *International Communication Association*, 2014 – 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
- *Digital Games Research Association*, 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)