

Rachel Kowert
Curriculum Vitae

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I am a research psychologist with over 15 years of research, education, and advocacy experience around the uses and effects of games, with a special focus on issues related to mental well-being. For the last five years, my work has primarily focused on advocacy around issues related to trust and safety in digital game and game-adjacent spaces, where I have led research and educational initiatives aimed at better informing game makers, game players, policy makers, and the public about the risks and contributions these digital mediums offer. I am deeply committed to public and private advocacy efforts centered on enhancing digital citizenship, fostering digital literacy, and shaping public policy in and around games.

EDUCATION

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

PROFESSIONAL APPOINTMENTS

- 2023 - current Honorary Visiting Professor, The University of York,
Department of Computer Science
- 2019- current Research Director, Take This
- 2016-2020 Researcher Lead, International Social Games Association
- 2012-2014 Associate Researcher, University of Münster, Department of
Communication,

PUBLICATIONS

Books

- 2023 Farough, A., & Kowert, R. (2023). Digital Playgrounds: Learning and connecting through games. Pittsburgh: ETC Press.
- 2022 Farough, A., & Kowert, R. (2022). Digital Playgrounds: Our kids and video games. 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)

2024 Ahn, G. (*in prep*). The Virtual Reality Debate. In R. Kowert & T. Quandt (Eds.) *Debates in Media Studies*. New York: Routledge.

vonPape, T., & Karnowski, V. (2024). 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)

2024 Ferchaud, A. (Ed.) (*forthcoming*). Psychologist of Pop Culture: Umbrella Academy. In R. Kowert (Ed.) *The Psychology of Pop Culture*. Carnegie Mellon: ETC Press

Tompkins, J. (Ed.) (2024). Psychgeist Pop Culture: The Mandalorian. In R. Kowert (Ed.) *The Psychology of Pop Culture*. Carnegie Mellon: ETC Press

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

Edited Volumes

2024 Kowert, R. Steinkeuler, C., & Lakhani, S. (*forthcoming*). Games and Extremism. *Frontiers in Media Studies*.

Schlegel, L., & Kowert, R. (2024). Games and Extremism: The radicalization of our digital playgrounds. New York: Routledge.

Schrier, K., Leonard, D., Porkka-Kontturi, T., & Kowert, R. (2024). Learning, Education, & Games: 50 games to use for inclusion, equity, and justice. 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

2024 Kowert, R., Kilmer, E., & Newhouse, A. (2024). Taking it to the extreme: prevalence and nature of extremist sentiment in games. *Frontiers in Psychology*.

Kilmer, E., & Kowert, R. (2024). Addressing toxicity and extremism in games: Conversations with the video games industry. *Games and Culture*.

Kilmer, E., Sisman, Z., & Kowert, R. (2024) From Avoidance to Action: A Call for Open Dialogue on Hate, Harassment, and Extremism in the Gaming Industry. *ACM Games Research and Practice*.

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., 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

2024 Kowert, R., Rosenblat, M. (*forthcoming*). The (in)human right to privacy and freedom of speech in gaming spaces. In A. King (Ed). *Terrorism, Hate, and Criminology: A Cultural and Human Rights Approach*. Dubuque: Kendall-Hunt.

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. (2024). Digital games as vehicles for extremist recruitment and mobilization. In L. Schlegel & R. Kowert (Eds) *Games and Extremism*. New York: Routledge.

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.

2023 Kowert, R. & Dunlap, K.. (2023). Monsters of Men: Geralt and non-toxic masculinity. In R. Kowert *Psychgeist of the Witcher*. Pittsburg: ETC 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.

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

2024 Kowert, R., Kilmer, E., & Newhouse, A. (2024). Culturally justified hate: Prevalence and mental health impact of dark participation in games. HICSS. Honolulu, HI.

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. Honolulu, HI.

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

2024 Kowert, R. & Kilmer, E. (2024). Toxicity and the bottom line: The impact of hate and harassment on player retention and in-game purchases. *A Whitepaper by Take This*.

Kilmer, E., & Kowert, R. (2024). Empowering the gaming industry: Strategies for

- addressing hate, harassment and extremism in online communities. *A Whitepaper by Take This*.
- Kilmer, E., & Kowert, R. (2024). Grooming for violence: Similarities between radicalisation and grooming processes in gaming spaces. *Global Network on Extremism and Technology (GNET)*. Retrieved from <https://gnet-research.org/2024/02/08/grooming-for-violence-similarities-between-radicalisation-and-grooming-processes-in-gaming-spaces/>
- Kowert, R., Kilmer, E., Nelson, A., & Newhouse, A. (2024). Rise in hateful rhetoric in games. Retrieved from <https://www.takethis.org/2024/01/rise-in-hateful-rhetoric-in-games/>
- 2023 Kowert, R. & Kilmer, E. (2023). Extremism in games: A Primer. *A Whitepaper by Take This*.
- Kowert, R. & Kilmer, E. (2023). Toxic games are alienating your core demographic: The business case for community management. *A Whitepaper by Take This*.
- Kowert, R., Martel, A., & Swann, W. B. (2023). You are what you play: The risks of identity fusion in toxic gamer cultures. *ACM Games Research & Practice*.
- 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-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.
- Kowert, R. (2017, February). What parents need to know about sexism, misogyny, and harassment in online games. *Fangirl Magazine*.
- 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*.
- Kowert, R. (2014, February 27). The Gamer Identity Crisis: Towards a Reclamation. *First Person Scholar*.

AWARDS AND HONORS

- 2024 Finalist, Global Community Award, University of York Alumni Awards
- 2021 Inductee, The Video Game Awards Future Class
- Finalist, Top Educator Award, *The Game*HER Awards*
- Hermes Gold Award Winner, Communications Pandemic Response for ESRB Stay Well, Play Well.
- Telly Award winner, Branded Content Campaign for ESRB Stay Well, Play Well.
- Community Award Winner, Golden TTRPGIFS awards for “*Parasocial Relationships in Games*” panel
- 2020 Top Presentation Award Winner, *Game Developers Conference*
- 2017 Honourable Mention (Science), Forward INDIES book of the year for *A Parent’s Guide to Video Games*

GRANTS AND FELLOWSHIPS

- 2024 **Research Fellowship, Center for Digitized Societies**
 A summer fellowship, hosted by the Center for Digitized Societies at the University of Muenster, Germany. During this fellowship, I will be conducting cross-cultural research related to the prevalence and severity of online social harms in collaboration with the lab of Prof. Thorsten Quandt.

- 2023 **Consultant, Horizon Europe Research and Innovation Actions**
\$3.15 million EURO
 Three-year project led by College Green Trinity College (Dublin) on the project Gaming Ecosystems as a Multi Layered Security Threat (GEMS). The primary aim of this project is to provide an evidence base to understand how radicalization in digital gaming spaces and best practices for prevention measures.
- Consultant, Canadian Resiliency Fund**
\$100,000 CAD
 One-year project led by the Extremism in Gaming Research Network. This project will examine socialisation 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 **Primary Investigator, Department of Homeland Security TVTP**
\$700,000 USD
 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

- 2024 Kowert, R. (2024, September). How far have we come since #GamerGate? *Alt+F4 Conference*. Detroit, Michigan.
- Kowert, R. (2024, August). People not pixels. Unleashing the transformative power of games in shaping our future. *Something Digital*. Brisbane, Australia.
- Kowert, R. (2024, August). Blame less, play more: Why blaming games (instead of playing them) has made the world worse. *Serious Play*. Toronto, Canada.
- 2023 Kowert, R. (2023, April). Moderating the Metaverse. *Irene Casteel Endowed Speaker Series, Ohio Northern University*. Ada, Ohio.
- 2022 Kowert, R. (2022, October). Toxic, schmoxic? Normalization of hate in gaming spaces. *Meaningful Play*, East Lansing, Michigan.
- Kowert, R. (2022, September) Moving beyond the MMORPG years: A

- retrospective look at research innovation in games studies. *IGGI*, York, UK.
- 2020 Kowert, R. (2020, November). Digital Games in the “After Times.” *National Communication Association, Game Studies Division*.
- 2017 Kowert, R. (2017, October). Challenging our beliefs about parenting in a digital world. *Keynote presented at BRAVE – Annual Women’s Conference*. Austin, Texas.
- 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.
- 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.

INVITED SPEAKING ENGAGEMENTS

- 2024 Kowert, R. (March, 2024). Stop Blaming Games for Society’s Problems. *South by Southwest (SXSW)*, Austin, Texas.
- Kowert, R. (March, 2024). The ROI on T&S: Toxicity and the bottom line. *Games Developer Conference (GDC)*. San Francisco, California.
- 2023 Kowert, R. (2023, November). Extreme Gaming: Extremist radicalization in online gaming spaces. *New York University*. New York, New York.
- Kowert, R. (2023, July). The Future of Video Games. *Games For Change Festival*. New York, New York.
- Kowert, R. (2023, March). Totally Not Radical Man: Games and Extremism. *UC Irvine Informatics Speaker Series*. Irvine, California.
- 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*.
- Crevosshay, 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

- 2024 Kowert, R. (2024, January). Culturally Justified Hate: Prevalence and mental health impact of dark participation in games. *HICSS, Honolulu, Hawaii.*

- 2023 Newhouse, A., & Kowert, R. (2023, March). Mitigating harm in design: Extremism and the gamification of violence. *Games Developer Conference (GDC)*. San Francisco, California.
- 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 behaviors in games. *Games Developer Conference (GDC)*. San Francisco, California.
- 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*. Honolulu, HI.
- 2021 Kowert, R. (2021, July). Changing the “games are bad” narrative. *Games Developer Conference (GDC)*. San Francisco, California.
- 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*. Toronto, Canada.
- 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

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
- Psychological impact of digital games
- Empirical research methods and design
- Introduction to Social Psychology
- Introduction to Communication Skills

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

SERVICE TO PROFESSION

Leadership

- Advisory Board Chair, GIFCT Working Group, Gaming Community of Practice (2024)
- Vice President, Extremism in Games Research Network (EGRN), 2024 - present
- Senior Associate Editor, ACM Games and Practice, 2022 - 2024
- Board member, Raising Good Gamers (Fair Play Alliance), 2020 – present
- Board member, Connected Camps, 2020 – 2023

- Co-chair of the Diversity Working Group for the Digital Games Research Association (DiGRA), 2015 – 2017
- Board member, International Communication Association, Game Studies Division, 2014 - 2016
- Co-founder of DiGRA Students, 2012

Advisory

- Advisory Board, Global and Mental Health Task Force: Games and Immersive Media Working Group (2024)
- Advisory Board, GIFCT Working Group, Meaningful Transparency (2023)
- Scientific Advisory Board, VR Eval
- Advisory Board, Center for Doctoral Training in Intelligent Games and Game Intelligence (iGGi), University of York
- Advisory member, Mental Health Foundation (UK)
- Advisory member, Global E-Sports Federation, Education Culture and Wellness
- Advisory member, E-Sports and Wellness Initiative, UC Irvine

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)