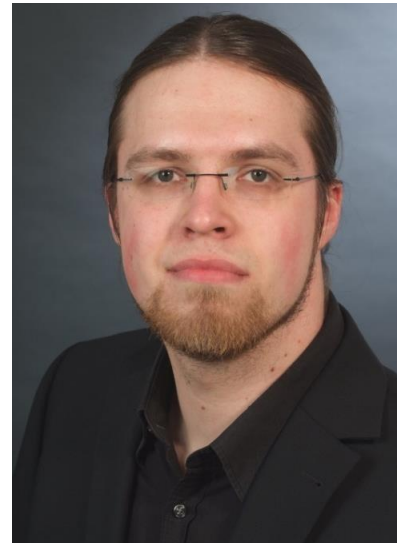


Lebenslauf

Zur Person

Name	Malte Elson
Geburtsdatum und –ort	08.04.1986 in Köln
Anschrift	Paffrather Str. 20 51069 Köln
Telefon (Büro)	+49 234 32 26083
E-Mail	malte.elson@rub.de
Webseite	www.malte-elson.com



Ausbildung

2011-2014	Promotion (Psychologie), Universität zu Köln (<i>summa cum laude</i>) <i>Dissertation: Something is Rotten in the State of Aggression Research: Novel Methodological and Theoretical Approaches to Research on Digital Games and Human Aggression (Betreuer: Prof. Dr. Gary Bente / Prof. Dr. Christopher Ferguson)</i>
2005-2011	Studium der Psychologie (Diplom), Universität zu Köln (<i>Note: 1,1</i>) <i>Diplomarbeit: The Effects of Displayed Violence and Game Speed in First-Person Shooters on Physiological Arousal and Aggressive Behavior (Betreuer: Prof. Dr. Julia Kneer / Prof. Dr. Thorsten Quandt)</i>

Berufliche Erfahrung

Seit 2018	Junior-Professor für Psychology der Mensch-Technik-Interaktion, Fakultät für Psychologie, Ruhr-Universität Bochum
2015-2017	Wissenschaftlicher Mitarbeiter am Lehrstuhl für Pädagogische Psychologie (Prof. Dr. Nikol Rummel), Ruhr-Universität Bochum
2012-2014	Wissenschaftlicher Mitarbeiter am Lehrstuhl für Onlinekommunikation (Prof. Dr. Thorsten Quandt), Westfälische Wilhelms-Universität Münster
2011-2012	Wissenschaftlicher Mitarbeiter am Lehrstuhl für Kommunikationswissenschaft, Medien und ICT (Prof. Dr. Lieven de Marez), Universität Gent
2009-2011	SHK am Deutschen Institut für Internationale Pädagogische Forschung, Bildungsqualität und Evaluation (Prof. Dr. Johannes Naumann), Frankfurt/Main
2007-2009	SHK am Lehrstuhl für Sozial- und Medienpsychologie (Prof. Dr Gary Bente), Universität zu Köln

Forschungsschwerpunkte

Lern- und Problemlöseprozesse in der IT-Sicherheit
Meta Science, insb. Peer Review und wissenschaftliche Qualitätssicherung
Psychologische Forschungsmethoden
Medienwirkung und Mediengewalt

Eingeworbene Drittmittel

2017	821.048,55 €	Ministerium für Innovation, Wissenschaft und Forschung des Landes Nordrhein-Westfalen
2016	2800 €	Ruhr-Universität Bochum, Center of Educational Studies (Reisemittel)
2015	5000 €	Global Young Faculty Nachwuchsförderung
2015	1500 €	Deutscher Akademischer Austauschdienst (Reisemittel)
2015	2200 €	Ruhr-Universität Bochum, Center of Educational Studies (Reisemittel)
2015	2000 \$	Association for Psychological Science (Forschungsmittel)
2012	750 €	Deutsche Gesellschaft für Publizistik und Kommunikationswissenschaft, Fachgruppe Methoden (Reisemittel)

Preise und Auszeichnungen

2015	Media Psychology Division-Dissertationspreis der American Psychological Association
2015	Game Studies Top Paper Award (2. Platz) der International Communication Association
2012	Paul F. Lazarsfeld-Diplomarbeitspreis der Deutschen Gesellschaft für Publizistik und Kommunikationswissenschaft

Mitgliedschaften

Seit 2016	Society for the Improvement of Psychological Science
Seit 2012	Deutsche Gesellschaft für Psychologie (DPGs)

Reviewing (Fachzeitschriften)

Editorial Board	Journal of Media Psychology Meta Psychology
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Ad-hoc	<p>Advances in Methods and Practices in Psychological Science Behavior & Information Technology BMC Psychology Collabra: Psychology Communication Methods & Measures Communication Research Reports Communication Theory Computers in Human Behavior European Journal of Social Psychology Human Communication Research IEEE Transactions on Education International Journal of Communication Journal of Communication Journal of Computer-Mediated Communication Journal of Educational Measurement Journal of Educational Psychology Journal of Experimental Social Psychology Journal of Individual Differences Mass Communication & Society Media Psychology Nature Human Behavior New Media & Society Perspectives on Psychological Science Plos One Psychology of Popular Media Culture Review of Communication Research Social Psychology Zeitschrift für Psychologie</p>
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Weitere Kenntnisse

Fremdsprachen	Englisch (sehr gut)
Anwendungen	Photoshop, R, SPSS, LaTeX
Programmier- /Skriptsprachen	R; HTML, PHP, JavaScript, CSS, SQL; Presentation, E-Prime

Sonstige Aktivitäten

Seit 2017	Sprecher der Fachgruppe Medienpsychologie der Deutschen Gesellschaft für Psychologie (von 2013-2017 Vertreter der Jungmitglieder)
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Betreiben des Wissenschaftsblogs www.the100.ci (mit Julia Rohrer, Universität Leipzig; Anne Scheel, Technische Universität Eindhoven; Ruben Arslan, Universität Göttingen)

- 2016-2018 Gründungs- und Vorstandsmitglied der "Society for the Improvement of Psychological Science" (SIPS)
- Seit 2014 Mitglied des "News Media, Public Education and Public Policy Committee" der Media Psychology Division (46) der American Psychological Association
- Seit 2013 Administrator von *JournalReviewer.org* (mit Prof. Dr. James Ivory, Virginia Tech)
- 2013-2015 Mitglied der Kommission "Mediengewalt" der Fachgruppe Medienpsychologie der Deutschen Gesellschaft für Psychologie (DGPs)

Lehre & Workshops (die letzten 6 Semester)

- SS 2019 S Medienwirkung und Lernen mit Medien
Ruhr-Universität Bochum
- WS 2018/19 V Einführung in die Forschungsmethoden der Psychologie
Ruhr-Universität Bochum
- W Die Rolle von Standardisierung in der (meta-analytischen) Interpretation psychologischer Forschung
Technische Universität Dresden
- SS 2018 S Medienwirkung und Lernen mit Medien
Ruhr-Universität Bochum
- Ü Experimentalpraktikum
Ruhr-Universität Bochum
- W Langweiliges mit „P“: Präregistrierung, Power, p-Hacking, Publikationsbias und Peer Review
Fachgruppe Entwicklungspsychologie (DGPs)
- W Open (your) Science: Notwendigkeit und Möglichkeiten offener empirischer Sozialforschung
Eberhard Karls Universität Tübingen
- WS 2017/18 W Langweiliges mit „P“: Präregistrierung, Power, p-Hacking, Publikationsbias und Peer Review
Universität Hohenheim
- SS 2017 Ü Empirische Datenerhebung im Lehrerberuf: Verstehen und Bewerten
Ruhr-Universität Bochum
- Ü Empirische Datenerhebung im Lehrerberuf: Verstehen und Durchführen
Ruhr-Universität Bochum

Artikel in Fachzeitschriften (Peer-Reviewed)

Elson, M., Ferguson, C. J., Gregerson, M., Hogg, J. L., Ivory, J., Klisanin, D., ... Wilson, J. (in press). Do policy statements on media effects faithfully represent the science? *Advances in Methods and Practices in Psychological Science*. *Online ahead of print*. doi:2515245918811301

LeBel, E. P., McCarthy, R. J., Earp, B. D., **Elson, M.**, & Vanpaemel, W. (2018). A unified framework to quantify the credibility of scientific findings. *Advances in Methods and Practices in Psychological Science*, 1(3), 389–402. Doi:10.1177/2515245918787489

McCarthy, R. J., & **Elson, M.** (2018). A Conceptual Review of Lab-Based Aggression Paradigms. *Collabra: Psychology*, 4(1). doi:10.1525/collabra.104

van Rooij, A. J., Ferguson, C. J., Colder Carras, M., Kardefelt-Winther, D., Shi, J., Aarseth, E., ... **Elson, M.**, ... & Przybylski, A. K. (2018). A weak scientific basis for gaming disorder: Let us err on the side of caution. *Journal of Behavioral Addictions*, 1–9. doi:10.1556/2006.7.2018.19

Elson, M., & Przybylski, A. K. (2017). The science of technology and human behavior: Standards, old and new. *Journal of Media Psychology*, 29(1), 1-7. doi:10.1027/1864-1105/a000212

Hagger, M. S., Chatzisarantis, N. L. D., Alberts, H., Anggono, C. O., Batailler, C., Birt, A., ... **Elson, M.**, ... Zweinenberg, M. (2016). A multi-lab pre-registered replication of the ego-depletion effect. *Perspectives on Psychological Science*, 11(4), 546-573. doi: 10.1177/1745691616652873

Elson, M., & Quandt, T. (2016). Digital games in laboratory experiments: Controlling a complex stimulus through modding. *Psychology of Popular Media Culture*, 5(1), 52-65. doi: 10.1037/ppm0000033

Kneer, J., **Elson, M.**, & Knapp, F. (2016). Fight fire with rainbows: The effects of displayed violence, difficulty, and performance in digital games on affect, aggression, and physiological arousal. *Computers in Human Behavior*, 54, 142-148. doi:10.1016/j.chb.2015.07.034

Quandt, T., Van Looy, J., Vogelgesang, J., **Elson, M.**, Ivory, J., Mäyrä, F., & Consalvo, M. (2015). Digital games research: A survey study on an emerging field and its prevalent debates. *Journal of Communication*, 65(6), 975-996. 10.1111/jcom.12182

Ivory, J. D., Markey, P. M., **Elson, M.**, Colwell, J., Ferguson, C. J., Griffiths, M. D., Savage, J., & Williams, K. D. (2015). Manufacturing consensus in a diverse field of scholarly opinions: A comment on Bushman, Gollwitzer, and Cruz. *Psychology of Popular Media Culture*, 4(3), 222-229. doi: 10.1037/ppm0000056

Elson, M., Breuer, J., Van Looy, J., Kneer, J., & Quandt, T. (2015). Comparing apples and oranges? Evidence for pace of action as a confound in research on violence in digital games. *Psychology of Popular Media Culture*, 4(2), 112-125. doi: 10.1037/ppm0000010

Elson, M., & Breuer, J., Ivory, J. D., & Quandt, T. (2014). More than stories with buttons: Narrative, mechanics, and context as determinants of player experience in digital games. *Journal of Communication*, 64(3), 521-542. doi: 10.1111/jcom.12096

Elson, M., & Mohseni, M. R., Breuer, J., Scharkow, M., & Quandt, T. (2014). Press CRTT to measure aggressive behavior: The unstandardized use of the Competitive Reaction Time Task in aggression research. *Psychological Assessment, 26*(2), 419-432. doi: 10.1037/a0035569

Elson, M., & Ferguson, C. J. (2014). Twenty-five years of research on violence in digital games and aggression: Empirical evidence, perspectives, and a debate gone astray. *European Psychologist, 19*(1), 33-46. doi: 10.1027/1016-9040/a000147

Elson, M., & Ferguson, C. J. (2014). Does doing media violence research make one aggressive? The ideological rigidity of social cognitive theories of media violence and response to Bushman and Huesmann (2013), Krahe (2013), and Warburton (2013). *European Psychologist, 19*(1), 68-75. doi: 10.1027/1016-9040/a000185

Elson, M., & Ferguson, C. J. (2013). Gun violence and media effects: Challenges for science and public policy. *The British Journal of Psychiatry, 203*(5), 322-324. doi: 10.1192/bjp.bp.113.128652

Artikel in Conference Proceedings (Peer-Reviewed)

Wiesen, C., Becker, S., Fyrbiak, M., Albartus, N., **Elson, M.**, Rummel, N., & Paar, C. (2018). Teaching hardware reverse engineering: Educational guidelines and practical insights. *2018 IEEE International Conference on Teaching, Assessment, and Learning for Engineering (TALE)* (pp. 438–445), IEEE. doi: 10.1109/TALE.2018.8615270

Fyrbiak, M., Strauß, S., Kison, C., Wallat, S., Elson, M., Rummel, N., & Paar, C. (2017). Hardware reverse engineering: Overview and open challenges. *2017 2nd International Verification and Security Workshop, IVSW 2017*. doi: 10.1109/IVSW.2017.8031550

Wichmann, A., Hecking, T., **Elson, M.**, Christmann, N., Herrmann, T., & Hoppe, U. (2016). Group formation for small-group learning: Are heterogeneous groups more productive? *12th International Symposium on Open Collaboration*.

Publizierte Datensätze & Metawissenschaftliche Publikationen

Elson, M. (2017). FlexibleMeasures.com: Go/No-Go Task. doi:10.17605/OSF.IO/GSX52

Elson, M. (2016). FlexibleMeasures.com: Competitive Reaction Time Task. doi:10.17605/OSF.IO/4G7FV

Beiträge in Sammelbänden und Lexika

Breuer, J., **Elson, M.**, Pietschmann, D., & Liebold, B. (in press). Spectator Mode: Forschungsethische Fragen bei der Beobachtung von Computerspielern. [Ethical considerations in observational studies of computer game players]. In J. Vogelgesang, J. Matthes, C. Schieb, & T. Quandt (Eds.), *Beobachtungsverfahren in der Kommunikationswissenschaft*. Cologne, Germany: Halem.

Holz Ivory, A., Ivory, J. D., & Elson, M. (2019). Survival of the fittest interpretation of data. Problems with flexible analysis and interpretation of digital games research based in evolutionary psychology theories, and open science as a solution. In J. Breuer, D. Pietschmann, B. Liebold, & B. P. Lange (Eds.), *Evolutionary Psychology and Digital Games: Digital Hunter-Gatherers* (pp. 61–71). New York, NY: Routledge.

Breuer, J., & Elson, M. (2017). Frustration-aggression theory. In P. Sturmey (Ed.), *The Wiley Handbook of Violence and Aggression*. Chichester, UK: Wiley. Doi: 10.1002/9781119057574.whbva040

Elson, M. (2017). Question wording and item formulation. In J. Matthes, C. S. Davis, & R. F. Potter (Eds.), *The International Encyclopedia of Communication Research Methods*. Hoboken, NJ: Wiley. doi: 10.1002/9781118901731.iecrm0200

Elson, M. (2017). Mediengewalt. [Media violence]. In M. A. Wirtz (Ed.), *Dorsch: Lexikon der Psychologie* (18th ed.; p. 1076). Bern, Switzerland: Hogrefe.

Elson, M. (2016). Gewalt. [Violence]. In N. C. Krämer, S. Schwan, D. Unz, & M. Suckfüll (Eds.), *Medienpsychologie: Schlüsselbegriffe und Konzepte* (2nd ed.; pp. 424-431). Stuttgart, Germany: Kohlhammer.

Breuer, J., & Elson, M. (2014). Lernwerkzeug, Suchtmittel oder doch nur ein Spiel? Über die Wirkung von Computer- und Videospiele auf ihre Nutzer/-innen. In S. Bischoff, A. Büsch, G. Geiger, L. Harles & P. Holnick (Eds.), *Was wird hier gespielt? Computerspiele in Familie 2020* (pp. 45-68). Opladen, Germany: Barbara Budrich.

Elson, M., Breuer, J., & Quandt, T. (2014). Know thy player - An integrated model of player experience for digital games research. In M. C. Angelides & H. Aguis (Eds.), *Handbook of Digital Games* (pp. 362–387). Hoboken, NJ: Wiley.

Elson, M., & Breuer, J. (2014). Isolated violence, isolated players, isolated aggression: The social realism of experimental research on digital games and aggression. In T. Quandt & S. Kröger (Eds.), *Multiplayer. The Social Aspects of Digital Gaming* (pp. 226-233). London, UK: Routledge.

Konferenzbeiträge ohne Proceedings (Peer-Reviewed)

Elson, M., & Przybylski A. K. (2017). *The Empirical Foundation of Media Psychology: Standards, Old and New*. Paper presented at the 51st Conference of the German Psychological Society (DGPs), Frankfurt/Main, Germany.

Elson, M. (2017). *Statistische Inferenz in der Pädagogischen Psychologie*. Paper presented at the joint Conference of the Educational Psychology Division and the Developmental Psychology Division of the German Psychological Society (DGPs), Münster, Germany.

Elson, M., & Przybylski A. K. (2017). *The Empirical Foundation of Media Psychology: Standards, Old and New*. Paper presented at the 10th Conference of the Media Psychology Division of the German Psychological Society (DGPs), Landau, Germany.

Elson, M. (2017). *Methodische Flexibilität und meta-analytische Forschungssynthese in der Psychologie*. Paper presented at the 14th Conference of the Personality and Differential Psychology Division of the German Psychological Society (DGPs), München, Germany.

Elson, M., & Erdmann, J. (2017). *Statistische Inferenz in der empirischen Bildungsforschung und Erziehungswissenschaft*. Paper presented at the 9th Conference of the Gesellschaft für Empirische Bildungsforschung, Heidelberg, Germany.

Bowman, N. D., Kowert, R., Breuer, J., **Elson, M.,** Kieslich, K., Kneer, J., Quandt, T., Lange, A., & Lange, R. (2016). *"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 101st Conference of the National Communication Association, Las Vegas, NV.

Christmann, N., Erdmann, J., Hecking, T., Hermann, T., Hoppe, U. H., Krämer, N. C., Kyewski, E., Rummel, N., Wichmann, A., & **Elson, M.** (2016). *Pedagogical and technological Concepts for Collaborative Learning in MOOCs*. Paper presented at the 2nd Learning with MOOCs conference, New York, NY.

Elson, M. (2016). *Improving the evidential value of communication research with open science tools and practices*. Paper presented at the 66th Annual Conference of the International Communication Association, Fukuoka, Japan.

Breuer, J., **Elson, M.,** & Kieslich, K., Bowman, N. D., Kowert, R., Quandt, T., Lange, A., & Lange, R. (2015). *Moral Combat? Moral foundations and the evaluation of violent and sexual content in video games*. Paper presented at the 9th Conference of the Media Psychology Division of the German Psychological Society (DGPs), Tübingen, Germany.

Breuer, J., **Elson, M.,** & Quandt, T. (2015). *Game, set, snatch? The effects of game mode and outcome in a console sports game on cooperative behavior*. Paper presented at the 123rd Annual Convention of the American Psychological Association 2015 Convention, Toronto, ON, Canada.

Elson, M. (2015). *Methodological flexibility, questionable research practices, and the quest for beauty: Communication research needs to be an open science*. Paper presented at the 65th Annual Conference of the International Communication Association, San Juan, PR.

Breuer, J., & **Elson, M.** (2015). *Fear play: Probing the emotional and behavioral effects of horror games*. Paper presented at the 65th Annual Conference of the International Communication Association, San Juan, PR.

Elson, M., Ivory, J. D., & Vogelgesang, J. (2015). *Attachment issues: The ideological divide in research on violent digital games and aggression*. Paper presented at the 65th Annual Conference of the International Communication Association, San Juan, PR.

Elson, M., & Van Looy, J., Vermeulen, L., & Van Den Bosch, F. (2015). *2D, or not 2D? Failure to demonstrate a benefit of stereoscopic 3D for user experience and performance in digital games*.

Paper presented at the 65th Annual Conference of the International Communication Association, San Juan, PR.

Ivory, J. D., & **Elson, M.** (2015). *Toward an agenda of more civility, open-mindedness, and candor in video game effects research*. Workshop presented at the 65th Annual Conference of the International Communication Association, San Juan, PR.

Elson, M. (2014, September). *Gewalt in digitalen Spielen und Aggression: Zwischen Wissenschaft und Ideologie [Violence in digital games and aggression: Between science and ideology]*. Paper presented at the 49th Congress of the German Psychological Society (DPGs), Bochum, Germany.

Elson, M., Breuer, J., & Quandt, T. (2014, September). *Übel mitgespielt: Der Effekt von Spielmodus und Frustration in Videospielen auf kooperatives Verhalten [Play up! The effect of game mode and frustration in video games on cooperative behavior]*. Paper presented at the 49th Congress of the German Psychological Society (DPGs), Bochum, Germany.

Elson, M. & Ivory J. D. (2014, September). *Auf einem Auge double-blind? Eine Evaluation von Peer Reviews in psychologischen Fachzeitschriften [Turning a double-blind eye? An evaluation of peer reviews in psychological journals]*. Paper presented at the 49th Congress of the German Psychological Society (DPGs), Bochum, Germany.

Elson, M., Breuer, J., & Quandt, T. (2014, August). *Fed up with violent games: The potential effects of frustration in social video game play*. Paper presented at the 122nd Annual Convention of the American Psychological Association, Washington, DC.

Elson, M. (2014, July). *Media effects and violent crime: Walking the tightrope between science and public policy*. Paper presented at the 28th International Congress of Applied Psychology, Paris, France.

Elson, M., Schlütz, D., & Ivory, J. D. (2014, June). *Verfahrensnützlichkeit und –gerechtigkeit bei peer reviews: Eine Analyse von Erfahrungsberichten auf JournalReviewer.org*. Paper presented at the 9th Annual Conference of the Society for Higher Education Studies (GFHF), Dortmund, Germany.

Elson, M. (2014, May). *Digital games in laboratory experiments: Controlling a complex stimulus through modding*. Paper presented at the 64th Annual Conference of the International Communication Association, Seattle, WA.

Elson, M., Breuer, J., Scharnow, M., & Quandt, T. (2014, May). *Digital games and frustration: Effects on aggression and cooperative behavior*. Paper presented at the 64th Annual Conference of the International Communication Association, Seattle, WA.

Elson, M., & Ivory, J. D. (2014, May). *Who watches the watchmen? Evaluation of peer reviews in social science journals*. Paper presented at the 64th Annual Conference of the International Communication Association, Seattle, WA.

Kneer, J., Knapp, F., & **Elson, M.** (2014, May). *Challenged by rainbows: The effects of displayed violence, difficulty, and game-performance on arousal, cognition, aggressive behavior, and emotion*. Paper presented at the 64th Annual Conference of the International Communication Association, Seattle, WA.

Elson, M., Breuer, J., & Quandt, T. (2013, September). *Game & Watch – Methodische Herausforderungen bei der Beobachtung von Computerspielern*. Paper presented at the 15th Conference on Methods in Communication Research of the German Communication Association (DGPK), Münster, Germany.

Elson, M., Mohseni, M. R., Breuer, J., & Scharkow, M. (2013, September). *The unstandardized use of the Competitive Reaction Time Task to measure aggressive behavior in media effects research: A methodological CRTTique*. Paper presented at the 8th Conference of the Media Psychology Division of the German Psychological Society (DGPs), Würzburg, Germany.

Ferguson, C. J., & **Elson, M.** (2013, September). *The effects of violence in digital games on aggression: A review of the empirical evidence and the scientific debate*. Paper presented at the 8th Conference of the Media Psychology Division of the German Psychological Society (DGPs), Würzburg, Germany.

Breuer, J., **Elson, M.**, & Quandt, T. (2013, September). *Mirror or projection screen? Avatar creation and identification in computer role-playing games*. Poster presented at the 8th Conference of the Media Psychology Division of the German Psychological Society (DGPs), Würzburg, Germany.

Van Looy, J., Quandt, T., Vogelgesang, J., **Elson, M.**, Ivory, J., Mäyrä, F., & Consalvo, M. (2013, June). *Mapping the field of digital games research: Results of a large international survey*. Paper presented at the 63rd Annual Conference of the International Communication Association, London, UK.

Elson, M., Breuer, J., & Quandt, T. (2013, June). *Off the shelf versus tailor-made: Identification with default and customized avatars in role-playing computer games*. Paper presented at the Game Studies Preconference of the 63rd Annual Conference of the International Communication Association, London, UK.

Elson, M., Van Looy, J., Vermeulen, L., & Van Den Bosch, F. (2012, October). *(Not even) in the mind's eyes: No evidence for an effect of stereoscopic 3d on user experience of digital games*. Paper presented at the 1st ECREA Digital Games Research Preconference, Istanbul, Turkey.

Elson, M., Breuer, J., & Van Looy, J. (2012, September). *Modding: Ein Labor im Labor für experimentelle Forschung zu digitalen Spielen*. Paper presented at the 48th Congress of the German Psychological Society (DPGs), Bielefeld, Germany.

Bombeke, K., Szmalec, A., Van Looy, J., Duyck, W., & **Elson, M.** (2012, September). *Das Verlassen der dritten Dimension: Kognitive Auswirkungen von stereoskopischen 3D-Filmen*. Paper presented at the 48th Congress of the German Psychological Society (DPGs), Bielefeld, Germany.

Breuer, J., **Elson, M.**, Mohseni, R., & Scharkow, M. (2012, July). *Are we really only measuring media effects? Problems and pitfalls associated with the implementation and analysis of the Competitive Reaction Time Task (CRTT) in research on digital games*. Paper presented at the 17th Workshop Aggression, Luxembourg, Luxembourg.

Elson, M., Breuer, J., Van Looy, J., & Kneer, J. (2012, May). *Comparing apples and oranges? The effects of confounding factors in experimental research on digital games and aggression*. Paper presented at the 62nd Annual Conference of the International Communication, Phoenix, AZ.

Breuer, J., **Elson, M.**, Scharkow, M., & Quandt, T. (2012, May). *More than just violence - The importance of contextual factors and game characteristics for research on the digital-games-*

aggression link. Paper presented at the 4th Clash of Realities International Computer Game Conference, Cologne, Germany.

Elson, M. (2011, July). *Seek and ye shall find: The unstandardized use of the CRTT to measure aggressive behavior*. Paper presented at the 1st multi.player Conference, Hohenheim, Germany.

Elson, M., Breuer, J., & Quandt, T. (2010, September). *Too fast or too furious? The effects of displayed violence and game speed in first-person shooters on physiological arousal and aggressive behavior*. Paper presented at the 4th Future and Reality of Gaming Conference (FROG), Vienna, Austria.

Naumann, J., Goldhammer, F., **Elson, M.**, Rölke, H., & Scharaf, A. (2009, September). *Testing skill in electronic document use: Issues of construct validity*. Paper presented at the 10th European Conference on Psychological Assessment (ECPA), Ghent, Belgium.

Sonstige

Morey, R. M., & **Elson, M.** (2017, April 1). Lack of evidence for increased perceptions of fertility on the "red planet". doi: 10.17605/OSF.IO/WVUPM. Retrieved from <https://psyarxiv.com/wvupm/>

Elson, M. (2016, November 11). Retaining copyright for figures in academic publications to allow easy citation and reuse. Retrieved from <https://medium.com/@malte.elson/retaining-copyright-for-figures-in-academic-publications-to-allow-easy-citation-and-reuse-77c6e2b511fe>

Elson, M. (2014, July 7). How reliable is psychological science? Things we don't know anymore. Retrieved from <http://blog.thingswedontknow.com/2014/07/how-reliable-is-psychological-science.html>

Elson, M. & Ivory, J. D. (2013, October 16). A hornet's nest over violent video games. Retrieved from <http://chronicle.com/blogs/conversation/2013/10/16/a-hornets-nest-over-violent-video-games/>

Elson, M. (2013, June, 19). Media violence and criminal behaviour: Between science and policy making. Retrieved from <http://blog.thingswedontknow.com/2013/06/media-violence-and-criminal-behaviour.html>

Software

Elson, M., & Bente, G. (2009). *CORTEX - COmputer-aided Registration Tool for EXperiments*. Cologne, Germany: University of Cologne. Download from: <http://cortex.uni-koeln.de/>