

Curriculum Vitae

André Melzer, PhD (Dr. rer. nat.)

Psychologist (Diplompsychologe, German Diploma)

Current academic position: Assistant Professor in Psychology

Current affiliation: University of Luxembourg (UL)

Faculty of Humanities, Education and Social Sciences (FHSE)

Department of Behavioural and Cognitive Sciences (DBCS)

Institute for Health and Behaviour (HEBE)

Research group Health Promotion and Aggression Prevention

Campus Belval

11, Porte des Sciences

L-4366 Esch-sur-Alzette

Grand-Duchy of Luxembourg

Tel.: +352 46 66 44 96 14 – andre.melzer@uni.lu – <https://orcid.org/0000-0003-3717-5229>

History of Employment and Academic Positions

1/2024 – present	Member of the Faculty Council FHSE , UL, Luxembourg. Interim head of research group <i>Health Promotion and Aggression Prevention</i> , part of HEBE, DBCS, FHSE, UL, Luxembourg.
4/2020 – 12/2023	Deputy head of HEBE , part of DBCS, FHSE, UL, Luxembourg.
8/2018 – present	Assistant Professor in Psychology , FHSE, UL, Luxembourg.
9/2017 – present	Study programme director <i>Bachelor in Psychology</i> (BAP) , FHSE, UL, Luxembourg.
7/2013 – 8/2017	Deputy study programme director BAP , FHSE, UL, Luxembourg.
1/2012 – 7/2018	Senior Lecturer in Psychology , HEBE, <i>Integrative Research Unit on Social and Individual Development</i> (INSIDE, predecessor of DBCS), part of FHSE, UL, Luxembourg.
2010-2011	Member of the University Council , UL.
11/2008 – present	Head of laboratory <i>Media and Experimental Lab</i> (MExLab) , part of INSIDE (now DBCS), FHSE, UL, Luxembourg.
4/2008 – 12/2011	Postdoctoral researcher (Assistant chercheur), research group <i>Health Promotion and Aggression Prevention</i> , INSIDE, FHSE, UL, Luxembourg.
5/2003 – 3/2008	Research associate (Post-Doc) , <i>Institute for Multimedia and Interactive Systems (IMIS)</i> , Faculty of Technology and Natural Sciences, University of Lübeck, Germany.
3/2003 – 4/2003	Research associate (Post-Doc) , <i>Kompetenz Zentrum Electronic Business (CEB)</i> , University Trier, Germany. Research project: <i>Empirische Prüfung der Benutzerfreundlichkeit von Online-Shopping-Systemen</i> [Empirical analysis of the usability of online-shopping systems], funded by Deutsche Forschungsgemeinschaft (DFG) [German Research Foundation].
3/2002 – 12/2002	Research associate (Post-Doc) , CEB, University Trier, Germany. Research project: <i>Empirische Prüfung der Benutzerfreundlichkeit von Online-Shopping-Systemen</i> [Empirical analysis of the usability of online-shopping systems], funded by DFG.
3/2000 – 2/2002	Doctoral student , <i>General Psychology and Work Psychology</i> , Heinrich-Heine-University Düsseldorf, Germany (7/2001 – 2/2002), and <i>General Psychology and Cognitive Psychology</i> , University Trier, Germany (3/2000 – 6/2001).

- DFG research project: *Prüfung von Modellen über inhibitorische Mechanismen selektiver Aufmerksamkeit in der akustischen Modalität* [Testing models of inhibitory mechanisms of selective attention in the acoustic modality].
- 1/1996 – 2/2000 **Doctoral student**, *General Psychology and Cognitive Psychology*, University Trier, Germany.
- DFG research project: *Räumliche Repräsentationen und Handlungen* [Spatial representations and actions].
 - DFG research project: *Die Unterscheidung von Routen- und Überblickswissen* [On the distinction between route knowledge and survey knowledge].
 - DFG research project: *Implizite Behaltensphänomene beim visuellen Vorstellen* [Implicit memory and mental imagery].

Academic Qualification

- 8/2007 – 9/2007 **Internship:** *Aggression Research Group* (Prof. L. Rowell Huesmann, PhD), *Research Center for Group Dynamics*, Institute for Social Research, University of Michigan, Ann Arbor, MI.
- 2/2002 **PhD Psychology** (Doktor der Naturwissenschaften - Dr. rer. nat.) [PhD, doctor of natural sciences], **dissertation** [doctoral thesis]: *Von roten Autos und blauen Töpfen: Farbinformationen in impliziten und expliziten Gedächtnistests* [On red cars and blue pots: Color information in implicit and explicit memory tests], University Trier, Germany. Grading: *summa cum laude*. Supervisors: Prof. W. Wippich[†] & Prof. K.-F. Wender[†]
- 12/1995 **Diploma Psychology:** Graduation [German diploma], University Trier, Germany. Grading: *sehr gut* (Mean 1.38) [equivalent to “A”]
Diploma thesis: *Implizite und explizite Erinnerungen an neue Assoziationen: Eine neuropsychologische Studie* [Implicit and explicit memory for new associations: A neuropsychological study], University Trier, Germany. Supervisor: Prof. W. Wippich[†], University Trier
- 7/1992 – 9/1992 **Internship:** Internship as part of the study of Psychology at Hardtwaldklinik I, Bad Zwesten, Germany: Abteilung Neuropsychologie [Neurological Clinic].
- 10/1988 Study of Psychology (Diploma) at the University Trier, Germany.

Professional Memberships

- 2024 – present Member of the Editorial Board, Psychology of Violence
- 2021 – present Member of the Editorial Board, Journal of Media Psychology
- 2014 – 2018 Council Member, International Society for Research on Aggression (ISRA)
- 2013 – present International Communication Association (ICA)
- 2010 – present Association for Psychological Science (APS)
- 2009 – present International Society for Research on Aggression (ISRA)
- 2008 – present Deutsche Gesellschaft für Psychologie (DGPs), Fachgruppen Medieninformatik & Sozialpsychologie [German Psychological Society, Media Psychology division & Social Psychology division]
- 2006 – present Working Group 14.4 “Games and Entertainment Computing” (IFIP Technical Committee 14 “Entertainment Computing”)
- 2006 – 2015 Gesellschaft für Informatik (GI) [German Society for Computer Science]

PhD Supervision and PhD Committee Memberships

3/2023 - present	Tom Willems, M.Sc.: <i>"Interviewing in fraud and corruption investigations: exploring the boundaries of an efficient and ethical new approach"</i> , UL.
3/2023 – present	Gilles Scheifer, M.Sc.: <i>"Life chances of young people in the digital society"</i> , UL.
3/2023 – 09/2023	Ewa Międzobrodzka, M.Sc.: <i>"Traces of violent video gameplay in adolescent development"</i> , Vrije Universiteit Amsterdam.
2/2023 – present	Kriti Kelkar, M.Sc.: <i>"Instagram consumption, body image, and mindfulness of college students"</i> , UL (PhD supervision).
1/2022 – 5/2022	Martin Delhove, M.Sc.: <i>"Violent video game use and aggression: moving beyond the debate"</i> , Leopold-Franzens-University Innsbruck, Austria.
1/2022 – 3/2025	Gary L. Wagener, M.Sc.: <i>"Video game effects on stress levels and the moderating role of personality factors"</i> , UL (PhD supervision).
10/2019 – 6/2023	Claire van Duin, M.Sc.: <i>"The effect of electronic media communication on the health, health behavior and social relationships of adolescents"</i> , UL. Now CePAS Luxembourg.
4/2019 – 5/2023	Martha Fernandez de Henestrosa, M.Sc.: <i>"New developments of the job demands-resource model"</i> , UL. Now TÜV Süd, Germany.
2/2019 – 11/2023	Miriam-Linnea Hale, M.Sc.: <i>"From stereotypes to hostile sexism. A psychological analysis of conceptions about gender"</i> , UL (PhD supervision). Now CEJHP Luxembourg.
4/2018 – 6/2022	Elisabeth Holl, M.A.: <i>"Video games and moral adjustment"</i> , UL (PhD supervision). Now University of Würzburg, Germany.
1/2018 – 6/2021	Djenna Hutmacher, M.Sc.: <i>"Contribution of physical education to physical activity motivation"</i> , UL. Now Centre Hospitalier Neuro-Psychiatrique, Luxembourg.
7/2015 – 6/2018	Philipp Sischka, Dipl.-Soz.: <i>"Workplace bullying: Validation of a measurement and the role of competition, passive-avoidant leadership style, psychological contract violation and basic need frustration"</i> , UL. Research Scientist at UL.
2/2015 – 1/2018	Jory Deleuze, M.A.: <i>"Disentangling the psychological processes underlying the problematic use of online video games"</i> , Univ. cathol. de Louvain, Belgium. Now Department of Clinical Research & Scientific Publication, Namur, Belgium.

Ad-hoc Reviewer (Research grants)

- Fonds zur Förderung der wissenschaftlichen Forschung (*Fund for the Promotion of Scientific Research*, FWF; Austria)
- Social Sciences and Humanities Research Council of Canada
- Studienstiftung des deutschen Volkes (*German National Academic Foundation*, Germany)
- The Netherlands Organisation for Scientific Research (NWO), Social Sciences and Humanities Domain

Ad-hoc Reviewer (Peer-reviewed Journals)

- Aggressive Behavior
- Communication Research
- Computers in Human Behavior
- Cyberpsychology, Behavior, and Social Networking
- Cyberpsychology: Journal of Psychosocial Research on Cyberspace
- Entertainment Computing
- European Journal of Social Psychology
- IEEE Transactions on Affective Computing
- International Journal of Psychology
- Journal of Abnormal Child Psychology
- Journal of Adolescent Health
- Journal of Applied Social Psychology
- Journal of Family Communication
- Journal of Interpersonal Violence
- Journal of Media Psychology
- Media Psychology
- New Media & Society
- Personality and Social Psychology Bulletin
- Psychology of Popular Media
- Psychology of Violence
- Quarterly Journal of Experimental Psychology
- Social Psychology and Personality Science
- Societies

Grants, Fundings, and Awards

- 2023 **Grant (14,166.69 EUR; lead PI);** Financial support for 13th Conference of the Media Psychology Division of the Deutsche Gesellschaft für Psychologie [German Psychological Society], UL (Campus Belval), September 6-8, 2023. RESCOM: Scientific Events Call 2023, National Research Fund Luxembourg (FNR). RESCOM/2 O23I SCI 17 931 97 5 I André Melzer
- Grant (6,630 EUR; lead PI);** Financial support for 13th Conference of the Media Psychology Division of the Deutsche Gesellschaft für Psychologie [German Psychological Society], UL (Campus Belval), September 6-8, 2023. Ministère de l'Économie (Tourisme), Luxembourg [Ministry of the Economy (Tourism), Luxembourg].
- Honorable mention:** Wagener G. L. & Melzer, A. (2023). Seligman's PERMA model in video games – The positive influence of video games on well-being. In P. Ciancarini, A. Di Iorio, H. Hlavacs, & F. Poggi (Eds.), *Entertainment Computing – ICEC 2023* (pp. 176-186). Springer.
<https://link.springer.com/book/10.1007/978-981-99-8248-6>
- 2022 **Best Paper Award:** Wagener, G. L., & Melzer, A., (2022). Comfortably numb? Violent video games and their effects on aggression, mood, and pain-related responses. In B. Göbl, E. van der Spek, J. Baalsrud Hauge, R. McCall (Eds.), *Entertainment Computing – ICEC 2022* (pp. 18-38). Springer.
<https://doi.org/10.1007/978-3-031-20212-4>
- Grant (111,021 EUR; lead PI);** Research project *Zwischenbewertung (Halbzeitbewertung) des Nationalen LGBTI-Aktionsplans (PAN LGBTI)* [Interim evaluation (mid-term review) of the National LGBTI Action Plan (PAN LGBTI)], Ministère de la Famille, de l'Intégration et à la Grande Région [Luxembourgish Ministry for Family, Integration and the Greater Region], Luxembourg. <https://mega.public.lu/dam-assets/fr/publications/abschlussbericht-zwischenbewertung-pan-lgbti-1402024.pdf>
- 2021 **Best Poster Award:** Grohmann, L., Holl, E., & Melzer, A., (2021). *Moral judgment in video games. Effects of medium, moral intuitions, and media-based empathy*. 12th conference of the Media Psychology Division of the Deutsche Gesellschaft für Psychologie, 8-10 September, 2021.
- 2020 **Grant (9,000 EUR; lead PI);** Project partner in HORIZON 2020 project "Children Online: Research and Evidence (CO:RE)", European Commission.

- 2019 **Grant (204,946 EUR; lead PI)**; Funding of PhD position M.-L. Hale *“From stereotypes to hostile sexism. A psychological analysis of conceptions about gender”*, Ministère de l’égalité des chances entre les femmes et les hommes [Ministry of Equal Opportunities for Women and Men], Luxembourg.
- 2018 **Grant (39,728 EUR; lead PI)**; Research project *Geschlechterbezogene Rollen und Geschlechterstereotype bei Kindern und Jugendlichen in Luxemburg* [Children and adolescents’ gender-related roles and stereotypes], Ministère de l’égalité des chances entre les femmes et les hommes [Ministry of Equal Opportunities for Women and Men], Luxembourg.
- 2016 **Award**: Hennicot-Schoepges award for Excellence in Teaching 2014/2015, Faculty of Language and Literature, Humanities, Arts and Education, UL.
Lecture trip funding (1,200 EUR); EU Erasmus+ Staff Mobility Programme: University of Akureyri, Iceland.
- 2013 – 2015 **Grant (177,197 EUR; lead PI)**; Research project *Stereotype Geschlechterrollen in den Medien (SGM)* [Stereotypical gender roles in the media], Ministère de l’égalité des chances [Luxembourgish Ministry of Gender Equality], Luxembourg.
- 2012 **Grant (13,750 EUR; lead PI)**; Expert contribution to *“Analyse des Effizienzforschungsansatzes Deep Impact für Out-of-Home Werbekampagnen durch Erfassen impliziter Informationen”* [Analysis of the Deep Impact approach aimed at measuring the efficiency of out-of-home advertising using implicit information], Ströer Media Deutschland GmbH, Köln.
- 2010 – 2011 **Grant (2,500 EUR; lead PI)**; European Commission (Safer Internet Programme): Luxembourgish-speaking researcher for the 2nd assessment of the implementation of the Safer Social Networking Principles for the EU.
- 2010 **Grant (13,900 EUR; lead PI)**; Expert contribution to the *“Bahnhofs-Feldstudie – Wahrnehmen und Erinnern von Plakatwerbung im Werbeumfeld Bahnhof”* [Train station field study - Perception and memory for poster advertising in train stations], Ströer Media Deutschland GmbH, Köln.
- 2009 – 2012 **Grant (380,000 EU; lead PI)**; internal funding of the Université du Luxembourg: Research project *Preventing violence and aggressive behaviour in children and adolescents using interactive media instruments: an international research project (PREVAMI)*; together with Prof. G. Steffgen, UL.
- 2009 – 2010 **Grant (2,450 EUR; co-PI)**; European Commission (Safer Internet Programme): Luxembourgish-speaking researcher for the assessment of the implementation of the Safer Social Networking Principles for the EU; together with Prof. G. Steffgen, UL.
- 2007 **Lecture trip funding (1,250 EUR)**; German Research Foundation (DFG): University of Michigan, Ann Arbor, MI & University of Arizona, Tucson, AZ, USA.
Outstanding Paper Award IADIS International Conference on Cognition and Exploratory Learning in the Digital Age: A. Melzer, L. Hadley, M. Glasemann, S. Werner, T. Winkler & M. Herczeg (2007): *Using iterative design and development for mobile learning systems in school projects*.
- 2003-2005 **DFG** research project *Empirische Prüfung der Benutzerfreundlichkeit von Online-Shopping-Systemen* [Empirical analysis of the usability of online-shopping systems] to Prof. K.-F. Wender[†], University Trier, Germany (funded position *ad personam* A. Melzer, also co-author of the grant proposal).

Outreach, Invited Talks and Other Research Activities

- 2025 **Invited talk:** Melzer, A. (2025, March). Media use – media effects. 27^{ième} colloque « Former à l'esprit critique pour renforcer la démocratie ». Athénée de Luxembourg, Luxembourg, March 27, 2025.
- 2023 **Organiser:** 13th Conference of the Media Psychology Division of the Deutsche Gesellschaft für Psychologie [German Psychological Society], UL (Campus Belval), September 6-8, 2023.
Guest lecture: Melzer, A. (2023, July). Media and Emotion, RWTH Aachen, Germany, July 3, 2023.
- 2022 **Invited talk:** Hale, M.-L., & Melzer, A. (2022, May). From stereotypes to hostile sexism – A psychological analysis of conceptions about gender. 21st Meeting of the Gender Equality Commission, Council of Europe, Strasbourg, France, May 6, 2022.
- 2021 **Invited talk:** Melzer, A. (2021, October). Of desperate princesses and fearless heroes: Gender roles and sexualization in the video game medium. 8th Conference on aspects of European consumer law – A virtual week, European Consumer Center Luxembourg, October 20, 2021.
- 2019 **Invited talk:** Melzer, A. (2019, December). Reiner Spielspaß oder großer Risikofaktor? Videospiele als Gegenstand psychologischer Forschung [Pure fun or a major risk factor? Video games as the subject of psychological research]. timeout Stiftung, St. Märgen, Germany, December 7, 2019.
- 2018 **Invited talk:** Melzer, A. (2018, March). Rolle, Bild und Vorurteil. Dem Geschlecht auf medienpsychologischer Spur [Role, image and prejudice. On the trail of gender in media psychology]. Invited talk held at Weltfraendag [International Women's Day] 2018, Luxembourg, March 8, 2018.
Panel moderation: Melzer, A. (2018, July). Die Integration der Geschlechterdimension in den Bildungssystemen der Großregion. [The integration of the gender dimension in the education systems of the Greater Region.]. Panel moderation Konferenz Gender und Bildung [Conference Gender and Education], Mondorf-Les-Bains, Luxembourg, July 5-6, 2018.
- 2017 **Invited talk:** Melzer, A. (2017, October). Social engineering: The psychology of fraud. Invited talk held at Annual Communication Workshop ECC-Net 2017, Tallinn, Estonia, October 26-27, 2017.
- 2017 **Invited talk:** Melzer, A. (2017, September). Empathy, morality, and the effects of violent video games. Invited talk held at Université Catholique de Louvain, Louvain-la-Neuve, Belgium, September 21, 2017.
Invited talk: Melzer, A. (2017, January). Social engineering by chocolate – Reciprocity increases the willingness to communicate personal data. Talk presented at Panel Session "Password-Based Protection of Privacy and Personal Data: friend or foe?", CPDP 2017, Brussels, Belgium, January 25-27, 2017.
Co-organiser (together with Service Nationale de la Jeunesse Luxembourg [National Youth Service Luxembourg]) of the international conference Children and Youth on the Net, Forum Geesseknäppchen, Luxembourg, April 25–28, 2017.
- 2016 **Invited talk:** Melzer, A. (2016, September). Research in media effects. Invited talk at University of Akureyri, Akureyri, Iceland, September 5, 2016.
- 2015 **Invited talk:** Melzer, A. (2015, February). Laboratory paradigms, methods, and measurements of aggressive behavior. Invited talk held at NYU Abu Dhabi, Abu Dhabi, U.A.E., February 2, 2015.
Invited talk: Melzer, A. (2015, February). Video games and their effects: The Pros and Cons of a fascinating medium. Invited talk held at NYU Abu Dhabi, Abu Dhabi, U.A.E., February 1, 2015.

- 2012 **Co-organiser** (together with Prof. G. Steffgen) of the XXth World Meeting 2012 of the International Society for Research on Aggression (ISRA), UL (Campus Walferdange), July 17-21, 2012.
- Invited talk:** Melzer, A. (2012, November). Implicit does it better! Implicit and explicit measures in advertising effect research. *Invited talk held at Konferencja Grupy Ströer: Outdoor w czasach zmiany, Warsaw, Poland, November 15, 2012.*
- 2010 **Invited talk:** Melzer, A. (2010, June). Laboratory paradigms, methods, and measurements of aggressive behaviour. *Invited talk held at Philipps-Universität Marburg, June 24, 2010.*
- 2009 **Member of the organisation committee** for the 12th Tagung der Fachgruppe Sozialpsychologie der Deutschen Gesellschaft für Psychologie [Meeting of the specialist group in Social Psychology of the German Psychological Society] 2009, UL (Campus Walferdange), 2-4 September, 2009.
- 2008 **Invited talk:** Melzer, A. (2008, April). Knapp dran vorbei: Über das Wahrnehmen und Erinnern von Plakatwerbung. [Barely missed: On perceiving and remembering poster advertising] Plakat und Media Kongress 2008, Düsseldorf, April 10, 2008.
- 2008-2009 **Co-organiser** (together with Georges Steffgen) of a conference series on video games: "Computerspiele: Wirkungen – Chancen – Gefahren" [Video games: Effects – Opportunities – Dangers], UL, 2008-2009
- 2007 **Invited talk:** Melzer, A. (2007, September). When items become victims. Testing the effects of violent video games on brand memory. *Doctoral Colloquium, Department of Communication Studies, University of Michigan, Ann Arbor, MI, Sept. 13, 2007.*
- Invited talk:** Melzer, A. (2007, August). Adverse memory effects following videogame exposure in children and adolescents' videogame exposure in children and adolescents. *Internal Colloquium, Child Cognition Lab, University of Arizona, Tucson, AZ, August 24, 2007.*

Teaching Experiences

UNIVERSITY OF LUXEMBOURG:

Doctoral School of Humanities and Social Sciences:

- **Seminar:** Media Use and Effects – A Multidisciplinary Perspective (EN)

Master of Science in Psychology: Psychological intervention

- **Seminar:** Media Psychology: Theories and Applications (EN)
- **Supervision of Master theses:** 25+

Bachelor in Psychology

- **Lecture:** Psychologie studieren [Introduction to the Study of Psychology]
- **Lecture:** Sozialpsychologie I: Theoretische Ansätze [Social Psychology I: Theoretical Approach]
- **Lecture:** Sozialpsychologie II: Spezielle Themen und Anwendung [Social Psychology II: Selected Topics and Application]
- **Lecture:** Sozialpsychologie III: Soziale Kognition [Social Psychology III: Social Cognition]
- **Seminar:** Einführung in die Medienpsychologie [Introduction to Media Psychology]
- **Seminar:** Wissenschaftliches Arbeiten [Research Tools]
- **Seminar:** Empiriepraktikum [Practical Training in Empirical Research]
- **Seminar:** Wissenschaftliches Schreiben [Academic writing]
- **Seminar:** Kolloquium Bachelorarbeit [Colloquium bachelor thesis]
- **Supervision of Bachelor theses:** 80+

Master in Information System Security Management [Professional Master 2 – lifelong learning]

- **Seminar:** Human risks (EN)

UNIVERSITY OF LÜBECK (Germany):

Medieninformatik (Diploma), Fachbereich Informatik [Media Design and Computer Science, Faculty of Computer Science]

- **Lecture:** Psychologische Grundlagen der Medieninformatik [Psychological Foundations of Digital Media]
- **Lecture:** Wahrnehmungs- und Kognitionspsychologie [Perception and Cognition]
- **Lecture:** Arbeits- und Medienpsychologie [Work Psychology and Media Psychology]
- **Lecture:** Hypermedia-Systeme [Hypermedia Systems]
- **Seminar:** Entertainment Computing
- **Seminar:** Anleitung zum wissenschaftlichen Arbeiten [Basic Elements in Scientific Work and Research]

UNIVERSITY TRIER (Germany):

Psychologie (Diploma) [Psychology]

- **Seminar:** Experimentalpsychologisches Praktikum [Practical Training in Experimental Psychology]

Publications

Monographs and Book Chapters

- 2023 Hale, M.-L. & Melzer, A. (2023). Girls vs. Men – The prevalence of gender-biased language in popular YouTube videos. In P. Ciancarini, A. Di Iorio, H. Hlavacs, & F. Poggi (Eds.), *Entertainment Computing – ICEC 2023* (pp. 176-186). Springer.
https://doi.org/10.1007/978-981-99-8248-6_14
- Melzer, A., & Wagener, G. L. (2023). *Proceedings of the 13th Conference of the Media Psychology Division (DGPs)*. Melusina Press.
<https://www.melusinapress.lu/projects/1981-5555>. <https://doi.org/10.26298/1981-5555>
- Wagener G. L. & Melzer, A. (2023). Seligman's PERMA model in video games – The positive influence of video games on well-being. In P. Ciancarini, A. Di Iorio, H. Hlavacs, & F. Poggi (Eds.), *Entertainment Computing – ICEC 2023* (pp. 43-58). Springer.
https://doi.org/10.1007/978-981-99-8248-6_4 - Honorable Mention
- 2022 Hale, M.-L., Holl, E., & Melzer, A. (2022). Geschlechterbezogene Rollen und Stereotype und ihre Auswirkungen auf das Leben Jugendlicher und junger Erwachsener. In H. E. Willems & R. Samuel (Hrsg.), *Wohlbefinden und gesundheitsrelevantes Verhalten im Jugendalter – interdisziplinäre Perspektiven, empirische Befunde, handlungsfeldbezogene Ansätze und internationale Perspektiven* (S.425-451). Springer. https://doi.org/10.1007/978-3-658-35744-3_19
- Hale, M. & Melzer, A. (2022). #LearningGender - Media representations of gender and their effects on gender socialization. In S. Kerger & L. Brasseur (Eds.), *Gender and education in Luxembourg and beyond: Local challenges and new perspectives*. Melusina Press. <https://www.melusinapress.lu/read/melusina-k4j9-c733-l-mr>
- Wagener, G. L. & Melzer, A. (2022). Comfortably numb? Violent video games and their effects on aggression, mood, and pain-related responses. In B. Göbl, E. van der Spek, J. Baalsrud Hauge, R. McCall (Eds.), *Entertainment Computing – ICEC 2022* (pp. 18-38). Springer. <https://doi.org/10.1007/978-3-031-20212-4> — Best Paper Award
- 2021 Holl, E., & Melzer, A. (2021) Kill or spare – moral decision-making in video games. In J. Baalsrud Hauge, J. C. S. Cardoso, L. Roque, & P.A. Gonzalez-Calero (Eds.), *Entertainment Computing – ICEC 2021* (pp. 88-99). Lecture Notes in Computer Science, vol 13056. Springer. https://doi.org/10.1007/978-3-030-89394-1_7
- Melzer, A. & Holl, E. (2021). Players' moral decisions in virtual worlds: Morality in video games. In P. Vorderer & C. Klimmt (Eds.), *The Oxford Handbook of Entertainment Theory* (pp. 671-689). Oxford University Press.
- Melzer, A. & Holl, E., & Hale, M.-L., Schatto-Eckrodt, T. & Frischlich, L. (2021). Mediennutzung und Medienwirkung in Zeiten der Pandemie. In C. Benoy (Hrsg.), *COVID-19 – Ein Virus nimmt Einfluss auf unsere Psyche* (2. Aufl.), S. 95-108. Kohlhammer.
- 2020 Holl, E., Hale M.-L., & Melzer, A. (2020). Corona and the media. In G. Mein & J. Pause (Eds.), *The Ends of Humanities - Volume 2: Self and Society in the Corona Crisis. Perspectives from the Humanities and Social Sciences*. Melusina Press. <https://doi.org/10.26298/607z-rt92>
- Melzer, A. (2020). Von Pong zur Panik? Videospiele als gesellschaftlich relevantes Forschungsthema. In W. Amann & H. Sieburg (Hrsg.), *Spiel-Werke. Perspektiven auf literarische Spiele und Games*, S. 183-204. transcript-Verlag.
- Melzer, A. & Holl, E., & Hale, M.-L. (2020). Mediennutzung in den Zeiten von Pandemie und Lockdown. In C. Benoy (Hrsg.), *COVID-19 – Ein Virus nimmt Einfluss auf unsere Psyche*, S. 112-121. Kohlhammer.
- 2019 Melzer, A. (2019). Of princesses, paladins, and player motivations: Gender stereotypes and gendered perceptions in video games. In D. Pietschmann, B. Liebold, B. Lange & J.
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- Breuer (Eds.), *Evolutionary psychology and digital games. Digital hunter-gatherers* (pp. 205-220). Routledge.
- 2014 Happ, C. & Melzer, A. (2014). *Empathy in violent video games*. Macmillan.
- Happ, C., Melzer, A. & Steffgen, G. (2014). Gewalthaltige Computerspiele. In T. Porsch & S. Pieschl (Hrsg.), *Neue Medien und deren Schatten* (S. 191-218). Hogrefe.
- Melzer, A. (2014). Mediennutzung und Medienwirkung. In G. Steffgen, G. Michaux & D. Ferring (Hrsg.), *Psychologie in Luxemburg. Ein Handbuch* (S. 254-260). Luxemburg.
- Steffgen, G. & Melzer, A. (2014). Bachelor académique en Psychologie. In G. Steffgen, G. Michaux & D. Ferring (Hrsg.), *Psychologie in Luxemburg. Ein Handbuch* (S. 135-140). Editions Guy Binsfeld.
- 2013 Melzer, A. (2013). Spielen mit Gewalt – Gewalt in digitalen Spielen. In C. Gudehus & M. Christ (Hrsg.), *Gewalt. Ein interdisziplinäres Handbuch* (S. 289-294). J.B. Metzler.
- 2012 Scientific Program Committee and Organization Committee (Eds.) (2012). *XXth ISRA World Meeting 2012 at the University of Luxembourg. Abstract Book*. University of Luxembourg.
- 2011 Happ, C., Melzer, A., & Steffgen, G. (2011). Bringing empathy into play: On the effects of empathy on violent and nonviolent video games. In J. Anacleto, S. Fels, N. Graham, B. Kapralos, M. Saif El-Nasr, & K. Stanley (Eds.), *Entertainment Computing – ICEC 2011, LNCS 6972*. pp. 371-374. Springer.
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- 2023 Fernandez de Henestrosa, M., Billieux, J., & Melzer, A. (2023). Last man standing: Battle Royale games through the lens of the Self-Determination Theory. *Games and Culture*, 18(4), 427-448. <https://doi.org/10.1177%2F15554120221101312>
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Peer-reviewed Proceedings

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- Stevenin, N. S., & Melzer, A. (2025, September 10-12). *Theatre-based entertainment-education: Changing audience misconceptions about the bystander effect through eudaimonia*. [Conference presentation]. 14th Media Psychology conference of the DGPs, Universität Duisburg-Essen, Germany.
- Vasiljevic, K. B., Wagener, G. L., Melzer, A. (2024, September 10-12). Stress and relaxation effects of repeated exposure to violent video games. [Conference presentation]. 14th Media Psychology conference of the DGPs, Universität Duisburg-Essen, Germany.
- Will, V., Wagener, G. L., & Melzer, A. (2025, September 10-12). *Ideal versus Real: Exploring self-representation through avatar creation in video games*. [Poster presentation]. 14th Media Psychology conference of the DGPs, Universität Duisburg-Essen, Germany.
- 2024 Holl, E., Wagener, G. L., & Melzer, A. (2024, June 20-24). *Play the grief away – Testing positive mood and physiological relaxation effects of meaningful video games*. [Poster presentation]. 74th Annual conference of the International Communication Association (ICA), Gold Coast, Australia.
- Leufgen, F., Wagener, G. L., & Melzer, A. (2024, July 27-August 2). *Problem music? Effects of listening to diverging music genres on affect and aggression*. [Conference presentation]. 2024 World Meeting of the International Society for Research on Aggression (ISRA), Munich, Germany.
- Melzer, A. (2024, July 27-August 2). *No intimate partner violence among queer couples? Testing the knowledge about IPV in non-heterosexual relationships*. [Conference presentation]. 2024 World Meeting of the International Society for Research on Aggression (ISRA), Munich, Germany.
- Wagener, G. L., & Melzer, A. (2024, July 27-August 2). *Beat the stress level – Dissociative effects of violent gaming for stress recovery and aggression*. [Conference presentation]. 2024 World Meeting of the International Society for Research on Aggression (ISRA), Munich, Germany.
- Wagener, G. L., & Melzer, A. (2024, July 27-August 2). *Trait aggression and Dark Tetrad: How gaming motivation and mental health are linked in “dark” personality Pprofiles*. [Conference presentation]. 2024 World Meeting of the International Society for Research on Aggression (ISRA), Munich, Germany.
- Wagener, G. L., & Melzer, A. (2024, July 27-August 2). *Letting off steam – Testing restorative effects of playing violent video games after frustration* [Poster presentation]. 2024 World Meeting of the International Society for Research on Aggression (ISRA), Munich, Germany.
- Wagener, G. L., & Melzer, A. (2024, September 24-27). *Violent vs. non-violent gaming for stress: Testing physiological relaxation and the moderating role of the Dark Tetrad*. ECREA 2024 – 10th European Communication Conference, Ljubljana, Slovenia
- 2023 Hale, M.-L., & Melzer, A. (2023, November 15-17). *Girls vs. Men - The prevalence of gender-biased language in popular YouTube Videos*. [Conference presentation]. 23rd International Conference on Entertainment Computing (ICEC), Bologna, Italy.
- Henkes, J., Hale, M.-L., & Melzer, A. (2023, September 6-8). *The side-effects of Instagram*. [Poster presentation]. 13th Media Psychology conference of the DGPs, Esch-sur-Alzette, Luxembourg.
- Holl, E., Possler, D., May, H. M., & Melzer, A. (2023, May 25-29). *I still remember. Memorable gaming experiences*. [Poster presentation]. 73rd Annual conference of the International Communication Association (ICA), Toronto, Canada.

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- Wagener, G. L., Holl, E., Schablowski, S., Fairon, T., & Melzer, A. (2023, September 6-8). *Play the grief away – Positive effects of playing a meaningful video game*. [Poster presentation]. 13th Media Psychology conference of the DGPs, Esch-sur-Alzette, Luxembourg.
- Wagener, G. L., & Melzer, A. (2023, September 6-8). *Game violence and moral distress: The role of gaming experience and personality-related factors*. [Conference presentation]. 13th Media Psychology conference of the DGPs, Esch-sur-Alzette, Luxembourg.
- Wagener, G. L., & Melzer, A. (2023, November 15-17). *Seligman's PERMA Model in Video Games – The Positive Influence of Video Games on Well-being*. Conference presentation]. 23rd International Conference on Entertainment Computing (ICEC), Bologna, Italy.
- Wagener, G. L., & Melzer, A. (2023, May 25-29). *VGESP – Video game effects on stress levels and the moderating role of personality factors*. [Conference presentation]. 73rd Annual conference of the International Communication Association (ICA), Toronto, Canada.
- 2022 Holl, E., Sischka, P., & Melzer, A. (2022, May 26-30). *Development and validation of the Motivation to Play Scale (MOPS)* [Poster presentation]. 72nd Annual conference of the International Communication Association (ICA), Paris, France.
- Holl, E., Sischka, P., Wagener, G. L., & Melzer, A. (2022, September 10-15). *Development and validation of the Motivation to Play Scale (MOPS)* [Poster presentation]. 52nd Congress of the German Psychological Society (Deutsche Gesellschaft für Psychologie, DGPs), Hildesheim, Germany.
- Holl, E., Wagener, G. L., & Melzer, A. (2022, July 18-22). *Cracking under pressure? Investigating gender-related stereotype threat and gaming performance* [Conference presentation]. 2022 World Meeting of the International Society for Research on Aggression (ISRA), Ottawa, Canada.
- Wagener, G. L., & Melzer, A. (2022a, July 18-22). *The hormones of "dark" personalities: Dark Tetrad and violent gaming effects on aggression, cortisol and testosterone levels*. [Conference presentation]. 2022 World Meeting of the International Society for Research on Aggression (ISRA), Ottawa, Canada.
- Wagener, G. L., & Melzer, A. (2022b, November 1-3). *Comfortably Numb – Violent video games and their effects on aggression, mood, and pain-related responses* [Conference presentation]. 21st International Conference on Entertainment Computing (ICEC), Bremen, Germany.
- 2021 Grohmann, L., Holl, E., & Melzer, A. (2021, September 8-10). *Moral judgment in video games: Effects of medium, moral intuitions and media-based empathy* [Conference presentation]. 12th Media Psychology conference of the DGPs, Aachen, Germany.
- Holl, E., & Melzer, A. (2021, September 8-10). *To kill or not to kill - Behavioral, physiological and personality markers of moral decision-making in video games* [Conference presentation]. 12th Media Psychology conference of the DGPs, Aachen, Germany.
- Holl, E., & Melzer, A. (2021, November 2-5). *Kill or spare – Moral decision-making in video games* [Conference presentation]. 20th International Conference on Entertainment Computing (ICEC), Coimbra, Portugal.
- Holl, E., Wagener, G. L., & Melzer, A. (2021, May 27-31). *Motivation to Play Scale (MOPS): Measuring gaming motivation with a comprehensive instrument* [Conference presentation]. 71st Annual conference of the International Communication Association (ICA), Denver, CO.
- Melzer, A., & Holl, E. (2021, September 8-10). *An integrative model of moral processing for the video game medium* [Conference presentation]. 12th Media Psychology conference of the DGPs, Aachen, Germany, September 8-10, 2021.
- Wagener, G. L., Felten, A., & Melzer, A. (2021, May). *The hormones of Dark Souls: The Dark Tetrad and violent gaming effects on aggression, cortisol and testosterone levels*
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- [Conference presentation]. 71st Annual conference of the International Communication Association (ICA), Denver, CO.
- 2020 Hale, M.-L., Ses, O., & Melzer, A. (2020, February 27-29). *#InstaGratifications. A cross-cultural comparison of social media uses, perceptions and stereotypes between Luxembourg and Turkey* [Poster presentation]. 2020 SPSP Convention, New Orleans.
- Holl, E., Bernard, S., & Melzer, A. (2020, May 21-25). *Understanding moral decision-making in video games: A focus group study* [Conference presentation]. 70th Annual conference of the International Communication Association (ICA), Gold Coast, Australia.
- 2019 Holl, E., Wagener, G. L., & Melzer, A. (2019, May 24-28). *Who's afraid of Donkey Kong? Testing the Stereotype Threat effect in video gaming* [Poster presentation]. Paper presented at the 69th Annual conference of the International Communication Association (ICA), Washington, DC.
- Kimmel, M., Randall, A.K., Melzer, A., & Langlais, M. (2019, July 18-21). *Associations between internal stress and social media use in romantic relationships: Mediating effects of negative emotion* [Conference presentation]. Mini IARR Conference on Applied Relationships in Brighton, United Kingdom.
- Melzer, A. (2019, November 7-8). *"Dark" personality traits, moral disengagement, and violent video game preferences* [Conference presentation]. 24th Workshop Aggression, Stavanger, Norway.
- 2018 Melzer, A. & Engelberg, E. (2018, May 24-28). *Dark Souls like "Dark Souls": Personality characteristics and preference for violent video games* [Conference presentation]. Paper presented at the 68th Annual conference of the International Communication Association (ICA), Prague, Czech Republic.
- Melzer, A. & Wagener, G. L. (2018, May 24-28). *How to threaten male gamers: The effects of stereotype threat on video game performance* [Poster presentation]. 68th Annual conference of the International Communication Association (ICA), Prague, Czech Republic.
- 2017 Fernandez de Henestrosa, M. & Melzer, A. (2017, June 25-29). *The effects of sexualized violence in video games on Rape Myth Acceptance* [Conference presentation]. 67th Annual conference of the International Communication Association (ICA), San Diego, CA.
- 2016 Happ, C., Melzer, A., & Steffgen, G. (2016, June 9-13). *Trading password for chocolate? Reciprocity increases the willingness to communicate personal data* [Conference presentation]. 66th Annual conference of the International Communication Association (ICA), Fukuoka, Japan.
- Melzer, A. & Engelberg, E. (2016, June 9-13). *Game character appeal in the eye of the beholder: The role of gendered perceptions* [Conference presentation]. 66th Annual conference of the International Communication Association (ICA), Fukuoka, Japan.
- 2015 Engelberg, E. & Melzer, A. (2015, May 21-25). *Gendered self-concept: What does it reveal about people's preference for violent video games?* [Conference presentation]. 65th Annual conference of the International Communication Association (ICA), Puerto Rico.
- Melzer, A. (2015, May). *Do moral concerns predict moral memory after playing violent video games?* [Poster presentation]. 65th Annual conference of the International Communication Association (ICA), Puerto Rico.
- 2014 Melzer, A., Happ, C., & Steffgen, G. (2014, May 22-26). *Moral disengagement as a predictor of violent video game preference* [Conference presentation]. 64th Annual conference of the International Communication Association (ICA), Seattle, WS..
- Schaan, V. & Melzer, A. (2014, May 22-26). *Parental mediation of children's television and video game use: Active and embedded in family processes* [Conference presentation]. Presentation at the 64th Conference of the International Communication Association (ICA), Seattle, WS.
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- 2013 Melzer, A. & Gollwitzer, M. (2013, June 17-21). *Macbeth and the media: Effects of violent media on perceived moral purity and self-regulatory behavior* [Conference presentation]. 63rd Annual conference of the International Communication Association (ICA), London, UK.
- 2011 Happ, C., Melzer, A., & Steffgen, G. (2011, October 5-8). *Bringing empathy into play: On the effects of empathy on violent and nonviolent video games* [Conference presentation]. 10th International Conference on Entertainment Computing (ICEC), Vancouver, CA.
- 2010 Melzer, A., Derks, I., Heydekorn, J. & Steffgen, G. (2010, September 8-11). *Click or strike: Realistic versus standard game controls in violent video games and their effects on aggression* [Conference presentation]. 9th International Conference on Entertainment Computing (ICEC), Seoul, Korea.
- Melzer, A., Kindsmüller, M. C. & Herczeg, M. (2010, September 16-17). *Audioworld: A spatial audio tool for acoustic and cognitive learning* [Conference presentation]. Haptic and Audio Interaction Design - 5th International Workshop, HAID 2010, Copenhagen, Denmark.
- Steffgen, G., Pfetsch, J., König, A. & Melzer, A. (2010, August 18-22). *Effects of traditional bullying and empathy on cyberbullying* [Conference presentation]. XIV European Conference on Developmental Psychology ECDP, Vilnius, Lithuania.
- 2009 Melzer, A. (2009, September 9-11). *Click or strike: Realistic versus standard game controls in violent tcomputer games and their effects on aggression* [Conference presentation]. 6th conference of the Media Psychology Division of the German Psychological Society, Duisburg, Germany.
- Melzer, A. (2009, September 2-4). *Klicken oder zuschlagen: Welche Rolle spielt eine realitätsnahe Spielsteuerung in einem gewalthaltigen Computerspiel für die Aggressionsbereitschaft?* [Conference presentation]. 12. Tagung der Fachgruppe Sozialpsychologie, Luxemburg.
- 2008 Melzer, A., Bushman, B. J. & Hofmann, U. G. (2008, September 25-27). *When items become victims: Brand memory in violent and nonviolent games* [Conference presentation]. Presentation at the 7th International Conference on Entertainment Computing (ICEC), Pittsburgh, PA.
- 2007 Melzer, A., Hadley, L., Glasemann, M., Werner S., Winkler, T. & Herczeg, M. (2007, December 7-9). *Using iterative design and development for mobile learning systems in school projects* [Conference presentation]. IADIS International Conference Cognition and Exploratory Learning in Digital Age 2007, Algarve, Portugal.
- 2006 Melzer, A., Herczeg, M. & Jeskulke, O. (2006, September 20-22). *Interaction and participation in radio plays: a novel approach to an old medium* [Conference presentation]. 6th International Conference on Entertainment Computing (ICEC), Cambridge, UK.
- Melzer, A., Hadley, L., Glasemann, M. & Herczeg, M. (2006, June 14-16). *The Moles and Mini Moles software system: Ariadne's thread between indoor and outdoor learning experiences* [Conference presentation]. IADIS International Conference on Mobile Learning, Dublin, Ireland.
- Melzer, A., Jeskulke, O. & Herczeg, M. (2006, September 3-6). *Hören und Handeln: Die interaktive Hörspielumgebung TAPE-Player* [Conference presentation]. Mensch und Computer 2006: Mensch & Computer im StrukurWandel, Gelsenkirchen, Germany.
- 2005 Melzer, A., Hadley, L., Winkler, T. & Herczeg, M. (2005, December 14-16). *Developing, implementing, and testing mixed reality and high interaction media applications in schools* [Conference presentation]. IADIS International Conference Cognition and Exploratory Learning in Digital Age 2005, Porto, Portugal.
- Melzer, A., Hadley, L. & Herczeg, M. (2005, June 27-July 2). *Evaluation of a mixed-reality and high interaction media project in the classroom: strategies and methods* [Conference presentation]. World Conference on Educational Multimedia, Hypermedia & Telecommunications (ED-MEDIA), Montréal, Canada.
- Hoffmann, P., Nothdurft, T., Melzer, A. & Herczeg, M. (2005, June 27-July 2). *Live anaglyphic camera recordings: a software system for real-time recording of stereoscopic image-*
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