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CURRICULUM VITAE

Business Psychology   University of Trier
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EMPLOYMENT HISTORY

2014 – present	Scientific Researcher, University of Trier, Germany
2014 – present	Lecturer & Expert at the University of Luxembourg, Luxembourg
2013 – present	Lecturer at Hochschule Trier, Germany (Business Department)
2013 – present	Scientific Collaborator in the research project **MIO** (**M**anagement of **I**nformation **O**verload in Virtual Teams), *Swiss National Fonds (SNF),* Switzerland
2009 – 2013	Scientific Collaborator in the project **PREVAMI** (**PRE**venting **V**iolence and **A**ggressive Behaviour in children and adolescents using interactive **M**edia **I**nstruments: an international research project), *Fonds National de la Recherche (FNR)*, Luxembourg

ACADEMIC EDUCATION

Ph.D. (Psychology), 2013   Philipps University of Marburg, Germany

    PhD Thesis: *Empathy in Video Games and Other Media*

MA / Diploma (Psychology) 2009   Philipps University of Marburg, Germany

    Diploma-Thesis: *The Lost Race- A Coloured Prejudice-Check in Modern South Africa*

BA Honors (Psychology), 2007   Stellenbosch University, South Africa

BA / Vordiplom (Psychology), 2005   Philipps University of Marburg, Germany

Abitur, 2002   Rivius High School, Attendorn, Germany

US High School Diploma, 2000   Northwest HS, McDermott, OH, USA

PUBLICATIONS

Peer Reviewed Journal Articles or Proceedings

Ellwart, T., **Happ, C.,** Gurtner, A., & Rack, O. (resubmitted). Managing Information Overload in Virtual Teams. Effects of a Structured Online Team Adaptation on Cognition and Performance. *European Journal of Work and Organizational Psychology.*

Kohl, D., **Happ, C.**, & Steffgen, G. (submitted). Quality of work: Validation evidence of a new instrument in three languages. *Work & Stress.*

Kohl, D., Reese, G., **Happ, C.**, & Steffgen, G. (submitted). Quality of work: Development of a new measurement. *Human Performance*.

Happ, C. & Pfetsch, J. (in press). Medienbasierte Empathie (MBE) – Entwicklung eines Instruments zur Erfassung empathischer Reaktionen bei Mediennutzung. *Diagnostica***.**

Happ, C., Melzer, A., & Steffgen, G. (2014). Like the bad or the good guy? Empathy in antisocial and prosocial games. *Psychology of Popular Media Culture*. Retrieved from http://psycnet.apa.org/index.cfm?fa=buy.optionToBuy&id=2014-07545-001

Happ, C., Melzer, A., & Steffgen, G. (2013). Superman vs. BAD man? – Empathy and game character influence the effects of violent video games. *Cyberpsychology, Behavior, and Social Networking, 16*(10)*, 774-8.*

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.* Berlin, Heidelberg: Springer.

Happ, C. (2007). Prejudice and social contact in modern South African high schools in the Western Cape region. *New Voices in Psychology, 3*(2), 10-47.

Books

Happ, C. & Melzer, A. (in press). *Empathy in violent video games - Aggression and prosocial behavior*. London, UK: Palgrave Macmillan.

Book Chapters

Happ, C., Melzer, A., & Steffgen, G. (2014). Gewalthaltige Computerspiele. In T. Porsch & S. Pieschl (Eds.) *Neue Medien und deren Schatten* (pp. 191-218). Göttingen: Hogrefe.

Melzer, A. & **Happ, C.** (2010). Kinder, Jugendliche und Videospiele: Was Eltern wissen sollten (I) – Videospiele und ihre Wirkung. In Salon International du Livre de l'Enfance et de la Jeunesse – Luxembourg a.s.bl. (Ed.). *Kuck mat wat deng Kanner maachen!* (pp. 29-43). Luxembourg: Imprimerie Saint-Paul.

Melzer, A., **Happ, C**., & Steffgen, G. (2010). Violence for the masses: The impact of violence in electronic mass media. In M. Herzog-Evans (Ed.), *Transnational criminology manual* (pp. 701-718). Nijmegen, The Netherlands: Wolf Legal Publishers.

Other Publications

Happ, C. (2013). „Hilfe, ich habe zu viel Information!" *Unijournal, 39*(3), 38-39.

Happ, C. (2013). *Empathy in video games and other media*. Doctoral dissertation. Philipps University Marburg.

Happ, C., Melzer, A., Volkert, L. R., & Steffgen, G. (2012). *IT Security - An empirical study on the willingness of people to communicate personal data* (Research Report). University of Luxembourg, Luxembourg.

Meier, I., **Happ, C.,** & Steffgen, G. (2012). *Evaluation der Schulung „BEE SECURE for schools"* (Internal Report). University of Luxembourg, Luxembourg.

Brensing, J., Costa, A., **Happ, C.,** Kohl, D., Melzer, A., & Steffgen, G. (2012). *Abstract book – XXth ISRA world meeting 2012 at the University of Luxembourg*. Ehlerange, Luxembourg: Reka S.A.

Melzer, A., **Happ, C**., & Steffgen, G. (2011*).* Lerneffekte interaktiver Medien bei Kindern und Jugendlichen. *Forum*, 312, 33-36.

Happ, C., Melzer, A., & Steffgen, G. (2010). *Media, violence and prevention: A literature survey* (Project Report). Luxembourg: Université du Luxembourg, INSIDE / AASC.

CONFERENCE PRESENTATIONS

Oral Presentations

Happ, C. & Melzer, A. (2013, November). The glue of the (virtual) social world?
Exploring the role of empathy in violent video games. Presentation at the *XIX. Workshop Aggression, Berlin, Germany, November 20-22, 2014.*

Melzer, A., **Happ, C.,** & Steffgen, G. (2013, November). Moral disengagement, media preferences, and the effects of violent video games. Presentation at the *XIX. Workshop Aggression, Berlin, Germany, November 20-22, 2014.*

Steffgen, G., Kohl, D., & **Happ, C**. (2013, November). Predicting workplace mobbing by working conditions. Presentation at the *XIX. Workshop Aggression, Berlin, Germany, November 20-22, 2014.*

Ellwart, T., **Happ,** C., Gurtner, A., & Rack, O. (2014, October). Managing information overload in virtual teams. Effects of a structured online team adaptation on cognition and performance. Presentation at the *EAWOP Small Group Meeting: Dynamics of team cognition and team adaptation. Lisboa, October 23-25, 2014*.

Happ, C., Rack, O., Gurtner, A., Rutz, M., Wettstein, M., & Ellwart, T. (2014, September). Informations-überflutung in virtuellen Teams – Die vermittelnde Rolle von mentalen Modellen. Presentation at the *49. Kongress der Deutschen Gesellschaft für Psychologie, Bochum, Germany, September 21–25, 2014*.

Ellwart, T., **Happ,** C., Gurtner, A., & Rack, O. (2014, July). Managing information overload in virtual teams. Effects of complete vs. incomplete adaptation on cognition, emotion, and behavior. Presentation at the *Ninth Annual INGroup Conference. Raleigh, NC, USA, July 17-19, 2014*.

Melzer, A., **Happ, C.,** & Steffgen, G. (2014, May). Moral disengagement as a predictor of violent video game preference. Presentation at the *ICA 64th Annual Conference, Seattle, WA, USA, May 22-26, 2014.*

Pfetsch, J. & **Happ, C.** (2013, July). Measuring empathy in the context of media – Concept and results for a scale on media-based empathy. Presentation at the *12th European Conference on Psychological Assessment, University of the basque country, San Sebastian, July 17-20, 2013.*

Happ, C. (2012, December). Was führt bei wem zu was und warum? – Eine Übersicht zu Mediennutzung und Medienwirkung. Presentation at *the Séminaire du mercredi, CePT - Centre de Prévention des Toxicomanies, Luxembourg, December 5, 2012.*

Happ, C., Melzer, A., & Steffgen, G. (2012, September). IT Security – An empirical study on the willingness of people to communicate personal data. Presentation at the conference: *'La sécurité au coeur de l'information', Luxembourg, September 26, 2012.*

Happ, C. & Pfetsch, J. (2012, September). Medienbasierte Empathie – Entwicklung und Validierung eines Instruments zur Erfassung empathischer Reaktionen bei Mediennutzung. Presentation at the *48. Kongress der Deutschen Gesellschaft für Psychologie, Bielefeld, Germany, September 23–27, 2012*.

Pfetsch, J. & **Happ, C.** (2012, September). Aggression, Medien und Empathie – Ein Beitrag zur Medienwirkungsforschung. Presentation at the *48. Kongress der Deutschen Gesellschaft für Psychologie, Bielefeld, Germany, September 23–27, 2012*.

Happ, C., Melzer, A., Dax, A., Eichner, F., & Steffgen, G. (2012, July). I love violent media, but it may harm others: Personality factors and attitudes towards violent media. Presentation at the *XVII. Workshop Aggression, Walferdange, Luxembourg, July 15-17, 2012.*

Happ, C. (2012, June). Empathy in video games. Talk at the PhD workshop SoDoc, Würzburg, Germany, May 31-June 3, 2012.

Happ, C., Melzer, A., & Steffgen, G. (2011, November). Do we judge a game by its cover? A comparison of crime descriptions in fictitious video games and newspaper articles. Presentation at the *XVI. Workshop Aggression, Marburg, Germany, November 10-12, 2011.*

Happ, C., Sütterlin, S., Melzer, A., & Steffgen, G. (2011, September). Emotionale Medienstimuli und die moderierende Rolle von Empathie auf Entscheidungsprozesse. Presentation at the *13. Conference of the Social Psychology Division of the German Psychological Society, Hamburg, Germany, September 18-21, 2011.*

Pfetsch, J. & **Happ, C.** (2011, September). Medienbasierte Empathie – Entwicklung eines Instruments zur Erfassung empathischer Reaktionen bei Mediennutzung. Presentation at the *20. Conference of the Developmental Psychology Division of the German Psychological Society, Erfurt, Germany, September 12-14, 2011.*

Happ, C., Melzer, A. & Steffgen, G. (2011, July). Great feelings in small boxes – Empathy as a mitigating factor in video games. Presentation at the *16th General Meeting of the European Association of Social Psychology (EASP), Stockholm, Sweden, July 12-16, 2011.*

Happ, C., Melzer, A., & Steffgen, G. (2010, November). Preventing violence and aggressive behaviour in children and adolescents using interactive media instruments (PREVAMI-Projekt) – Grundlagen eines medienunterstützten Gewaltpräventionsprogramms. Presentation at the *XV. Workshop Aggression, Friedrich-Wilhelms-University Bonn, November 4-6, 2010.*

Happ, C., Melzer, A., & Steffgen, G. (2010, September). Mitleid mit dem Gegner: Fällt das Spielen schwer? Wirkung einer Empathie-Induktion auf Erleben und Verhalten in einem gewalthaltigen Videospiel. Presentation at the *47. Kongress der Deutschen Gesellschaft für Psychologie, Bremen, September 26-30, 2010.*

Melzer, A., **Happ, C**., & Steffgen, G. (2010, September). Besser werben mit Liebe und Hass? – Zur Wirkung empathie- und aggressionsbezogener Wörter in einem gewalthaltigen Rennspiel. Presentation at the *47. Kongress der Deutschen Gesellschaft für Psychologie, Bremen, September 26-30, 2010.*

Melzer, A., **Happ, C**., & Steffgen, G. (2010, July). Empathy for the devil? Empathy and prosocial behavior in violent video games. Presentation at *XIX World Conference, International Society for Research on Aggression. Storrs, Connecticut, USA, July 27-31, 2010.*

Happ, C., Melzer, A., Rossi, M., & Steffgen, G. (2009, November). Who chooses what in the game store? – The relationship between game preferences and dimensions of aggression. Presentation at the *XIV. Workshop Aggression in Berlin, November 6-8, 2009.*

Poster Presentations

Happ, C. & Pfetsch, J. (2013, October). Media-based empathy – A trait that moderates media effects. Poster presented at the *EASP Small Group Meeting "Towards a multifaceted understanding of empathy: Integrating findings on physiological, affective, cognitive and behavioral underpinning", Schloss Reisensburg, October 7-8, 2013.*

Steffgen, G., **Happ, C.,** & Pfetsch, J. (2013, September). Measuring bystander behavior in bullying and cyber bullying incidents. Poster presented at the *16th European Conference on developmental Psychology, University of Lausanne, September 3-7, 2013.*

Steffgen, G., Tintorri, L., **Happ, C.,** & Pfetsch, J. (2012, October). Empathic responsiveness of different participant roles in bullying and cyberbullying**.** Poster presented at the conference. *Bullying and Cyber-Bullying: The Interface between Science and Practice, University of Vienna, October 19, 2012.*

Happ, C., Melzer, A., & Steffgen, G. (2012, July). Superman vs. BAD man? – Empathy and game character influence the effects of violent video games. Poster presented at the *XXth ISRA World Meeting, Walferdange, Luxembourg, July 17-21, 2012.*

Happ, C., Melzer, A., & Steffgen, G. (2011, October). Bringing empathy into play: On the effects of empathy in violent and nonviolent video games. Poster presented at the *10th International Conference on Entertainment Computing, Vancouver, October 5-8, 2011.*

Happ, C., Melzer, A., & Steffgen, G. (2011, May). Can you feel the game – How empathy in video games affects behavior. Poster presented at the *23rd Annual Convention of the Association for Psychological Science, Washington DC, May 26-29, 2011*.

Melzer, A., **Happ, C.,** & Steffgen, G. (2011, May). More empathic, but not more recollective: Dissociating effects of task-irrelevant information in violent racing games on memory and behavioral Intentions. Poster presented at the *23rd Annual Convention of the Association for Psychological Science, Washington DC, May 26-29, 2011*.

INTERVIEW

Happ, C. (2011). Interview for Swedish Radio/Sveriges Radio: *Empathy in videogames*, July 15 (at the EASP, Stockholm). Retrieved from
http://sverigesradio.se/sida/artikel.aspx?programid=412&artikel=4602481.