

PUBLICATIONS – Christian Happ, PhD.

Peer Reviewed Journal Articles or Proceedings

Happ, C., Melzer, A., & Steffgen, G. (*invited to resubmit*) "I (am) like the bad guy!" – The role of empathy in prosocial and violent video games. *Psychology of Popular Media Culture*.

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

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*.

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.

Book Chapters

Happ, C., Melzer, A., & Steffgen, G. (*in press*). Gewalthaltige Computerspiele. In T. Porsch & S. Pieschl (Eds.) *Neue Medien und deren Schatten*. Hogrefe.

Melzer, A. & **Happ, C.** (2010). Kinder, Jugendliche und Videospiele: Was Eltern wissen sollten (I) – Videospiele und ihre Wirkung. [Enfants, adolescents et jeux vidéo : ce que les parents doivent savoir (I) – Les jeux vidéo et leurs effets.] 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., 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 Luxemburg, Luxemburg.

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*.

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

Pfetsch, J. & **Happ, C.** (2013, July). Measuring Empathy in the Context of Media – Concept and Results for a Scale on Media-based Empathy. *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., 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-Universität 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. *EASP Small Group Meeting "Towards a multifaceted understanding of empathy: Integrating findings on physiological, affective, cognitive and behavioral underpinning"*, Schloss Reisenburg, October 7-8, 2013.

Steffgen, G., **Happ, C.**, & Pfetsch, J. (2013, September). Measuring bystander behavior in bullying and cyber bullying incidents. *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),
<http://sverigesradio.se/sida/artikel.aspx?programid=412&artikel=4602481>.