

Publications by Leonard Reinecke
(Current as of November 2008)

Book Chapters and Journal Papers:

- Trepte, S., Reinecke, L., & Behr, K.-M. (in press). Qualitätserwartungen und ethischer Anspruch bei der Lektüre von Blogs und von Tageszeitungen [Quality expectations and ethical standards for the use of blogs and daily newspapers]. *Publizistik*
- Reinecke, L., & Trepte, S. (2008). Privatsphäre 2.0: Konzepte von Privatheit, Intimsphäre und Werten im Umgang mit ‚user-generated-content‘ [Privacy 2.0: Concepts of privacy, intimacy and values for the use of ‚user-generated-content‘]. In A. Zerfaß, M. Welker & J. Schmidt (Eds.), *Kommunikation, Partizipation und Wirkungen im Social Web. Band 1: Grundlagen und Methoden: Von der Gesellschaft zum Individuum* [Communication, participation, and effects in the social web: Basics and methods: From society to the individual](pp. 205-228). Cologne: Herbert von Halem Verlag.
- Reinecke, L., & Trepte, S. (2008). In a working mood? The effects of mood management processes on subsequent cognitive performance. *Journal of Media Psychology*, 20(1), 3-14.
- Trepte, S., Reinecke, L., & Bruns, C. (2008). Psychologie in den Medien [Psychology in the media]. In B. Batinic & M. Appel (Eds.), *Medienpsychologie* [Media psychology] (pp. 555-581). Berlin: Springer.
- Trepte, S., Reinecke, L., & Behr, K.-M. (2007). Der Beitrag des dynamisch-transaktionalen Ansatzes zur psychologischen Experimentallogik und der Beitrag der Sozialpsychologie zum dynamisch-transaktionalen Ansatz [The contribution of the dynamic-transactional approach to the experimental logic in social psychology and the contribution of social psychology to the dynamic-transactional approach]. In C. Wünsch, W. Früh & V. Gehrau (Eds.), *Integrative Modelle in der Rezeptions- und Wirkungsforschung: Dynamische und transaktionale Perspektiven* [Integrative models in use and effects research: Dynamic and transactional perspectives] (pp. 127-154). Munich: Verlag Reinhardt Fischer.
- Trepte, S., Reinecke, L., Richter-Matthies, A., Adelberger, C., & Fittkau, J.-T. (2004). Von Jägern und Sammlern. Motive des MP3-Sharings in Abgrenzung zum CD-Kauf [Of hunters and gatherers. Motives of MP3-sharing in contrast to purchasing CDs]. In U. Hasebrink, L. Mikos & E. Pommer (Eds.), *Mediennutzung in konvergierenden Medienumgebungen* [Media use in converging media environments] (pp. 199-219). Munich: Verlag Reinhardt Fischer.
- Rohde, M., Reinecke, L., Pape, B., & Janneck, M. (2004). Community-Building with Web-Based Systems - Investigating a Hybrid Community of Students. *Computer Supported Cooperative Work*, 13, 471-499.

Pape, B., Reinecke, L., Rohde, M., & Strauss, M. (2003). E-Community-Building in Wilnf-Central. In M. Pendergast, Schmidt, K., Simone, C., Tremaine, M. (Eds.), *Proceedings of the 2003 International ACM SIGGROUP Conference on Supporting Group Work* (pp. 11-20).

Conference Papers (selection):

Trepte, S., Reinecke, L., & Behr, K.-M. (2008, October). Competition or coping? The effects of satisfaction with life on the choice of avatar features. Paper presented at the 11th Annual International Workshop on Presence, October 16 – 18, 2008, Padua, Italy.

Reinecke, L. (2008, October). A Hard Day's Night: The Recovery Potential of Video and Computer Games. Paper presented at the Meaningful Play Conference 2008, October 9 – 11, 2008, Michigan State University, East Lansing, USA.

Reinecke, L., Trepte, S., & Behr, K.-M. (2008, July). Web 2.0 Users' Values and Concerns of Privacy. Paper presented at the XXIX International Congress of Psychology, July 20 – 25, 2008, Berlin, Germany.

Trepte, S., Reinecke, L., Behr, K.-M. (2008, July). Competition or coping? The effects of task structure and satisfaction with life on the choice of avatar features. Paper presented at the XXIX International Congress of Psychology, July 20 – 25, 2008, Berlin, Germany.

Reinecke, L. & Trepte, S. (2007, May). All work, no play? The effects of mood management processes on subsequent cognitive performance. Paper presented at the 57th Annual Conference of the International Communication Association (ICA), May 24 – 28, 2007, San Francisco, USA.

Reinecke, L. & Trepte, S. (2007, May). Creating Virtual Alter Egos? Psychological Processes Underlying the Choice of Avatar Features in Computer Games. Paper presented at the 57th Annual Conference of the International Communication Association (ICA), May 24 – 28, 2007, San Francisco, USA.

Book Reviews:

Reinecke, L. (2008). Book review „Tilo Hartmann: Die Selektion unterhaltsamer Medienangebote am Beispiel von Computerspielen“. *Medien- und Kommunikationswissenschaft*, 56(2), 261-263.

Reinecke, L. (2007). Book review „Sabine Geyer: Computerspiele, Gewalt und Terror Management: Grundlagen, Theorie, Praxis“. *Medien- und Kommunikationswissenschaft*, 55(4), 631-632.

Trepte, S., & Reinecke, L. (2006). Book review "Internet und Persönlichkeit. Differentiell-psychologische und diagnostische Aspekte der Internetnutzung" by Renner, Schütz & Machilek. *Zeitschrift für Medienpsychologie*, 18(2), 81-82.

Trepte, S., & Reinecke, L. (2004). Book review "Media Psychology" by Giles. *Zeitschrift für Medienpsychologie*, 16(2), 78-79.

Other Publications:

Reinecke, L., Trepte, S., & Behr, K.-M. (2007). *Why Girls Play. Results of a Qualitative Interview Study with Female Video Game Players*. Hamburger Forschungsbericht zur Sozialpsychologie Nr. 77 [Hamburg Research Reports on Social Psychology No. 77]. Hamburg: University of Hamburg, Department of Social Psychology.