

Dr. Stephanie B. Linek - Publications

Articles in peer-reviewed journals:

Linek, S. B., Fecher, B., Friesike, S. & Hebing, M. (2017). Data sharing as social dilemma: influence of the researcher's personality. *PLoS ONE* 12(8): e0183216.
<https://doi.org/10.1371/journal.pone.0183216>

Linek, S. B. (2017). Order effects in usability questionnaires. *Journal of Usability Studies*, 12(4), 164-182. <http://uxpajournal.org/order-effects-usability-questionnaires/>

Linek, S. B., Teka Hadgu, A., Hoffmann, Ch. P., Jäschke, R., & Puschmann, C. (2017). It's all about information? The following behaviour of professors and PhD students in computer science on Twitter. *Journal of Web Science*, 3 (1), 1-15.
<http://dx.doi.org/10.1561/106.00000008>

Fecher, B., Friesike, S., Hebing, M., & Linek, S. (2017). A reputation economy: how individual reward considerations trump systemic arguments for open access to data. *Palgrave Communications* 3, Article number 17051 (2017). doi:10.1057/palcomms.2017.51
Online available at <http://www.palgrave-journals.com/articles/palcomms201751>

Linek, S. B. & Tochtermann, K. (2015). Paper prototyping: the surplus merit of a multi-method approach. *Forum Qualitative Sozialforschung / Forum: Qualitative Social Research*, 16(3) Art. 7 – September 2015. <http://www.qualitative-research.net/index.php/fqs/article/view/2236>

Linek, S. B. & Bäßler, J. (2015). The role of libraries in Science 2.0 – focus on economics. *D-Lib Magazine*, 21 (7/8), July/August 2015. <http://www.dlib.org/dlib/july15/linek/07linek.html>

Linek, S. B., Schafrick, A., & Tochtermann, K. (2013). Just for the image? The impact of Web 2.0 for public institutions. *International Journal of Emerging Technologies in Learning (iJET)*, vol. 8, Special Issue 1: "ICL 2012", 7-14.
<http://dx.doi.org/10.3991/ijet.v8iS1.2266>

Linek, S. B. & Tochtermann, K. (2011). Assessment of usability benchmarks: combining standardized scales with specific questions. *International Journal of Emerging Technologies in Learning (iJET)*, 6 (4), 56-64.
<http://dx.doi.org/10.3991/ijet.v6i4.1832>

Linek, S. B., Marte, B., & Albert, D. (2011). Background music in serious games: Motivational appeal and cognitive impact. *International Journal of Game-Based Learning*, 1 (3), 53-64.

Linek, S. B., Gerjets, P., & Scheiter, K. (2010). The speaker/gender effect: does the speaker's gender matter when presenting auditory text in multimedia messages? *Instructional Science*, 38 (5), 503-521.

Linek, S. (2003). Der Einfluss von Traurigkeit als State und Depressivität als Trait auf das Fernsehverhalten. *Zeitschrift für Medienpsychologie* 15(3), 90-97.

Proceedings at international conferences:

Ostermaier-Grabow, A., Steinhagen, E. & Linek, S. B. (2016). Researchers' use of Web 2.0 versus conventional media: perceived advantages and disadvantages. *Proceedings of the 8th annual International Conference on Education and New Learning Technologies (EDULEARN 2016)*, pp. 5855-5863, Barcelona (Spain), 4th – 6th July, 2016.

Linek, S. B. (2015). Usability evaluation of digital libraries: offline and online assessment compared. *Proceedings of the 9th International Technology, Education and Development Conference (INTED 2015)*. Madrid, 2nd - 4th of March, 2015

Linek, S. B. (2015). Scale on the quality of literature lists (SQuaLL): Quick quality check from the user perspective. *Proceedings of the 9th International Technology, Education and Development Conference (INTED 2015)*. Madrid, 2nd - 4th of March, 2015

Linek, S. B. & Tochtermann, K. (2013). No pictures, please! How graphics and photos can distort paper prototyping. *Proceeding of the International Technology, Education and Development Conference (INTED)*, pp. 3959-3968, 4th-6th March, 2013, Valencia, Spain.

Linek, S. B., Schafrick, A., & Tochtermann, K. (2012). Just for the image? The impact of Web 2.0 for public institutions. *Proceedings of the 15th International Conference on Interactive Collaborated Learning (ICL)*, 26st – 28th September, 2012, Villach, Austria.

Linek, S. B. & Tochtermann, K. (2011). Sophisticated usability evaluation of digital libraries. *Proceedings of the 10th European Conference on e-Learning (ECEL)*, 10th – 11th November, 2011, Brighton, UK.

Linek, S. B. & Tochtermann, K. (2011). Assessment of usability benchmarks: combining standardized scales with specific questions. *Proceedings of the 14th International Conference on Interactive Collaborated Learning (ICL)*, 21st – 23rd September, 2011, Piešťany, Slovakia (pp. 67-75).

Linek, S. B., Öttl, G. & Albert, D. (2010). Non-invasive data tracking in educational games: Combination of logfiles and natural language processing. *Proceeding of the International Technology, Education and Development Conference (INTED)*, 8th-10th March, 2010, Valencia, Spain.

Linek, S. B., Schwarz, D., Bopp, M., & Albert, D. (2009). Game-based learning: Conceptual methodology for creating educational games. *Proceeding of the 1st CFP WEBIST 2009 (hold in conjunction with the 5th international Conference on Web Information Systems and Technologies)*, 23rd – 26th March 2009, Lisboa, Portugal.

Linek, S. B., & Albert, D. (2009). Game-Based Learning: Gender-specific aspects of parasocial interaction and identification. *Proceeding of the International Technology, Education and Development Conference (INTED)*, 9th-11th March, 2009, Valencia, Spain.

Kickmeier-Rust, M., Marte, B., Linek, S., Lalonde, T., & Albert, D. (2008). The effects of individualized feedback in digital educational games. In T. Conolly & M. Stansfield (Eds.), *Proceeding of the 2nd European Conference on Game-Based Learning* (pp.227-236), October 16 - 17, 2008, Barcelona, Spain. Reading, UK: Academic Publishing Limited.

Linek, S. B., Marte, B., & Albert, D. (2008). The differential use and effective combination of questionnaires and logfiles. *Proceedings of the International Conference on Interactive Computer Aided Learning (ICL)*, Special Track "Computer-based Knowledge & Skill

Assessment and Feedback in Learning settings" (CAF), 24th to 26th September, 2008, Villach, Austria.

Kickmeier-Rust, M., Marte, B., Linek, S., Lalonde, T., & Albert, D. (2008). Learning with computer games: Micro level feedback and interventions. *Proceedings of the International Conference on Interactive Computer Aided Learning (ICL), 24th to 26th September, 2008, Villach, Austria.*

Linek, S., Schwarz, D., Hirschberg, G., Kickmeier-Rust, M., & Albert, D. (2007). Designing the non-player character of an educational adventure-game: The role of personality, naturalism, and color. *Proceedings of the International Technology, Education and Development Conference (INTED), 7th-9th March, 2007, Valencia, Spain.*

Linek, S. (2007). Creating flow in game-based learning: Threefold conception of challenges and skills. *Proceedings of the International Technology, Education and Development Conference (INTED), 7th-9th March, 2007, Valencia, Spain.*

Linek, S., Gerjets, P. & Scheiter, K. (2006). Speaker/gender effect: Impact of the speaker's gender on learning with narrated animations. In R. Sun & N. Miyake (Eds.), *Proceedings of the 28th Annual Conference of the Cognitive Science Society*. (pp. 483-488). Mahwah, NJ: Erlbaum.

Books and book chapters:

Linek, S. B. & Tochtermann, K. (2011). Bibliotheken im Future Internet. In: B. Bekavac, R. Schneider, & W. Schweibenz (Eds.), *Benutzerorientierte Bibliotheken im Web*. (S. 183-202). De Gruyter Saur Verlag: Berlin, Boston.

Linek, S. B. (2011). As you like it: What media psychology can tell us about educational game design. In P. Felicia (Ed.), *Handbook of research on improving learning and motivation through educational games: Multidisciplinary approaches*. (Chapter 29, pp. 606 – 632). IGI Global.

Linek, S. B., Schwarz, D., Bopp, M., & Albert, D. (2010). When playing meets learning: methodological framework for designing educational games. In J. Cordeiro & J. Filipe (Eds.). *Web Information system and Technologies. 5th International Conference, WEBIST 2009 Lisbon, Portugal, March 2009. Revised Selected Papers*. (Lecture Notes in Business Information Processing 45, pp. 73-85). Springer-Verlag: Heidelberg.

Linek, S. B. (2007). *Geschlechtsspezifisches Design von narrativen Animationen: "Speaker/Gender Effect" und die Schema-Inkongruenz von Information*. (Band 6 der Reihe Wissensprozesse und digitale Medien). Berlin: Logos.

Linek, S. (2007). Speaker/gender effect: Effects of using female voices for auditory explanatory text. In S. Zauchner, K. Siebenhandl & M. Wagner (Eds.), *Gender in e-learning and educational games. A reader*. (pp. 53-70). Innsbruck: Studienverlag.

Further online publications

Friesike, S., Fecher, B., Hebing, M. & Linek, S. (2015). Reputation instead of obligation: forging new policies to motivate academic data sharing. The London School of Economics and Political Science LSE Impact Blog:

<http://blogs.lse.ac.uk/impactofsocialsciences/2015/06/02/reputation-instead-of-obligation-new-policies-to-motivate-academic-data-sharing/>

Linek, S. B. & Baessler, J. (2015). The role of libraries in Science 2.0: addressing the needs of researchers. CILIP-Blog contribution 9 September 2015:

<http://www.cilip.org.uk/cilip/blog/role-libraries-science-20-addressing-needs-researchers>

Fecher, B., Friesike, S., Hebing, M., Linek, S. & Sauermann, A. (2015). A reputation economy: Results from an empirical survey on Academic Data sharing. *Discussion papers of the DIW Berlin*, 1454. Free download from the DIW Berlin website:

<http://www.diw.de/discussionpapers>

Data Sharing in Academia Questionnaire (DSAQ). (2015)

<http://dx.doi.org/10.5684/dsa-02>