

Articles in Journal with Peer-Review

- (1) **Brandtner, A.**, Antons, S., Cornil, A., & Brand, M. (submitted). Integrating desire thinking into the I-PACE model: A special focus on internet-use disorders. *Current Addiction Reports*.
- (2) Wegmann, E., **Brandtner, A.**, & Brand, M. (2021). Perceived strain due to covid-19-related restrictions mediates the effect of social needs and fear of missing out on the risk of a problematic use of social networks. *Frontiers in Psychiatry, 12*(531).
- (3) **Brandtner, A.** & Brand, M. (2021). Fleeing through the mind's eye: Desire thinking as a maladaptive coping mechanism among specific online activities. *Addictive Behaviors, 106957*.
- (4) **Brandtner, A.**, Wegmann, E., & Brand (2020). Neurobiologie und Neuropsychologie der Verhaltenssuchte am Beispiel der Gaming Disorder. *neuro aktuell, 6*, 28-33.
- (5) **Brandtner, A.**, Wegmann, E., & Brand, M. (2020). Desire thinking promotes decisions to game: The mediating role between gaming urges and everyday decision-making in recreational gamers. *Addictive Behaviors Reports, 12*, 100295.
- (6) **Brandtner, A.**, Pekal, J., & Brand, M. (2020). Investigating properties of imagery-induced flash-forwards and the effect of eye movements on the experience of desire and craving in gamers. *Addictive Behaviors, 106347*.
- (7) Liebherr, M., Schweig, S., **Brandtner, A.**, Averbeck, H., Maas, N., Schramm, D., & Brand, M. (2020). When Virtuality Becomes Real: Relevance of Mental Abilities and Age in System Adaptation and the Occurrence of Simulator Sickness. *Ergonomics*.
- (8) **Brandtner, A.**, Liebherr, M., Schweig, S., Maas, N., Schramm, D., & Brand, M. (2019). Subjectively vs. Objectively measured adaptation to driving simulators – Effects of age, driving experience, and previous simulator adaptation. *Transportation Research Part F: Traffic Psychology and Behaviour, 64*, 440-446.

Conference Contributions

- (1) Pekal, J., Liebherr, M., **Brandtner, A.**, & Brand, M. (2019). Attention! Attention! – The role of attention responses in an oddball task in gamers and non-gamers. 6th International Conference on Behavioral Addictions, Yokohama (Japan). In Demetrovics, Z. (Ed.). (2019). 6th International Conference on Behavioral Addictions (ICBA2019), June 17–19, 2019 Yokohama, Japan. *Journal of Behavioral Addictions, 8*(Supplement 1), 1-220.
- (2) Pekal, J., Antons, S., **Brandtner, A.**, Janecko, J., & Brand, M. (2019). Cue-reactivity and craving in specific Internet-use disorders: How distal cues affect the urge to use. 6th International Conference on Behavioral Addictions, Yokohama (Japan). In Demetrovics, Z. (Ed.). (2019). 6th International Conference on Behavioral Addictions (ICBA2019), June 17–19, 2019 Yokohama, Japan. *Journal of Behavioral Addictions, 8*(Supplement 1), 1-220.
- (3) Liebherr, M., **Brandtner, A.**, Averbeck, H., Schweig, S., Maas, N., Schramm, D., & Brand, M. (2018). Virtuelle Realitäten, mentale Leistungsfähigkeit und die Effekte des Alterns. 51. Kongress der Deutschen Gesellschaft für Psychologie, Frankfurt am Main (Germany)
- (4) **Brandtner, A.**, Pekal, J., & Brand, M. (2019). Effects of imagery-induced flash-forwards and eye movements on the craving experience in excessive online gamers. 6th International Conference on Behavioral Addictions, Yokohama (Japan). In Demetrovics, Z. (Ed.). (2019). 6th International Conference on Behavioral Addictions (ICBA2019), June 17–19, 2019 Yokohama, Japan. *Journal of Behavioral Addictions, 8*(Supplement 1), 1-220.
- (5) **Brandtner, A.**, Pekal, J., & Brand, M. (2019). Der Einfluss von durch Mental Imagery erzeugten flash-forwards und Augenbewegungen auf das Erleben von Craving bei exzessiven Internet-Gamern. Vortrag beim Deutschen Suchtkongress (DG-Sucht), Mainz.
- (6) Liebherr, M., **Brandtner, A.**, Averbeck, H., Schweig, S., Maas, N., Schramm, D., & Brand, M. (2018). Virtual realities, mental abilities and the effect of aging. Europe Chapter of the Human Factors and Ergonomics Society Annual Conference, Berlin (Germany).