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## Personal information

Tilo Hartmann is Professor for **Virtual Reality and Communication**, and chair of the Department of Communication Science at the VU Amsterdam. He studied Communication Science and obtained his PhD in 2005 at the University of Music, Drama, and Media Hanover. He has worked at the Annenberg School for Communication at University of Southern California Los Angeles, and communication departments at the University of Erfurt, and University of Zurich.

In his work, Hartmann applies media psychology and related approaches of Communication Science. In the past he examined **users' subjective experience of media**, and particularly their perceptual **illusions** (presence, parasocial interaction, social perceptions of video game characters) and sometimes biased **sense of reality** (e.g., hostile-media bias, cyberchondria, online credibility, epistemological processing). Extending this work, Hartmann now focuses particularly on **Virtual Reality** in his research. His core aim is to understand the determinants and effects of the experience of **presence** in VR and related highly immersive media.

In a second line of research, Hartmann examines how people use media for **entertainment** and their **personal wellbeing**. He published in the major scientific journals of the field (e.g., Journal of Communication, Human Communication Research, Media Psychology), and several books, including "Media Choice: A theoretical and empirical overview." He served as member of the editorial boards of "Journal of Communication", "Media Psychology", "Human Communication Research", as elected co-chair of the "Audience and Reception Studies Division" of the German Communication Association DGPuK, ECREA's audience and reception studies division, and as secretary of ICA's game studies interest group. Hartmann is also appointed leader of the topic "Interconnectedness" at the faculty's Institute of Societal Resilience (ISR), and co-founder of the VR@VU group at the VU's Network Institute.

## Research outputs

### **Entertainment in Virtual Reality and Beyond: The Influence of Embodiment, Co-Location, and Cognitive Distancing on Users' Entertainment Experience**

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### **The role of plausibility in the experience of spatial presence in virtual environments**

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### **Self-control and need satisfaction in primetime: Television, social media, and friends can enhance regulatory resources via perceived autonomy and competence**

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**Entertainment as a creature comfort: self-control and selection of challenging media**

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**The "Moral Disengagement in Violent Videogames" model**

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**Es fühlt sich real an: Eine medienpsychologische Betrachtung des Spielens in virtuellen Welten**

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**Phantom phone signals among millennials: Signs of the times?**

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### **Die messung von parasozialen interaktionen als mehrdimensionales konstrukt: Entwicklung und validierung von PSI-prozess-skalen auf basis des zwei-ebenen-modells parasozialer interaktionen**

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