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## EDUCATION

2011 Ph.D., Department of Clinical and Social Sciences in Psychology, University of Rochester  
2009 M.A., Department of Clinical and Social Sciences in Psychology, University of Rochester  
2004 B.A., Department of Clinical and Social Sciences in Psychology, University of Rochester

## CURRENT and PREVIOUS ACADEMIC POSITIONS

2018 – Director of Research, Oxford Internet Institute, University of Oxford  
2017 – Associate Professor, Oxford Internet Institute, University of Oxford  
2017 – Senior Research Fellow, Oxford Internet Institute, University of Oxford  
2017 – Faculty of Experimental Psychology, University of Oxford  
2013 – 2016 Research Fellow, Oxford Internet Institute, University of Oxford  
2012 – 2013 University Lecturer, Department of Psychology, University of Essex  
2011 – 2012 Research Fellow, Department of Psychology, University of Essex

## RECENT SELECTED EXTERNAL FUNDING (For a complete list see [ORCID](#))

2020 – 2022 How Much is Too Much? Leveraging Existing and Emerging Large-Scale Social Data to Build Robust Evidence-Based Policy for Children in the Digital Age. UK ESRC Secondary Data Analysis Initiative (PI: £286,221)  
2019 – 2022 Adolescent Well-Being in the Digital Age. The Huo Family Foundation (PI: [REDACTED])  
2019 – 2022 SMARtEN: Student Mental Health Research Network. UKRI (CO-I: £910,692)  
2018 – 2020 Mapping the Effects of Digital Technology Use on Disadvantaged Children's Psychological Well-Being. Barnardo's Children's Charities (PI: [REDACTED])  
2018 – 2019 Understanding Society Policy Fellowship: Building Robust Evidence-Based Policy for Children in the Digital Age. Understanding Society (PI: £60,000)

## RECENT SELECTED PUBLICATIONS (For a complete list see [ORCID](#))

Vuorre, M., Zendle, D., Petrovskaya, E., Ballou, N., & Przybylski, A. K. (2021). A large-scale study of changes to the quantity, quality, and distribution of video game play during a global health pandemic. *Technology, Mind, and Behavior*, 2(4). <https://doi.org/10.1037/tmb0000048>  
Johannes, N., Nguyen, T., Weinstein, N., & Przybylski, A. K. (2021). Objective, subjective, and accurate reporting of social media use: No evidence that daily social media use correlates with personality traits, motivational states, or well-being. *Technology, Mind, and Behavior*, 2(2). <https://doi.org/10.1037/tmb0000035>  
Mitev, K., Weinstein, N., Karabeliova, S., Nguyen, T., Law, W., & Przybylski, A. (2021). Social media use only helps, and does not harm, daily interactions and well-being. *Technology, Mind, and Behavior*, 2(1). <https://doi.org/10.1037/tmb0000033>  
Vuorre, M., Orben, A., & Przybylski, A. K. (2021). There Is No Evidence That Associations Between Adolescents' Digital Technology Engagement and Mental Health Problems Have Increased. *Clinical Psychological Science*, 216770262199454. <https://doi.org/10.1177/2167702621994549>

- Przybylski, A. K., Nguyen, T. T., Law, W., & Weinstein, N. (2021). Does Taking a Short Break from Social Media Have a Positive Effect on Well-being? Evidence from Three Preregistered Field Experiments. *Journal of Technology in Behavioral Science*. <https://doi.org/10.1007/s41347-020-00189-w>
- Johannes, N., Vuorre, M., & Przybylski, A. K. (2021). Video game play is positively correlated with well-being. *Royal Society Open Science*, 8(2), <https://doi.org/10.1098/rsos.202049>
- IJzerman, H., Lewis, N. A., Przybylski, A. K., Weinstein, N., DeBruine, L., Ritchie, S. J., Vazire, S., Forscher, P. S., Morey, R. D., Ivory, J. D., & Anvari, F. (2020). Use caution when applying behavioural science to policy. *Nature Human Behaviour*, 4(11), 1092–1094. <https://doi.org/10.1038/s41562-020-00990-w>
- Przybylski, A. K., Orben, A., & Weinstein, N. (2020). How Much Is Too Much? Examining the Relationship Between Digital Screen Engagement and Psychosocial Functioning in a Confirmatory Cohort Study. *Journal of the American Academy of Child & Adolescent Psychiatry*, 59(9), 1080–1088. <https://doi.org/10.1016/j.jaac.2019.06.017>
- Orben, A., Weinstein, N., & Przybylski, A. K. (2020). Only Holistic and Iterative Change Will Fix Digital Technology Research. *Psychological Inquiry*, 31(3), 235–241. <https://doi.org/10.1080/1047840X.2020.1820221>
- Holmes, E. A., O'Connor, R. C., Perry, V. H., Tracey, I., Wessely, S., Arseneault, L., Ballard, C., Christensen, H., Cohen Silver, R., Everall, I., Ford, T., John, A., Kabir, T., King, K., Madan, I., Michie, S., Przybylski, A. K., Shafran, R., Sweeney, A., ... Bullmore, E. (2020). Multidisciplinary research priorities for the COVID-19 pandemic: A call for action for mental health science. *The Lancet Psychiatry*, 7(6), 547–560. [https://doi.org/10.1016/S2215-0366\(20\)30168-1](https://doi.org/10.1016/S2215-0366(20)30168-1)
- Orben, A., & Przybylski, A. K. (2020). Teenage sleep and technology engagement across the week. *PeerJ*, 8, e8427. <https://doi.org/10.7717/peerj.8427>
- Przybylski, A. K., & Weinstein, N. (2019). Investigating the Motivational and Psychosocial Dynamics of Dysregulated Gaming: Evidence From a Preregistered Cohort Study. *Clinical Psychological Science*, 7(6), 1257–1265. <https://doi.org/10.1177/2167702619859341>
- Lanier, M., Waddell, T. F., Elson, M., Tamul, D. J., Ivory, J. D., & Przybylski, A. (2019). Virtual reality check: Statistical power, reported results, and the validity of research on the psychology of virtual reality and immersive environments. *Computers in Human Behavior*, 100, 70–78. <https://doi.org/10.1016/j.chb.2019.06.015>
- Weston, S. J., Ritchie, S. J., Rohrer, J. M., & Przybylski, A. K. (2019). Recommendations for Increasing the Transparency of Analysis of Preexisting Data Sets. *Advances in Methods and Practices in Psychological Science*, 2(3), 214–227. <https://doi.org/10.1177/2515245919848684>
- Orben, A., Dienlin, T., & Przybylski, A. K. (2019). Social media's enduring effect on adolescent life satisfaction. *Proceedings of the National Academy of Sciences*, 116(21), 10226–10228. <https://doi.org/10.1073/pnas.1902058116>
- Orben, A., & Przybylski, A. K. (2019). Screens, Teens, and Psychological Well-Being: Evidence From Three Time-Use-Diary Studies. *Psychological Science*, 30(5), 682–696. <https://doi.org/10.1177/0956797619830329>
- Przybylski, A. K., & Weinstein, N. (2019). Violent video game engagement is not associated with adolescents' aggressive behaviour: Evidence from a registered report. *Royal Society Open Science*, 6(2), 171474. <https://doi.org/10.1098/rsos.171474>
- Orben, A., & Przybylski, A. K. (2019). The association between adolescent well-being and digital technology use. *Nature Human Behaviour*, 3(2), 173–182. <https://doi.org/10.1038/s41562-018-0506-1>

# Niklas Johannes

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I'm a behavioural scientist in the Adolescent Well-Being in the Digital Age Program at the Oxford Internet Institute. Here, I study the effects of technology use on well-being and performance. In my work, I use (longitudinal) surveys, experience sampling, and experiments and rely on data science and advanced statistical modelling.

## ACADEMIC POSITIONS

2020-present Postdoctoral researcher, Oxford Internet Institute, University of Oxford  
2019-2020 Postdoctoral researcher, School of Psychology, University of Glasgow

## FUNDING

2021 John Fell Fund (██████): Establishing an infrastructure to study video game play and mental health

## EDUCATION

2020 PhD, Behavioural Sciences (cum laude), Behavioural Science Institute, Radboud University  
2015 MSc, Communication Science (cum laude), University of Amsterdam  
2013 BSc, Media and Communication (with distinction), University of Mannheim

## SELECTED PUBLICATIONS

For a complete list, see [ORCID](#).

\*Vuorre, M., \*Johannes, N., Magnusson, K., & \*Przybylski, A. K. (2021). Time spent playing video games is unlikely to impact well-being. *PsyArXiv preprint*. <https://doi.org/10.31234/osf.io/8cxyh> [\* equal contribution]

\*Johannes, N., \*Vuorre, M., & \*Przybylski, A. K. (2021). Video game play is positively correlated with well-being. *Royal Society Open Science*, 8(2), 202049. <https://doi.org/10.1098/rsos.202049> [\* equal contribution]

Johannes, N., Nguyen, T., Weinstein, N., & Przybylski, A. K. (2021). Objective, subjective, and accurate reporting of social media use: No evidence that daily social media use correlates with personality traits, motivational states, or well-being. *Technology, Mind, and Behavior*, 2(2). <https://doi.org/10.1037/tmb0000035>

Johannes, N., Dienlin, T., Bakhshi, H., & Przybylski, A. K. (2021). No effect of different types of media on well-being. *PsyArXiv preprint*. <https://doi.org/10.31234/osf.io/zgb5y>

# Matti Vuorre

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I am a psychological scientist at the Oxford Internet Institute, where I study how digital environments relate to cognition and well-being using experimental, data science, and statistical methods.

## Academic Positions

- 2020 - now *Postdoctoral Researcher*, Oxford Internet Institute, University of Oxford  
2018 - 2020 *Postdoctoral Research Scientist*, Department of Psychology, Columbia University

## Education

- 2018 PhD, Columbia University, USA  
2015 M.A, Columbia University, USA  
2013 BSc (HONS) Victoria University of Wellington, New Zealand

## Research funding

- 2021 The association between video game play and cognition (University of Oxford)

## Selected Academic Contributions

For a complete list, see [ORCID](#).

- 2021 \*Johannes, N., \*Vuorre, M., & \*Przybylski, A. K. (2021). Video game play is positively correlated with well-being. *Royal Society Open Science*. <https://doi.org/10.1098/rsos.202049> [\*Equal contribution]
- Vuorre, M., Orben, A., & Przybylski, A. K. (2021). There Is No Evidence That Associations Between Adolescents' Digital Technology Engagement and Mental Health Problems Have Increased. *Clinical Psychological Science*. <https://doi.org/10.1177/2167702621994549>
- Vuorre, M., Zendle, D., Petrovskaya, E., Ballou, N., & Przybylski, A. K. (2021). A large-scale study of changes to the quantity, quality, and distribution of video game play during a global pandemic. *PsyArXiv preprint*. <https://doi.org/10.31234/osf.io/8me6p>
- Vuorre, M., Johannes, N., Magnusson, K., & Przybylski, A. K. (2021). Time spent playing video games is unlikely to impact well-being. *PsyArXiv preprint*. <https://doi.org/10.31234/osf.io/8cxyh>

# Kristoffer Magnusson

Centre for Psychiatry Research  
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Services  
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I'm a licenced clinical psychologist and a researcher at the Centre for Psychiatry Research at Karolinska Institutet and the Stockholm Health Care Services, and an associate researcher at the Oxford Internet Institute. I study how gaming disorder causally relates to functional impairment and its clinical use, and how we can improve treatments for gambling disorder.

## Academic Positions

2020 - now      Postdoctoral researcher, Centre for Psychiatry Research, Karolinska Institutet & Stockholm Health Care Services  
2021 - now      Research Associate, Oxford Internet Institute, University of Oxford

## Employment

2012 - now      Clinical psychologist, Gambling/Gaming unit at the Centre for Psychiatry Research, Stockholm Health Care Services

## Funding

2021      Forte, Sweden (██████████, PI): Gaming, addiction, and health  
2014      Svenska Spel's Independent Research Council, Sweden (██████████): Helping treatment-refusing problem gamblers via their significant others  
2013      Forte, Sweden (██████████): Helping treatment-refusing problem gamblers via their significant others

## Education

2019      PhD, Clinical psychology, Karolinska Institutet, Sweden  
2013      Supervised Clinical Practice, Stockholm Addiction Centre  
2012      MSc, Clinical psychology, Umeå University, Sweden

## Selected Publications

For a complete list, see [ORCID](#).

Magnusson, K., Nilsson, A., Andersson, G., Hellner, C., & Carlbring, P. (2019). Internet-delivered cognitive-behavioral therapy for significant others of treatment-refusing problem gamblers: A randomized wait-list controlled trial. *Journal of Consulting and Clinical Psychology*.  
<https://doi.org/10.1037/ccp0000425>

- Magnusson, K., Nilsson, A., Andersson, G., Hellner, C., & Carlbring, P. (2019). Level of Agreement Between Problem Gamblers' and Collaterals' Reports: A Bayesian Random-Effects Two-Part Model. *Journal of Gambling Studies*. <https://doi.org/10.1007/s10899-019-09847-y>
- Magnusson, K., Nilsson, A., & Carlbring, P. (2019). *Modeling Longitudinal Gambling Data: Challenges and Opportunities*. PsyArXiv. <https://doi.org/10.31234/osf.io/uvxk2>
- Vuorre, M., Johannes, N., Magnusson, K., & Przybylski, A. K. (2021). *Time spent playing video games is unlikely to impact well-being*. PsyArXiv. <https://doi.org/10.31234/osf.io/8cxyh>
- Ivanova, E., Magnusson, K., & Carlbring, P. (2019). Deposit Limit Prompt in Online Gambling for Reducing Gambling Intensity: A Randomized Controlled Trial. *Frontiers in Psychology*, 10, 639. <https://doi.org/10.3389/fpsyg.2019.00639>
- Magnusson, K., Andersson, G., & Carlbring, P. (2018). The consequences of ignoring therapist effects in trials with longitudinal data: A simulation study. *Journal of Consulting and Clinical Psychology*, 86(9), 711–725. <https://doi.org/10.1037/ccp0000333>