

DANIEL KLUG

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Carnegie Mellon University
School of Computer Science
Institute for Software Research
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<http://mint-lab.org>

Research Statement

My work focuses on sociological and cultural perspectives on digital media, interaction, and technology. I'm foremost interested in (1) human-computer/human-media interaction and practices of producing and engaging with digital media artifacts (currently TikTok), (2) popular culture and participation from sociological cultural perspectives, for example, reality TV and audiovisual media products, (3) computer-supported collaboration and video annotation tools in media education contexts, media literacy and algorithmic literacy. I work primarily with qualitative approaches, such as qualitative interviews, focus groups, observations, contextual inquiry, content analysis, or production studies.

I am the head of the *MINT Lab* (<https://www.mint-lab.org/>), an interdisciplinary and international research group at Carnegie Mellon University. My work is in English and German, besides my networks at Carnegie Mellon University, I maintain strong research connections to colleagues in Germany, Switzerland, and Austria.

Education

University of Basel..... Basel, Switzerland
7/2008 – 10/2012 Doctor in Media Studies (*summa cum laude*)

University of Vienna..... Vienna, Austria
9/2006 – 6/2008 Master in Sociology (Minor in Theatre, Film, and Media Studies, and Cultural Studies)

University of Vienna..... Vienna, Austria
9/2002 – 8/2006 Bachelor in Sociology

Appointments

Carnegie Mellon University.....Pittsburgh, PA, USA
1/2019 – present Systems Scientist, School of Computer Science, Institute for Software Research
8/2018 – 12/2018 Visiting Researcher, School of Computer Science, Institute for Software Research

University of Mannheim.....Mannheim, Germany
9/2013 – 12/2013 Guest Lecturer, Department of Philosophy and History, Institute for Media and Communication Studies

University of Basel..... Basel, Switzerland
3/2012 – 12/2018 Research Assistant Professor, Department of Arts, Media, and Philosophy, Seminar for Media Studies

University of Vienna..... Vienna, Austria
1/2007 – 12/2007 Research Assistant, Department of Social Sciences, Institute for Sociology

University of Basel..... Basel, Switzerland
9/2005 – 10/2005 Undergrad Researcher, Department of Arts, Media, and Philosophy, Seminar for
Media Studies

Research Experience & Funding

03/2022 – present.....Collaboratory Against Hate Research and Action Center ([website](#))

Preventing Viral Racism on TikTok

Amount: 49,458 USD

PIs: Daniel Klug; Ming-Te Wang, Christina Scanlon (University of Pittsburgh); Chelsie Hall, Sheyda Demoei (Viral Moment); Alice Huguet (RAND)

10/2019 – present.....National Science Foundation ([#1901311](#))

Sustaining Digital Infrastructure as a Common Pool Resource

Role: *Systems Scientist*

Amount: 799,218 USD

PIs: Jim Herbsleb, Bogdan Vasilescu

4/2016 – 12/2018.....Swiss National Science Foundation ([#162663](#))

Development and evaluation of a web-application for the analysis of audio-visual media products in music education at school

Amount: 359,967 CHF

PIs: Klaus Neumann-Braun, Daniel Klug

2016 – 2019.....TRAVIS GO ([website](#))

Web App for Collaborative Annotating of Audio and Video Material in Educational Contexts

Developers: Daniel Klug, Elke Schlote, Armin Reautschnig, Marian Plösch

4/2014 – 3/2016.....Swiss National Science Foundation ([#150274](#))

Varieties of scripted reality programs in television and on the internet. Comparative analyses of production, product and reception in (German-speaking) Switzerland

Amount: 115,280 CHF

PIs: Klaus Neumann-Braun, Daniel Klug

7/2012.....Freiwillige Akademische Gesellschaft Basel ([website](#))

PhD Thesis Finalization and Publication

Amount: 2,500 CHF

10/2010 – 12/2013.....Swiss National Science Foundation (Additional Funding for [#11993](#))

trAVis – Music-centered transcription tool for audiovisual media products ([website](#))

Amount: 42,000 CHF

.....Freiwillige Akademische Gesellschaft Basel ([website](#))

Amount: 3,000CHF

PIs: Klaus Neumann-Braun, Christofer Jost, Daniel Klug, Axel Schmidt, Armin Reautschnig

7/2008 – 12/2011.....Swiss National Science Foundation ([#119936](#))

Image-Text-Sound-Analyses of music videos

Amount: 477,594 CHF

PI: Klaus Neumann-Braun

Role: *PhD researcher*

Service: Conference and Workshop Organization

- 9/2019.....Institute for Media Studies, University of Basel, Switzerland
Release der Web-App TRAVIS GO. Chancen und Herausforderungen der Appifizierung von Schule
Release of the app TRAVIS GO. Perspectives on the appification of education
Projekt Finissage / Research Project Closing Event
- 11/2015.....Institute for Media Studies, University of Basel, Switzerland
Die Fernsehrealität von Scripted Reality. Perspektiven auf Produkt, Produktion und Rezeption
The Televisual Reality of Scripted Reality
Workshop
- 02/2013.....Institute for Media Studies, University of Basel, Switzerland
Musik – Computer – Analyse. Internationale, interdisziplinäre Forschungstagung zur Methodik der
computergestützten Musik- und Medienanalyse
*Music – Computer – Analysis. International, interdisciplinary conference on computer-based methods for
music and media analysis*
Forschungstagung / Research conference
- 11/2012.....Institute for Media Studies, University of Basel, Switzerland
Arbeit am Alltag - Wie Reality TV Fakten schafft!
Working With Everyday Life–How Reality TV Creates Facts!
Doctoral Workshop
- 06/2010.....Institute for Media Studies, University of Basel, Switzerland
Populäre Musik, mediale Musik?
Popular music, medial music?
International conferences
- 02/2009.....Institute for Media Studies, University of Basel, Switzerland
Die Bedeutung populärer Musik in audiovisuellen Formaten
The Meaning of Popular Music in Audio Visual Artifacts
International conference
-

Service: Conference and Journal Review

- ACM Conference on Computer-Supported Collaborative Work (CSCW) 2022, 2021, 2020
ACM Conference on Human Factors in Computing Systems (CHI) 2022
Association of Internet Researchers (AoIR) 2022, 2021
Association for Learning Technology (ALT) 2020
Deutsche Gesellschaft für Publizistik- und Kommunikationswissenschaft (DGPK) (*Fachgruppe Visuelle
Kommunikation*) 2022, 2021, 2020, 2017
Digital Culture & Education 2020
European Communication Research and Education Association (ECREA) 2022, 2018
Hawaii International Conference on System Sciences (HICSS) 2021
International Communication Association (ICA) 2022, 2021, 2020, 2014
Schweizerische Gesellschaft für Kommunikations- und Medienwissenschaft (SGKM) 2021, 2020, 2018,
2017, 2016, 2014, 2012
Social Media & Society 2022
Studies in Communication Science (SComS) 2016, 2014, 2013
-

Professional Memberships

Association for Computing Machinery (ACM), SIGCHI
Association of Internet Researchers (AoIR)
European Communication Research and Education Association (ECREA)
Deutsche Gesellschaft für Publizistik- und Kommunikationswissenschaft (DGPK)
German Society for Journalism and Communication Studies
- Fachgruppe Visuelle Kommunikation
International Communication Association (ICA)
National Communication Association (U.S.) (NCA)

Student Supervision

2019 – present.....*Carnegie Mellon University*
Institute for Software Research
Research Experience for Undergraduates (REUSE)
Project: User Awareness of Social Media Algorithms

2009 – 2018.....*University of Basel*
Institute for Media Studies
Supervision of Bachelor and Master Theses

Teaching

For better understanding, German course titles have been translated into English (*italics* in last line of each course).

2022 – present.....*Carnegie Mellon University*
[17-218 & 17-618](#) Applied Qualitative Research Methods
Graduate & undergraduate course

2021.....*University of Applied Sciences of the Grisons, Switzerland*
METMMF03 Markt- und Medienforschung III
Market and Media Research III
Master level course
Guest Lecturer

2021 – present.....*Carnegie Mellon University*
[17-397 & 17-641](#) Introduction to Qualitative Research: Social Media Apps and Video Content Creation
Graduate & undergraduate course

2018.....*University of Basel*
[50625-01](#): Stars, Prominente und Celebrities in den Medien: aktuelle Analysen
Analyzing Stars and Celebrities in Media Contexts
Master-level course

2018.....*University of Basel*
[45122-01](#): Körperinszenierungen im Reality TV
The Representation of Body in Reality TV
Master-level course

2014 – 2018.....*University of Basel*
[41825-01](#): Fernsehkultur im Wandel: Am Beispiel von(Scripted) Reality TV
Television Culture in Transition: The Example of (Scripted) Reality TV
Bachelor-level course

- 2013 – 2018.....*University of Basel*
[40095-01](#): Computergestützte Analyse audiovisueller Medienprodukte mit der Web-Applikation *trAVis*
Computer-based Analysis of Audio Visual Media Artifacts Using the Web Application trAVis
 Master-level course
- 2013 – 2014.....*University of Basel*
[11396-01](#): Qualitative Methoden der Fernsehforschung
Qualitative Methods for Television Research
 Bachelor-level course
- 2013.....*University of Mannheim*
 Arten und Weisen der Inszenierung medialer Wirklichkeiten
Ways of Staging Media Realities
 Master-level course
- 2012.....*University of Basel*
[30660-01](#): Analyse audiovisueller Kurzformate am Beispiel von YouTube
Analysis of Short-Form Videos on YouTube
 Master-level course
- 2011.....*University of Basel*
[29043-01](#): Forschungswerkstatt: Reality-TV II
Research workshop: Reality-TV II
 Bachelor-level course
- 2010.....*University of Basel*
[25950-01](#): Forschungswerkstatt: Analyse (audio-)visueller Kommunikation / Medien
Research workshop: Analysis of audiovisual communication/media
 Bachelor-level course
- [24316-01](#): Forschungswerkstatt: Reality-TV
 Research workshop: Reality-TV
 Bachelor-level course
- 2009.....*University of Basel*
 Produktanalysen und Videoclips
Product Analyses and Videoclips
 Bachelor-level course
-

Publications

For better understanding, German publication titles have been translated into English (*italics* in last line of each publication).

BOOKS

- [B06] Autenrieth, U., **Klug, D.**, Schmidt, A., Deppermann, A. (eds.) (2018). **Medien als Alltag.** Herbert von Halem.
[978-3-86962-298-9](#)
Media as Everyday Life
- [B05] **Klug, D.** (ed.) (2016). **Scripted Reality–Fernsehrealität zwischen Fakt und Fiktion. Perspektiven auf Produkt, Produktion und Rezeption.** Nomos.
[978-3-8487-3150-3](#)
Scripted Reality–Television Reality Between Fact and Fiction. Perspectives on the Product, the Production, and the Perception

- [B04] **Klug, D.** (2013). **Lip Synching in Musikclips. Zur Konstruktion von Audio-Vision durch musikbezogene Darstellungshandlungen.** Nomos.
[978-3-8487-0240-4](#)
Lip synching in Music Videos. On the Construction of Audiovision Through Music-Related Representational Acts
- [B03] Jost, C., **Klug, D.**, Schmidt, A., Reautschnig, A., & Neumann-Braun, K. (2012). **Computergestützte Analyse von audiovisuellen Medienprodukten.** Springer VS.
[978-3-531-19459-2](#)
Computer-Based Analysis of Audiovisual Media Artifacts
- [B02] Jost, C., **Klug, D.**, Schmidt, A., Neumann-Braun, K. (eds.) (2011). **Populäre Musik, mediale Musik? Transdisziplinäre Beiträge zu den Medien der populären Musik.** Nomos.
[978-3-8329-6719-2](#)
Popular Music, Medial Music? Transdisciplinary Contributions on the Media of Popular Music
- [B01] Jost, C., Neumann-Braun, K., **Klug, D.**, Schmidt, A. (eds.) (2009). **Die Bedeutung populärer Musik in audiovisuellen Formaten.** Nomos.
[978-3-8329-4999-0](#)
The Meaning of Popular Music in Audiovisual Artifacts

CHAPTERS IN BOOKS

- [Ch23] Schlote, E., **Klug, D.** (2022). Hashtags als Analyseinstrument in der kollaborativen Auseinandersetzung mit Kurz- und Kürzestvideos in der Webapplikation TRAVIS GO. In U. Autenrieth (ed.), **It's all about video. Visuelle Kommunikation im Bann bewegter Bilder** (upcoming)
Hashtags as analytical tool for collaborative analysis of short-form videos using the web app TRAVIS GO
- [Ch22] Klug, D. (2020). "It would not just be visual, it could have words and a story". Performance and Narrative in the Music Video Oeuvre of Michel Gondry. In M. Block, J. Kirby (eds.), **ReFocus: The Films of Michel Gondry.** Edinburgh University Press. pp. 197-212.
[978-1-4744-5603-6](#)
- [Ch21] Klug, D. (2019). The Song Does Not Remain the Same. Music Videos as Large-scale Audiovisual Forms. In C. Jost, G. Herzfeld (eds.), **Large-scale Forms in Popular Music.** Waxmann. pp. 197-210.
[978-3-8309-4119-4](#)
- [Ch20] **Klug, D.**, Schmidt, A. (2019). Production Practices in the Shooting of German Scripted Reality Shows. In C. Batty, M. Berry, K. Dooley, B. Frankham, S. Kerrigan (eds.), **The Palgrave Handbook of Screen Production.** Palgrave Macmillan. pp. 293-304.
doi.org/10.1007/978-3-030-21744-0_23
- [Ch19] **Klug, D.**, Neumann-Braun, K. (2018). Medienanalyse. In R. Bohnsack, W. Marotzki, M. Meuser (eds.), **Handbuch Hauptbegriffe Qualitativer Sozialforschung.** UTB. pp. 153-155.
[978-3-8100-3302-4](#)
Media Analysis
- [Ch18] **Klug, D.**, Schlote, E. (2018). Ästhetische Bildung mit audiovisuellen Medien digital unterstützen. Schulischer Praxisbedarf und Konzepte der Filmbildung. In U. Autenrieth, D. Klug, A. Schmidt, A. Deppermann (eds.), **Medien als Alltag.** Herbert von Halem. pp. 68-98.
[978-3-86962-298-9](#)
Supporting Aesthetic Education with Audiovisual Media School's Demand for Practice and Concepts of Teaching Film

- [Ch17] Klug, D. (2018). Status Quo Vadis Musikclip: Audiovisuelles Radio und nutzergenerierte Tribute-Videos auf YouTube. In U. Autenrieth, D. Klug, A. Schmidt, A. Deppermann (eds.), **Medien als Alltag**. Herbert von Halem. pp. 174-208.
[978-3-86962-298-9](#)
Status Quo Vadis Music Video: Audiovisual Radio and User-Generated Tribute Videos on YouTube
- [Ch16] **Klug, D.**, Neumann-Braun, K. (2018). Deskription und Rekonstruktion. Mit der Web-Applikation trAVis audiovisuelle Medienprodukte analysieren. In C. Moritz, M. Corsten (eds.), **Handbuch Qualitative Videoanalyse**. Springer VS. pp. 259-278.
doi.org/10.1007/978-3-658-15894-115
Description and Reconstruction. Analyzing Audiovisual Media Products with the Web Application trAVis
- [Ch15] Klug, D. (2017). These Kind of Dreams. Dystopian Depictions of California in the Music Video Californication. In K. Nowak-McNeice, A. Zarzyka (eds.), **A Dark California. Essays on Dystopian Depictions in Popular Culture**. MacFarland. pp. 174-183.
[978-1-4766-6783-6](#)
- [Ch14] Klug, D. (2017). Der Hohn macht die Musik. Die Inszenierung von Talentfreiheit in der Musikcastingshow "Deutschland sucht den Superstar". In H. Schramm, N. Ruth (eds.), **Musikcastingshows - Wesen, Nutzung und Wirkung eines populären Fernsehformats**. Springer VS. pp. 15–36.
[978-3-658-17892-5](#)
The Staging of Missing Talent in Singing Competition Reality Shows. The Case of "Deutschland sucht den Superstar"
- [Ch13] **Klug, D.**, Schmidt, A. (2017). TV Formate. In T. Hecken, M. Kleiner (eds.), **Handbuch Popkultur**. J.B. Metzler. pp. 159–163.
[978-3-476-05601-6](#)
TV formats
- [Ch12] **Klug, D.**, Neumann-Braun, K. (2016). Fernsehrealität: Genrevielfalt und Produktionspraxis. Zur Einleitung in die wissenschaftliche Untersuchung von Scripted Reality-Formaten. In D. Klug (ed.), **Scripted Reality–Fernsehrealität zwischen Fakt und Fiktion**. Nomos. pp. 7-32.
[978-3-8487-3150-3](#)
Television Reality: Genres and Production Practices. How to Scientifically Deal with Scripted Reality Formats
- [Ch11] Klug, D. (2016). Scripted Reality-Formate als Erfolgsgarant im Programm deutschsprachiger und europäischer Fernsehsender. In D. Klug (ed.), **Scripted Reality–Fernsehrealität zwischen Fakt und Fiktion**. Nomos. pp. 33-64.
[978-3-8487-3150-3](#)
The Success of Scripted Reality in German-speaking and European Television
- [Ch10] **Klug, D.**, Schmidt, A. (2016). 'Faction' im Fernsehen. Produktionsbeobachtung des Scripted Reality-Formats "mieten, kaufen, wohnen". In D. Klug (ed.), **Scripted Reality–Fernsehrealität zwischen Fakt und Fiktion**. Nomos. pp. 89-124.
[978-3-8487-3150-3](#)
'Faction' on Television. The Production of the Scripted Reality Show „mieten, kaufen, wohnen“
- [Ch09] Klug, D. (2016). Die Herstellung von Scripted Reality-TV - eine Analyse von Praktiken und Realitätsauffassungen der Produzierenden. In D. Klug (ed.), **Scripted Reality–Fernsehrealität zwischen Fakt und Fiktion**. Nomos. pp. 125-186.
[978-3-8487-3150-3](#)
The Production of Scripted Reality TV. Analyzing the Producers' Work Practices and Their View on Reality

- [Ch08] Klug, D. (2015). (Er-)Forschendes Lernen mit Hilfe von Web-Applikationen: Analyse audiovisueller Medienprodukte im Musikunterricht. In S. Schmid (ed.), **Musikunterricht(en) im 21. Jahrhundert**. Wißner, pp. 201–212
[978-3-89639-951-9](#)
Computer-based Analysis of Audiovisual Media Artifacts in School Music Lessons
- [Ch07] Klug, D. (2011). (Un-)Stimmigkeiten. Zur Darstellungspraxis des lip synching in der Audio-Vision des Musikclips. In C. Jost, **D. Klug**, A. Schmidt, K. Neumann-Braun (eds.), **Populäre Musik, mediale Musik? Transdisziplinäre Beiträge zu den Medien der populären Musik**. Nomos. pp. 7–29
[978-3-8329-6719-2](#)
(In-)Coherences. On the Performative Practice of Lip Synching in the Audio-Vision of Music Videos
- [Ch06] Klug, D. (2011). Aus zwei mach eins? Das Original(e) in der Audio-Vision des Musikclips. In N. Grosch, F. Hörner (eds.), **Lied und populäre Kultur/Song and Popular Culture**. Jahrbuch des Deutschen Volksliedarchivs. 56. Jahrgang: Original und Kopie/Original and Copy. Waxmann. pp. 43–61
[978-3-8309-7616-5](#)
Two Become One? The Original in the Audio-Vision of the Music Video
- [Ch05] Klug, D. (2011). Der monströse Körper im Musikclip. In J. van Bebber (ed.), **Dawn of an Evil Millennium. Horror/ Kultur im neuen Jahrtausend**. Böhner. pp. 312–318
[3941310224](#)
The Monstrous Body in Music Videos
- [Ch04] **Klug, D.**, Neumann-Braun, K. (2011). All eyes on... music? Musik und Audiovision im Wandel. In T. Mania, H. Keazor, T. Wübbena (eds.), **Imageb(u)ilder. Vergangenheit, Gegenwart und Zukunft des Videoclips** (Ausstellungsband). Münster: Telos, S. 52–71.
[978-3-933060-36-5](#)
All eyes on... music? Music and Audio Vision in Transition
- [Ch03] Klug, D. (2010). ‘...don’t be afraid, don’t have no fear’ – Horrorästhetik im Popmusikclip zu “Everybody (Backstreet’s back)”. In A. Brunner, M. Parzer (eds.), **pop:aesthetiken. Beiträge zum Schönen in der populären Musik** (Werkstatt Populäre Musik, Band 2). Innsbruck Studienverlag. pp. 139–161.
...dont be afraid, don’t have no fear – Horror Aesthetics in the Pop Music Video “Everybody (Backstreet’s back)”
- [Ch02] Jost, C., Klug, D. (2009). Integrierte Bild-Text-Ton-Analyse. Am Beispiel des Musikclips „Californication“. In C. Jost, A. Schmidt, **D. Klug**, K. Neumann-Braun (eds.), **Die Bedeutung populärer Musik in audiovisuellen Formaten**. Nomos, pp. 197–242.
[978-3-8329-4999-0](#)
Integrated Analysis of Image, Text, and Sound. The Example of the Music Video “Californication”
- [Ch01] Jost, C., **Klug, D.**, Schmidt, A., Neumann-Braun, K. (2009). Der Song im Zeichen der Audiovision. Zur Einführung in ein disparates Forschungsfeld. In C. Jost, A. Schmidt, **D. Klug**, K. Neumann-Braun (eds.), **Die Bedeutung populärer Musik in audiovisuellen Formaten**. Nomos, pp. 7–19.
[978-3-8329-4999-0](#)
The Song in the Context of Audio Vision. Introduction to a Dispersed Research Area

REFEREED JOURNAL PAPERS - SUBMITTED

- [J08] Klug, D., Evans, M., Kaufman, G. (2022). Sharing lived experiences. Creating and consuming TikTok videos to cope with COVID-19 lockdowns. In *MedieKultur*, Special Issue: PandeMedia. How Covid-19 has affected the role of media in society.
- [J07] Vasquez-Herrero, J., Negreira-Rey, M., Klug, D. (2022). TikTok Journalism: Key Concepts and Research Methods. In *Television and New Media*, Special Issue on TikTok Methodologies.

REFEREED JOURNAL PAPERS - PUBLISHED

- [J06] Schlote, E., Klug, D., Neumann-Braun, K. (2020). Mittendrin statt nur dabei. Partizipation im schulischen Unterricht mit der Web-App TRAVIS GO digital unterstützen. In **Zeitschrift Medienpädagogik**, 17 (Jahrbuch Medienpädagogik). pp. 510-529.
doi.org/10.21240/mpaed/jb17/2020.05.20.X
Supporting Participation in School Education with the app TRAVIS GO
- [J05] Schlote, E., Klug, D., Neumann-Braun, K. (2017). Datafizierung der schulischen-ästhetischen Bildung. Ein Werkstattbericht aus der Entwicklung des Lernwerkzeugs TRAVIS GO. In **mERZ Wissenschaft**, 4/2017. pp. 51–63.
[0176-9418](https://doi.org/10.17764/0176-9418)
Datafication in Teaching Aesthetic Education. On the Development of the TRAVIS GO
- [J04] Klug, D., Neumann-Braun, K. (2017). Nur einen Klick entfernt - Über Musikclips im digitalen Zeitalter. In **Musikforum**, 4/2017. pp. 54-56.
[0935-2562](https://doi.org/10.1007/978-3-7089-0935-2_562)
Music Videos in the Age of Digitalization
- [J03] Klug, D., Schlote, E., Eberhardt, J. (2017). Musikvideos im Fremdsprachenunterricht. Wie der Einsatz einer Web-Applikation Binnendifferenzierung und kooperatives Lernen ermöglicht. In **Babylonia**, 3/2017. pp. 34–37.
Music Videos in Foreign Language Teaching. Using Web Applications for Cooperative Learning
- [J02] Klug, D., Schmidt, A. (2014). Scripted Reality-Formate im deutschsprachigen Fernsehprogramm. Trinationale Programmanalyse und Konzeption einer kombinierten Produkt- und Produktionsanalyse. In *Studies in Communication Sciences*, 14(2014). pp. 108–120.
doi.org/10.1016/j.scoms.2014.12.005
Scripted Reality-Shows in German-speaking Television Programs. Tri-National Program Analysis and the Concept of a Combined Analysis of Product and Production
- [J01] Klug, D., Schmidt, A. (2014). Körper(-Darstellungen) im Reality-TV. Herstellung von Wirklichkeit im und über das Fernsehen hinaus. In *sozialer sinn*, 1/2014. pp. 77–107.
doi.org/10.1515/sosi-2014-0105
The Body (and Its Representations) in Factual Entertainment. Producing Reality in and Beyond Television

REFEREED CONFERENCE PROCEEDINGS/WORKSHOP PAPERS

- [C11] Miller, C., Cohen, S., Klug, D., Vasilescu, B., Kästner, C. (2022). “Did You Miss My Comment or What?” Understanding Toxicity in Open Source Discussions. In **44th International Conference on Software Engineering (ICSE 2022)**
doi.org/10.1145/3510003.3510111
- [C10] Schlote, E., Pileggi, C., Klug, D. (2021). Kollaborative Auseinandersetzung mit Videos. Erfahrungen mit TRAVIS GO in der Hochschullehre. In **Lehrentwicklung by Openness – Open Educational Resources im Hochschulkontext**. pp. 81-84.
doi.org/10.5281/zenodo.5004445
Collaborative Examination of Videos. Using TRAVIS GO in Higher Education

- [C09] De Los Santos, M., **Klug, D.** (2021). The TikTok Tradeoff: Compelling Algorithmic Content at the Expense of Personal Privacy. In **20th International Conference on Mobile and Ubiquitous Multimedia (MUM'21)**. pp. 226-229.
doi.org/10.1145/3490632.3497864
- [C08] Le Compte, D., **Klug, D.** (2021). It's Viral! A Study of the Behaviors, Practices and Motivations of TikTok Users and Social Activism. In **Companion Publication of the 2021 Conference on Computer Supported Cooperative Work and Social Computing (CSCW'21)**. pp. 108-111.
doi.org/10.1145/3462204.3481741
- [C07] Qiu, H. S., **Klug, D.** (2021) Motivations and Expectations for Virtual Gift-giving in Douyin Live Streams. In **Selected Papers of AoIR2021: The 22nd Annual Conference of the Association of Internet Researchers**.
doi.org/10.5210/spir.v2021i0.12194
- [C06] **Klug, D.**, Qin, F., Evans, M., Kaufman, G. (2021). Trick And Please. A Mixed-Method Study On User Assumptions About the TikTok Algorithm. In **13th ACM Web Science Conference**. pp. 84-92.
doi.org/10.1145/3447535.3462512
- [C05] **Klug, D.**, Schlote, E. (2021). Designing a Web Application for Simple and Collaborative Video Annotation That Meets Teaching Routines and Educational Requirements. In **Proceedings of 19th European Conference on Computer-Supported Cooperative Work (ECSCW'21)**.
[10.18420/ecscw2021_ep15](https://doi.org/10.18420/ecscw2021_ep15)
- [C04] **Klug, D.**, Bogart, C., Herbsleb, J. (2021). "They Can Only Ever Guide." How an Open Source Software Community Uses Roadmaps to Coordinate Effort. In **Proceedings of the ACM on Human-Computer Interaction**, 5 (CSCW1), pp. 1-28.
doi.org/10.1145/3449232
- [C03] Fang, H., **Klug, D.**, Lamba, H., Vasilescu, B., Herbsleb, J. (2020) Need for Tweet: How Open-Source Developers Talk About Their GitHub Work on Twitter. In **Proceedings of the 17th International Conference on Mining Software Repositories (MSR'20)**. pp. 322-326.
doi.org/10.1145/3379597.3387466
- [C02] Schlote, E., **Klug, D.** (2020). Ein digitales Werkzeug realisieren. Der Entwicklungsprozess der Web-Applikation TRAVIS GO an der Schnittstelle von Medienwissenschaft, Informatik und Schulpädagogik. In **Schnittstellen und Interfaces (fraMediale 7)**. pp. 169-186.
[978-3-86736-568-0](https://doi.org/10.1007/978-3-86736-568-0)
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