

Selected Publications (peer-reviewed):

Jeitziner, L. T., Paneth, L., Rack, O., Bleisch, S., & Zahn, C. (2025). Measuring the quality of collaborative group engagement: Development and validation of the QCGE self-assessment scale (QCGE-SAS). *International Journal of Computer-Supported Collaborative Learning*. <https://doi.org/10.1007/s11412-025-09445-8>

Leuenberger, T., Fiedler, G., Jeitziner, L. T., Andrea Frick, Eichinger, B., Manz, K., & Zahn, C. (2025). Partizipative Gestaltung zukunftsorientierter Lernräume. Potenziale und Herausforderungen. *Journal für LehrerInnenbildung*, 1, 40–51. <https://doi.org/10.35468/jlb-01-2025>

Jeitziner, L. T., Paneth, L., Rack, O., & Zahn, C. (2024). Beyond words: investigating non-verbal indicators of collaborative engagement in a virtual synchronous CSCL environment. *Frontiers in Psychology*, 15, 1347073. <https://doi.org/10.3389/fpsyg.2024.1347073>

Paneth, L., Jeitziner, L. T., Rack, O., Opwis, K., & Zahn, C. (2024). Zooming in: The role of non-verbal behavior in sensing the quality of collaborative group engagement. *International Journal of Computer-Supported Collaborative Learning*. <https://doi.org/10.1007/s11412-024-09422-7>

Zahn, C. (2024). Future Skills – Zukunftsorientierte Hochschullehre. *Zeitschrift für Psychodrama und Soziometrie*, 23, 149–162. <https://doi.org/10.1007/s11620-023-00775-z>

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Paneth, L., Jeitziner, L. T., Rack, O., & Zahn, C. (2023). A multi-method approach to capture quality of collaborative group engagement. In C. Damsa, M. Borge, E. Koh, & M. Worsley (Eds.), *Proceedings of the 16th International Conference on Computer-Supported Collaborative Learning - CSCL 2023* (pp. 91–98). International Society of the Learning Sciences. <https://doi.org/10.22318/cscl2023.134087>

Zahn, C., Eichinger, B., & Reimer, R. T. D. (2023). Re-) designing learning spaces in higher education - Gestaltung von Lernräumen an Hochschulen und Universitäten. Learner-centred design of (digital) learning/teaching spaces. In C. Kohlert (ed.), *Die menschliche (Hoch)schule - Human(e) Education. Hilfe zur Selbsthilfe für gesunde Bildungseinrichtungen - Helping people to healthy educational institutions* (pp. 237–252). Springer. https://doi.org/10.1007/978-3-658-39863-7_11

Zahn, C., Leisner, D., Niederhauser, M., Roos, A.-L., Iseli, T., & Soldati, M. (2022). Effects of Game Mode in Multiplayer Video Games on Intergenerational Social Interaction: Randomized Field Study. *JMIR Formative Research*, 6(2). <https://doi.org/10.26041/fhnw-4454>

Ruf, A., Zahn, C., Agotai, D., Iten, G., & Opwis, K. (2022). Aesthetic design of app interfaces and their impact on secondary students' interest and learning. *Computers & Education*, 3(100075), 1–12. <https://doi.org/10.1016/j.caeo.2022.100075>

- Zahn, C., Ruf, A., & Goldman, R. (2021). Video Data Collection and Video Analyses in CSCL Research. In U. Cress, C. Rosé, A. F. Wise, & J. Oshima (eds.), *International Handbook of Computer-Supported Collaborative Learning* (1 ed., pp. 643–660). Springer. https://doi.org/10.1007/978-3-030-65291-3_35
- Ruf, A., Niederhauser, M., Jäger, J., Zahn, C., & Opwis, K. (2021). Introducing a new approach for investigating learning behavior. In C. Hmelo-Silver, B. de Wever, & J. Oshima (Eds.), *Proceedings of the 14th International Conference on Computer-Supported Collaborative Learning – CSCL 2021* (pp. 251–252). International Society of the Learning Sciences. <https://2021.isls.org/proceedings/index.html>
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