Publication (03/2026)

Monographs

- Dorota Hall / Marta Kołodziejska / Kerstin Radde-Antweiler (2023): *Minority Churches as Media Settlers Negotiating Deep Mediatization*. London/New York: Routledge.

- Radde-Antweiler; Kerstin (2008): *Ritual-Design im rezenten Hexendiskurs. Transferprozesse und Konstruktionsformen von Ritualen auf Persönlichen Homepages*. SVH-Verlag

Book Series Editor

Routledge Series „Routledge Critical Studies in Video Games and Culture"

Journal Editor

- Gamevironments, vgl. https://journals.suub.uni-bremen.de/index.php/gamevironments/index

Edited Volumes

- Radde-Antweiler, Kerstin / Lefebre, Solange / Ganiels, Gladys (in preparation): Special Issue: The Changing Roles of Religions in Societies Emerging from COVID-19. *Journal of Religion in Europe.*

- Radde-Antweiler, Kerstin / Schwarzenegger, Christian / Wolf, Karsten (in preparation): *Beyond Play. The Transformative Power of Digital Gaming in a Deeply Mediatized Society*. Special Issue Gamevironments

- Radde-Antweiler, Kerstin / Zeiler, Xenia (2021): *The Routledge handbook of religion and journalism*. Abingdon, Oxon, New York: Routledge

- Radde-Antweiler. Kerstin / Zeiler, Xenia (2019).: Journalism, Media and Religion: Key Terms in News Media Discourses II. Special Issue of the *Journal of Religion, Media and Culture*

- Radde-Antweiler. Kerstin / Zeiler, Xenia (2019): *Mediatized Religion in Asia: Studies on Digital Media and Religion* [Research in Digital Media and Culture in Asia], Abingdon, Oxon, New York: Routledge

- Grieve, Gregory / Radde-Antweiler. Kerstin / Zeiler, Xenia / Helland, Christoph (2018): Special Issue "Video Games Design in Asia - Voices from the Field", *gamevironments* 8.

- Sisler, Vit / Radde-Antweiler, Kerstin / Zeiler, Xenia (2018): *Methods for Studying Video Games and Religion*. London/New York: Routledge

- Radde-Antweiler; Kerstin / Grieve, Gregory / Zeiler, Xenia (2015): Special Issue Special on Current Key Perspectives in Video Gaming and Religion. *gamevironments* 3

- Radde-Antweiler; Kerstin / Waltemathe, Michael / Zeiler, Xenia (2014): Video Gaming, Let's Plays, and Religion: The Relevance of Researching gamevironments. *gamevironments* 1

- Radde-Antweiler; Kerstin (2008): Virtual Worlds. Research Perspectives from Cultural Studies. *Online – Heidelberg Journal of Religions on the Internet* 3

- Radde-Antweiler; Kerstin (2006): Rituals Online and Online Religion. *Online – Heidelberg Journal of Religions on the Internet* 2

Articles (peer-reviewed) and Book Chapters

- Radde-Antweiler, Kerstin (forthc.): Church Communication during the covid-19 Crisis

The Absence of Religious Language as Adaptation to a Perceived Secular Society. In *Journal of Religion in Europe*

- Radde-Antweiler, Kerstin / Lefebre, Solange / Ganiels, Gladys (forthc.): Introduction. Analyzing Religions in Societies Emerging from COVID-19. *Journal of Religion in Europe*

- Radde-Antweiler, K. / Nord, N. (in print): Agency, Religion and Digitalization. A Research Overview, in: Tsuria, R., Vitullo, A. & Mansour, N. (eds.). Religion and AI: Theoretical and empirical Approchaes". UK; Bloomsbury.

- Radde-Antweiler, K. / Lefebre, S. / Ganiel. G. 2026. “The Changing Role of Religion in Societies Emerging from Covid-19. Research Project Methodology.” ZeMKI Working Papers 55. doi.org/10.26092/elib/5477.

- Radde-Antweiler, Kerstin (2025): Religion und tiefgreifende Mediatisierung. In: Stausberg, Michael / Wilkens, Katharina (eds.): Religionswissenschaft. Ein neues Studienbuch. Berlin: DeGruyter, 273-282.

- Radde-Antweiler, Kerstin (2024): Gamevironments as an Analytical Lens for Studying Gaming and Culture. A Critical Revision. In: gamevironments 21.

- Schwarzenegger, Christian / Wolf, Karsten / Radde-Antweiler, Kerstin (2024): Beyond Play. Researching the Transformative Power of Digital Gaming in Deeply Mediatized Societies. *Media and Communication* 13

- Schwarzenegger, Christian / Wolf, Karsten / Radde-Antweiler, Kerstin (2024): Computerspiele. Vom Randphänomen zum zentralen Indikator der digitalen Gesellschaft und ihrer tiefgreifenden Mediatisierung. *Communicatio Socialis* 3, 302-314.

- Radde-Antweiler, Kerstin (2024): Digitalisierung und Religion aus religionswissenschaftlicher Perspektive. In: Antonius Liedhegener und Jens Köhrsen (eds.): *Religion - Wirtschaft - Politik. Wege zur transdisziplinären Forschung*. Baden-Baden, Zürich: Nomos; Pano by TVZ (Religion - Wirtschaft - Politik, 24), 363-382.

- Radde-Antweiler, Kerstin; Schlag, Thomas (2024): Praktisch-theologische und religionswissenschaftliche Perspektiven. In: Antonius Liedhegener und Jens Köhrsen (eds.): *Religion - Wirtschaft - Politik. Wege zur transdisziplinären Forschung*. Baden-Baden, Zürich: Nomos; Pano by TVZ (Religion - Wirtschaft - Politik, 24), 385-395.

- Radde-Antweiler, Kerstin (2023): Journalismus und Religion. In: Martin Löffelholz / Liane Rothenberger (eds.): *Handbuch Journalismustheorien*. Springer VS, Wiesbaden, 1-12.

- Grieve, Gregory P., Radde-Antweiler, Kerstin und Zeiler, Xenia (2023): Value Formations through Digital Gaming. In: Heidi A. Campbell und Pauline H. Cheong (eds.): *The Oxford Handbook of Digital Religion*. Oxford University Press.

- Radde-Antweiler, Kerstin; Grünenthal, Hannah (2022): Investigating Media Appropriation: Photo Elicitation as a Tool for Collecting Data from the Media Repertoire. In: I. Nord and K. Merle (eds.): *Mediatisierung religiöser Kultur. Praktisch-theologische Standortbestimmungen im interdisziplinären Kontext*. Leipzig: Evangelische Verlagsanstalt, 259-273.

- Radde-Antweiler, Kerstin; Kołodziejska, Marta; Fajfer, Łukasz; Hall, Dorota (2022): Religious media settlers in times of deep mediatization. *Religion* 53, 199-223.

- Kenngott Eva; Radde-Antweiler, Kerstin (2022): Medienanalyse im religionskundlichen Unterricht? Ritualmord im Kontext von Verschwörungstheorien. *Zeitschrift für Religionskunde Revue de didactique des sciences des religions*, 10, 134-148. DOI: 10.26034/fr.zfrk.2022.113 10.

- Radde-Antweiler, Kerstin (2021): Embodiment. In: Campbell, Heidi / Tsuria, Ruth (eds.): *Digital religion: Understanding religious practice in digital media*. 2nd ed. London: Routledge, 103-120.

- Radde-Antweiler, Kerstin / Grünenthal, Hannah (2020): New Possibilities for Carrying out their Ministry to and for the Word of God? The Roman Catholic Church as a Religious Organisation in Times of Deep Mediatisation. *Ecclesial Practices* 7/1, 67–82.

- Grieve, Gregory P. / Radde-Antweiler, Kerstin / Zeiler, Xenia, (2020): Value Formation as an Analytical Concept for the Study of Gamevironments. *gamevironments* 12, 77–113.

- Radde-Antweiler, Kerstin/ Zeiler, Xenia (2020): Religion and Journalism: The Global View. In: K. Radde-Antweiler. / X. Zeiler, eds. *The Routledge handbook of religion and journalism*. Abingdon, Oxon, New York: Routledge, 3-13.

- Grieve, Gregory P. / Helland, Christopher / Radde-Antweiler, Kerstin / Zeiler, Xenia (2018): Video Game Development in Asia. Voices from the Field. *gamevironments*, (8), 1-9.

- Radde-Antweiler, Kerstin / Grünenthal, Hannah (2018): Introduction. Religious Authority. Ascribing Meaning to a Theoretical Term. In: Radde-Antweiler, Kerstin / Zeiler, Xenia (eds.): Special Issue on Journalism, Media and Religion. *Journal of Religion, Media and Digital Culture* 7/3, 368-380.

- Radde-Antweiler, Kerstin (2018): The Papal Election in the Philippines. Negotiating Religious Authority in Newspapers. *Journal of Religion, Media and Digital Culture* 7/3, 400–421.

- Radde-Antweiler, Kerstin (2018): How to study religion and video gaming: A critical discussion. In: Sisler, Vit / Radde-Antweiler, Kerstin / Zeiler, Xenia (eds.): *Methods for Studying Video Games and Religion*. London/New York: Routledge, 207-216.

- Radde-Antweiler, Kerstin (2018): Gaming elicitation in episodic interviews: Let's play baptism. Sisler, Vit / Radde-Antweiler, Kerstin / Zeiler, Xenia (Hrsg.): *Methods for Studying Video Games and Religion*. London/New York: Routledge, 33-48.

- Radde-Antweiler, Kerstin (2018): Religion as Communicative Figurations – Analyzing Religion in Times of Deep Mediatization. In: Radde-Antweiler, Kerstin / Zeiler, Xenia (eds.): Mediatized Religion in Asia: Studies on Digital Media and Religion. London: Routledge, 211-223.

- Radde-Antweiler, Kerstin / Grünenthal, Hannah / Gogolok, Sina (2018): 'Blogging Sometimes Leads to Dementia, Doesn't It?' The Roman Catholic Church in Times of Deep Mediatization. In: Hepp, Andreas / Hasebrink, Uwe / Breiter, Andreas (eds.): *Communicative figurations: Transforming communications in times of deep mediatization*. Cham: Palgrave Macmillan, 267-286.

- Radde-Antweiler, Kerstin (2017): Digital Religion? Media Research from a Religious Studies' Perspective. In: Nord, Ilona / Zipernovszky, Hannah (eds.): Religious Education in Mediatized Worlds. Stuttgart: Kohlhammer, 138-150.

- Radde-Antweiler, Kerstin (2016): Digitale Religion? Medienforschung aus religionswissenschaftlicher Perspektive. In: I. Nord, Ilona / Zipernovszky, Hannah (eds.): Religionspädagogik in mediatisierten Welten, Stuttgart: Kohlhammer, 146-156.

- Radde-Antweiler, Kerstin / Grieve, Gregory / Zeiler, Xenia (2015): Introduction. *gamevironments* 3 (2015), 1-6.

- Radde-Antweiler, Kerstin (2015): Current Key Perspectives in Video Gaming and Religion. *gamevironments* 3 (2015), 30-36.

- Radde-Antweiler, Kerstin (2015): Das Medienereignis 'Papst Franziskus'. Eine mediensoziologische Perspektive. *Theologisch-Praktische Quartalschrift* 163/1, 54-65.

- Radde-Antweiler, Kerstin / Zeiler, Xenia (2015): Methods for Analyzing Let's Plays: Context Analysis for Gaming Videos on YouTube: *gamevironments* 2, 100-139.

- Radde-Antweiler, Kerstin / Waltemathe, Michael / Zeiler, Xenia (2014): Video Gaming, Let's Plays, and Religion: The Relevance of Researching gamevironments. *gamevironments* 1, 1-36.

- Radde-Antweiler, Kerstin (2012): Authenticity. In: Campbell, Heidi (ed.): *Digital Religion: Understanding Religious Practice in New Media Worlds*. London: Routledge, 88-103.

- Radde-Antweiler, Kerstin (2011): "Why are you trying to save the World? Die Ablehnung postmortalischer Angebote in Martin Scorceses Film ‚Die letzte Versuchung Christi.' In: G. Ahn, N. Miczek & K. Rakow (eds.): *Diesseits, Jenseits und Dazwischen? Die Transformation und Konstruktion von Sterben, Tod und Postmortalität*. Bielefeld: Transcript, 71-92.

- Radde-Antweiler, Kerstin / Miczek, Nadja / Heidbrink, Simone (2011): Performing Rituals in Virtual Worlds – A Contested Field. In: Grimes, R. / Hüsken, U. (eds.): *Ritual, Media and Conflict*. New York/Oxford: Oxford University Press, 165-188.

- Radde-Antweiler, Kerstin (2010): Wedding Design Online: Transfer and Transformation of Ritual Elements in the Context of Wedding Rituals. In: Brosius, C./ Hüsken, U. (eds.): *Ritual Matters Dynamic Dimensions in Practice*. London: Routledge, 328-353.

- Radde-Antweiler, Kerstin (2009): 'Study the Ritual not the Belief'? Ritualtheoretische Analysen alttestamentlicher Texte. *Die Welt des Orients* 39, 234–246.

- Radde-Antweiler, Kerstin (2008): 'Virtual Religion' – An Approach to a Religious and Ritual Topography of Second Life. *Online – Heidelberg Journal of Religions on the Internet* 3, 174-211.

- Radde-Antweiler, Kerstin (2008): Religion Becoming Virtualised. Introduction to the Special Issue on Religion in Virtual Worlds. *Online – Heidelberg Journal of Religions on the Internet* 3, 1-6.

- Radde-Antweiler, Kerstin (2007): Cyber-Rituals in Virtual Worlds. Wedding-Online in Second Life. *Masaryk University Journal of Law and Technology*, 185-196

- Radde-Antweiler, Kerstin (2006): Ritual is becoming digitalised. Introduction to the Special Issue on Rituals on the Internet. *Online – Heidelberg Journal of Religions on the Internet* 2, 1-5.

- Radde-Antweiler, Kerstin (2006): Rituals-Online. Transfering and Designing Rituals. *Online – Heidelberg Journal of Religions on the Internet* 2, 54-72.

- Radde-Antweiler, Kerstin / Langer, Robert / Lüddeckens, Dorothea / Snoek, Jan (2005): Ritual Transfer. *Journal of Ritual Studies* 20, 23-34.

- Radde-Antweiler, Kerstin / Langer, Robert / Snoek, Jan (2005): Ritualtransfer. In: R. Langer u. R. Motika u. M. Ursinus (eds.): *Migration und Ritualtransfer: Religiöse Praxis der Aleviten, Jesiden und Nusairier zwischen Vorderem Orient und Westeuropa*. (Heidelberger Studien zur Geschichte und Kultur des modernen Vorderen Orients, 33) Frankfurt am Main, [u. a.]: Peter Lang, Europäischer Verlag der Wissenschaften, 1-15.

Other Articles

- Radde-Antweiler, Kerstin; Grieve, Gregory; Zeiler, Xenia (2023): Value Formations through Digital Gaming. *ZeMKI Working Paper* 43. Universität Bremen, vgl. https://zemki.uni-bremen.de/publikation/nr-43/

- Radde-Antweiler, Kerstin; Kołodziejska, Marta; Fajfer, Łukasz; Hall, Dorota (2022): Religious organizations as media settlers. Strategies towards the trends of deep mediatization *ZeMKI Working Paper* 40, vgl. https://zemki.uni-bremen.de/publikation/nr-43.

- Radde-Antweiler, Kerstin / Zeiler, Xenia eds. (2018): Introduction to the Special Issue on Journalism, Media and Religion. How News Media Ascribe meaning to the Terma "Sacred", "Secular" and "Authority". *Journal of Religion, Media and Digital Culture* 7/3, 261-268.

- Radde-Antweiler, Kerstin (2006): Gratuität. In: C. Auffarth, H.G. Kippenberg und A. Michaels (Hrsg.): *Wörterbuch der Religionen*. Stuttgart: Kröner, 193.

- Radde-Antweiler, Kerstin / Meier, Gernot (2004): Das Medium Internet als religionsgeschichtliche Quelle. *Ruperto Online. Das Webmagazin der Universität Heidelberg*. [http://www.uni-heidelberg.de/magazin/2004/topthema_1204_internet.html]