

Ron Tamborini

List of Publications by Year in descending order

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Version: 2024-02-01

53
papers

2,516
citations

236925
25
h-index

206112
48
g-index

54
all docs

54
docs citations

54
times ranked

1395
citing authors

#	ARTICLE	IF	CITATIONS
1	Defining Media Enjoyment as the Satisfaction of Intrinsic Needs. <i>Journal of Communication</i> , 2010, 60, 758-777.	3.7	397
2	Popular Video Games: Quantifying the Presentation of Violence and Its Context. <i>Journal of Broadcasting and Electronic Media</i> , 2003, 47, 58-76.	1.5	195
3	Media Enjoyment as Need Satisfaction: The Contribution of Hedonic and Nonhedonic Needs. <i>Journal of Communication</i> , 2011, 61, 1025-1042.	3.7	132
4	Predictors of Horror Film Attendance and Appeal. <i>Communication Research</i> , 1987, 14, 415-436.	5.9	128
5	The Role of Social Presence in Interactive Agent-Based Persuasion. <i>Media Psychology</i> , 2007, 10, 385-413.	3.6	117
6	Moral Intuition and Media Entertainment. <i>Journal of Media Psychology</i> , 2011, 23, 39-45.	1.0	110
7	Reacting to Graphic Horror. <i>Communication Research</i> , 1990, 17, 616-640.	5.9	97
8	Task demand and mood repair: The intervention potential of computer games. <i>New Media and Society</i> , 2012, 14, 1339-1357.	5.0	86
9	Testing a Dual-Process Model of Media Enjoyment and Appreciation. <i>Journal of Communication</i> , 2014, 64, 397-416.	3.7	84
10	Being Bad in a Video Game Can Make Us Morally Sensitive. <i>Cyberpsychology, Behavior, and Social Networking</i> , 2014, 17, 499-504.	3.9	81
11	â€œIn the Mood to Gameâ€ Selective exposure and mood management processes in computer game play. <i>New Media and Society</i> , 2015, 17, 375-393.	5.0	74
12	Television Exposure and the Public's Perceptions of Physicians. <i>Journal of Broadcasting and Electronic Media</i> , 2003, 47, 197-215.	1.5	73
13	What Do We Really Know About First-Person-Shooter Games? An Event-Related, High-Resolution Content Analysis. <i>Journal of Computer-Mediated Communication</i> , 2009, 14, 1016-1037.	3.3	68
14	The Influence of Morality Subcultures on the Acceptance and Appeal of Violence. <i>Journal of Communication</i> , 2012, 62, 136-157.	3.7	52
15	Television Doctors: An Analysis of Physicians in Fictional and Non-Fictional Television Programs. <i>Journal of Broadcasting and Electronic Media</i> , 2001, 45, 499-521.	1.5	48
16	Internet Search Behaviors and Mood Alterations: A Selective Exposure Approach. <i>Media Psychology</i> , 2002, 4, 157-172.	3.6	46
17	Preference for Graphic Horror Featuring Male Versus Female Victimization.. <i>Human Communication Research</i> , 1987, 13, 529-552.	3.4	44
18	Effects of Humor on Presence and Recall of Persuasive Messages. <i>Communication Quarterly</i> , 2009, 57, 136-153.	1.3	43

#	ARTICLE	IF	CITATIONS
19	Repeated Exposure to Daytime Soap Opera and Shifts in Moral Judgment Toward Social Convention. <i>Journal of Broadcasting and Electronic Media</i> , 2010, 54, 621-640.	1.5	43
20	Repeated Exposure to Narrative Entertainment and the Salience of Moral Intuitions. <i>Journal of Communication</i> , 2014, 64, 501-520.	3.7	43
21	Predicting Media Appeal From Instinctive Moral Values. <i>Mass Communication and Society</i> , 2013, 16, 325-346.	2.1	39
22	Soap Opera Exposure and Enjoyment: A Longitudinal Test of Disposition Theory. <i>Media Psychology</i> , 2008, 11, 462-487.	3.6	35
23	Perceptions of Moral Violations and Personality Traits Among Heroes and Villains. <i>Mass Communication and Society</i> , 2015, 18, 186-208.	2.1	34
24	Extracting Latent Moral Information from Text Narratives: Relevance, Challenges, and Solutions. <i>Communication Methods and Measures</i> , 2018, 12, 119-139.	4.7	32
25	The Raw Nature of Televised Professional Wrestling: Is the Violence a Cause for Concern?. <i>Journal of Broadcasting and Electronic Media</i> , 2005, 49, 202-220.	1.5	29
26	Repeated Play Reduces Video Games™ Ability to Elicit Guilt: Evidence from a Longitudinal Experiment. <i>Media Psychology</i> , 2017, 20, 267-290.	3.6	26
27	The Morality of May 2, 2011: A Content Analysis of U.S. Headlines Regarding the Death of Osama bin Laden. <i>Mass Communication and Society</i> , 2014, 17, 639-664.	2.1	23
28	The Relationship of Empathy to Comforting Behavior Following Film Exposure. <i>Communication Research</i> , 1993, 20, 723-738.	5.9	22
29	Models for Aggressive Behavior: The Attributes of Violent Characters in Popular Video Games. <i>Communication Studies</i> , 2005, 56, 313-329.	1.2	22
30	The effect of moral intuitions on decisions in video game play: The impact of chronic and temporary intuition accessibility. <i>New Media and Society</i> , 2018, 20, 564-580.	5.0	21
31	Using Attribution Theory To Explain The Affective Dispositions Of Tireless Moral Monitors Toward Narrative Characters. <i>Journal of Communication</i> , 2018, 68, 842-871.	3.7	21
32	Media™s Influence on the Accessibility of Altruistic and Egoistic Motivations. <i>Communication Research Reports</i> , 2016, 33, 177-187.	1.8	20
33	The Thrill Is Gone, but You Might Not Know: Habituation and Generalization of Biophysiological and Self-reported Arousal Responses to Video Games. <i>Communication Monographs</i> , 2015, 82, 64-87.	2.7	19
34	The Representation of Altruistic and Egoistic Motivations in Children™s TV Programming. <i>Communication Research Reports</i> , 2017, 34, 58-67.	1.8	19
35	The Importance of Altruistic Versus Egoistic Motivations: A Content Analysis of Conflicted Motivations in Children™s Television Programming. <i>Communication Reports</i> , 2017, 30, 67-79.	1.0	18
36	Moral Intuitions. <i>Journal of Media Psychology</i> , 2017, 29, 198-207.	1.0	18

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37	Scriptedness and Televised Sports: Violent Consumption and Viewer Enjoyment. <i>Journal of Language and Social Psychology</i> , 2010, 29, 321-337.	2.3	17
38	The Impact of Terrorist Attack News on Moral Intuitions and Outgroup Prejudice. <i>Mass Communication and Society</i> , 2017, 20, 800-824.	2.1	17
39	The Influence of Media Exposure on the Accessibility of Moral Intuitions and Associated Affect. <i>Journal of Media Psychology</i> , 2018, 30, 79-90.	1.0	16
40	Brandishing Guns in American Media: Two Studies Examining How Often and in What Context Firearms Appear on Television and in Popular Video Games. <i>Journal of Broadcasting and Electronic Media</i> , 2004, 48, 584-606.	1.5	15
41	The Representation of Altruistic and Egoistic Motivations in Popular Music over 60 Years. <i>Communication Studies</i> , 2019, 70, 59-78.	1.2	13
42	The Effect of Perpetrator Motive and Dispositional Attributes on Enjoyment of Television Violence and Attitudes Toward Victims. <i>Journal of Broadcasting and Electronic Media</i> , 2008, 52, 136-152.	1.5	11
43	Do Morals Featured in Media Content Correspond with Moral Intuitions in Media Users?: A Test of the MIME in Two Cultures. <i>Journal of Broadcasting and Electronic Media</i> , 2020, 64, 255-276.	1.5	11
44	Talking Smack: Verbal Aggression in Professional Wrestling. <i>Communication Studies</i> , 2008, 59, 242-258.	1.2	10
45	Applying Moral Foundations Theory to Identify Terrorist Group Motivations. <i>Political Psychology</i> , 2019, 40, 507-522.	3.6	9
46	The Representation of Altruism and Egoism in Children's Books. <i>Communication Studies</i> , 2021, 72, 163-177.	1.2	9
47	Things we know about media and morality. <i>Nature Human Behaviour</i> , 2018, 2, 315-315.	12.0	6
48	What Does Television Teach Children? Examining the Altruistic and Egoistic Lessons in Children's Educational Television. <i>Communication Reports</i> , 2021, 34, 106-119.	1.0	5
49	Narrative Media's Emphasis on Distinct Moral Intuitions Alters Early Adolescents' Judgments. <i>Journal of Media Psychology</i> , 2022, 34, 165-176.	1.0	5
50	The Spiral of Violence: Equity of Violent Reprisal in Professional Wrestling and its Dispositional and Motivational Features. <i>Journal of Broadcasting and Electronic Media</i> , 2009, 53, 56-75.	1.5	4
51	Between a Rock and a Hard Place. <i>Journal of Media Psychology</i> , 2021, 33, 103-112.	1.0	4
52	The Influence of Prevailing Regional Political Narratives on Intuitions Featured in Religious Messages. <i>Communication Reports</i> , 2021, 34, 37-49.	1.0	3
53	The Impact of Terrorist Attack News on Moral Intuitions. <i>Communication Studies</i> , 2020, 71, 511-527.	1.2	2