Ron Tamborini

List of Publications by Year
in descending order

53 papers	2,516 citations	236612 25 h-index	205818 48 g-index
54 all docs	54 docs citations	54 times ranked	1395 citing authors

#	Article	IF	Citations
1	Narrative Media's Emphasis on Distinct Moral Intuitions Alters Early Adolescents' Judgments. Journal of Media Psychology, 2022, 34, 165-176.	0.7	5
2	The Representation of Altruism and Egoism in Children's Books. Communication Studies, 2021, 72, 163-177.	0.7	9
3	The Influence of Prevailing Regional Political Narratives on Intuitions Featured in Religious Messages. Communication Reports, 2021, 34, 37-49.	0.6	3
4	What Does Television Teach Children? Examining the Altruistic and Egoistic Lessons in Children's Educational Television. Communication Reports, 2021, 34, 106-119.	0.6	5
5	Between a Rock and a Hard Place. Journal of Media Psychology, 2021, 33, 103-112.	0.7	4
6	The Impact of Terrorist Attack News on Moral Intuitions. Communication Studies, 2020, 71, 511-527.	0.7	2
7	Do Morals Featured in Media Content Correspond with Moral Intuitions in Media Users?: A Test of the MIME in Two Cultures. Journal of Broadcasting and Electronic Media, 2020, 64, 255-276.	0.8	11
8	The Representation of Altruistic and Egoistic Motivations in Popular Music over 60 Years. Communication Studies, 2019, 70, 59-78.	0.7	13
9	Applying Moral Foundations Theory to Identify Terrorist Group Motivations. Political Psychology, 2019, 40, 507-522.	2.2	9
10	Extracting Latent Moral Information from Text Narratives: Relevance, Challenges, and Solutions. Communication Methods and Measures, 2018, 12, 119-139.	3.0	32
11	The effect of moral intuitions on decisions in video game play: The impact of chronic and temporary intuition accessibility. New Media and Society, 2018, 20, 564-580.	3.1	21
12	Using Attribution Theory To Explain The Affective Dispositions Of Tireless Moral Monitors Toward Narrative Characters. Journal of Communication, 2018, 68, 842-871.	2.1	21
13	Things we know about media and morality. Nature Human Behaviour, 2018, 2, 315-315.	6.2	6
14	The Influence of Media Exposure on the Accessibility of Moral Intuitions and Associated Affect. Journal of Media Psychology, 2018, 30, 79-90.	0.7	16
15	Repeated Play Reduces Video Games' Ability to Elicit Guilt: Evidence from a Longitudinal Experiment. Media Psychology, 2017, 20, 267-290.	2.1	26
16	The Importance of Altruistic Versus Egoistic Motivations: A Content Analysis of Conflicted Motivations in Children's Television Programming. Communication Reports, 2017, 30, 67-79.	0.6	18
17	The Representation of Altruistic and Egoistic Motivations in Children's TV Programming. Communication Research Reports, 2017, 34, 58-67.	1.0	19
18	The Impact of Terrorist Attack News on Moral Intuitions and Outgroup Prejudice. Mass Communication and Society, 2017, 20, 800-824.	1.2	17

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19	Moral Intuitions. Journal of Media Psychology, 2017, 29, 198-207.	0.7	18
20	Media's Influence on the Accessibility of Altruistic and Egoistic Motivations. Communication Research Reports, 2016, 33, 177-187.	1.0	20
21	The Thrill Is Gone, but You Might Not Know: Habituation and Generalization of Biophysiological and Self-reported Arousal Responses to Video Games. Communication Monographs, 2015, 82, 64-87.	1.9	19
22	"In the Mood to Game" Selective exposure and mood management processes in computer game play. New Media and Society, 2015, 17, 375-393.	3.1	74
23	Perceptions of Moral Violations and Personality Traits Among Heroes and Villains. Mass Communication and Society, 2015, 18, 186-208.	1.2	34
24	The Morality of May 2, 2011: A Content Analysis of U.S. Headlines Regarding the Death of Osama bin Laden. Mass Communication and Society, 2014, 17, 639-664.	1.2	23
25	Testing a Dual-Process Model of Media Enjoyment and Appreciation. Journal of Communication, 2014, 64, 397-416.	2.1	84
26	Repeated Exposure to Narrative Entertainment and the Salience of Moral Intuitions. Journal of Communication, 2014, 64, 501-520.	2.1	43
27	Being Bad in a Video Game Can Make Us Morally Sensitive. Cyberpsychology, Behavior, and Social Networking, 2014, 17, 499-504.	2.1	81
28	Predicting Media Appeal From Instinctive Moral Values. Mass Communication and Society, 2013, 16, 325-346.	1.2	39
29	Task demand and mood repair: The intervention potential of computer games. New Media and Society, 2012, 14, 1339-1357.	3.1	86
30	The Influence of Morality Subcultures on the Acceptance and Appeal of Violence. Journal of Communication, 2012, 62, 136-157.	2.1	52
31	Media Enjoyment as Need Satisfaction: The Contribution of Hedonic and Nonhedonic Needs. Journal of Communication, 2011, 61, 1025-1042.	2.1	132
32	Moral Intuition and Media Entertainment. Journal of Media Psychology, 2011, 23, 39-45.	0.7	110
33	Defining Media Enjoyment as the Satisfaction of Intrinsic Needs. Journal of Communication, 2010, 60, 758-777.	2.1	397
34	Scriptedness and Televised Sports: Violent Consumption and Viewer Enjoyment. Journal of Language and Social Psychology, 2010, 29, 321-337.	1.2	17
35	Repeated Exposure to Daytime Soap Opera and Shifts in Moral Judgment Toward Social Convention. Journal of Broadcasting and Electronic Media, 2010, 54, 621-640.	0.8	43
36	Effects of Humor on Presence and Recall of Persuasive Messages. Communication Quarterly, 2009, 57, 136-153.	0.7	43

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37	What Do We Really Know About First-Person-Shooter Games? An Event-Related, High-Resolution Content Analysis. Journal of Computer-Mediated Communication, 2009, 14, 1016-1037.	1.7	68
38	The Spiral of Violence: Equity of Violent Reprisal in Professional Wrestling and its Dispositional and Motivational Features. Journal of Broadcasting and Electronic Media, 2009, 53, 56-75.	0.8	4
39	Soap Opera Exposure and Enjoyment: A Longitudinal Test of Disposition Theory. Media Psychology, 2008, 11, 462-487.	2.1	35
40	The Effect of Perpetrator Motive and Dispositional Attributes on Enjoyment of Television Violence and Attitudes Toward Victims. Journal of Broadcasting and Electronic Media, 2008, 52, 136-152.	0.8	11
41	Talking Smack: Verbal Aggression in Professional Wrestling. Communication Studies, 2008, 59, 242-258.	0.7	10
42	The Role of Social Presence in Interactive Agent-Based Persuasion. Media Psychology, 2007, 10, 385-413.	2.1	117
43	The Raw Nature of Televised Professional Wrestling: Is the Violence a Cause for Concern?. Journal of Broadcasting and Electronic Media, 2005, 49, 202-220.	0.8	29
44	Models for Aggressive Behavior: The Attributes of Violent Characters in Popular Video Games. Communication Studies, 2005, 56, 313-329.	0.7	22
45	Brandishing Guns in American Media: Two Studies Examining How Often and in What Context Firearms Appear on Television and in Popular Video Games. Journal of Broadcasting and Electronic Media, 2004, 48, 584-606.	0.8	15
46	Television Exposure and the Public's Perceptions of Physicians. Journal of Broadcasting and Electronic Media, 2003, 47, 197-215.	0.8	73
47	Popular Video Games: Quantifying the Presentation of Violence and Its Context. Journal of Broadcasting and Electronic Media, 2003, 47, 58-76.	0.8	195
48	Internet Search Behaviors and Mood Alterations: A Selective Exposure Approach. Media Psychology, 2002, 4, 157-172.	2.1	46
49	Television Doctors: An Analysis of Physicians in Fictional and Non-Fictional Television Programs. Journal of Broadcasting and Electronic Media, 2001, 45, 499-521.	0.8	48
50	The Relationship of Empathy to Comforting Behavior Following Film Exposure. Communication Research, 1993, 20, 723-738.	3.9	22
51	Reacting to Graphic Horror. Communication Research, 1990, 17, 616-640.	3.9	97
52	Predictors of Horror Film Attendance and Appeal. Communication Research, 1987, 14, 415-436.	3.9	128
53	Preference for Graphic Horror Featuring Male Versus Female Victimization.. Human Communication Research, 1987, 13, 529-552.	1.9	44