Kaveri Subrahmanyam

List of Publications by Year in descending order

Source: https://exaly.com/author-pdf/11406244/publications.pdf

Version: 2024-02-01

56 4,676 papers citations

25 h-index

49 g-index

59 all docs

59 docs citations 59 times ranked 3591 citing authors

#	Article	IF	CITATIONS
1	Online and offline social networks: Use of social networking sites by emerging adults. Journal of Applied Developmental Psychology, 2008, 29, 420-433.	0.8	907
2	Online Communication and Adolescent Relationships. Future of Children, 2008, 18, 119-146.	0.9	440
3	The impact of computer use on children's and adolescents' development. Journal of Applied Developmental Psychology, 2001, 22, 7-30.	0.8	353
4	Effect of video game practice on spatial skills in girls and boys. Journal of Applied Developmental Psychology, 1994, 15, 13-32.	0.8	347
5	Connecting developmental constructions to the internet: Identity presentation and sexual exploration in online teen chat rooms Developmental Psychology, 2006, 42, 395-406.	1.2	314
6	Friending, IMing, and hanging out face-to-face: Overlap in adolescents' online and offline social networks Developmental Psychology, 2012, 48, 356-368.	1.2	287
7	Constructing sexuality and identity in an online teen chat room. Journal of Applied Developmental Psychology, 2004, 25, 651-666.	0.8	185
8	Digital Youth. Advancing Responsible Adolescent Development, 2011, , .	0.2	167
9	Youth Internet use: risks and opportunities. Current Opinion in Psychiatry, 2009, 22, 351-356.	3.1	163
10	Digital Screen Media and Cognitive Development. Pediatrics, 2017, 140, S57-S61.	1.0	145
11	Benefits and Costs of Social Media in Adolescence. Pediatrics, 2017, 140, S67-S70.	1.0	144
12	Can You Guess Who I Am? Real, Ideal, and False Self-Presentation on Facebook Among Emerging Adults. Emerging Adulthood, 2015, 3, 55-64.	1.4	133
13	Can you tell who I am? Neuroticism, extraversion, and online self-presentation among young adults. Computers in Human Behavior, 2014, 33, 179-183.	5.1	121
14	Online discourse in a teen chatroom: New codes and new modes of coherence in a visual medium. Journal of Applied Developmental Psychology, 2003, 24, 713-738.	0.8	100
15	Facebook use and academic performance among college students: A mixed-methods study with a multi-ethnic sample. Computers in Human Behavior, 2015, 45, 265-272.	5.1	97
16	Viewing Fantastical Events Versus Touching Fantastical Events: Shortâ€√erm Effects on Children's Inhibitory Control. Child Development, 2018, 89, 48-57.	1.7	59
17	Shape, Material, and Syntax: Interacting Forces in Children's Learning in Novel Words for Objects and Substances. Language and Cognitive Processes, 1999, 14, 249-281.	2.3	58
18	In their words: Connecting onâ€line weblogs to developmental processes. British Journal of Developmental Psychology, 2009, 27, 219-245.	0.9	53

#	Article	IF	CITATIONS
19	Learning from Paper, Learning from Screens. International Journal of Cyber Behavior, Psychology and Learning, 2013, 3, 1-27.	0.6	51
20	The Short-Term Longitudinal and Reciprocal Relations Between Peer Victimization on Facebook and Adolescents' Well-Being. Journal of Youth and Adolescence, 2016, 45, 1755-1771.	1.9	51
21	Virtual worlds in development: Implications of social networking sites. Journal of Applied Developmental Psychology, 2008, 29, 417-419.	0.8	46
22	"Any Girls Want to Chat Press 911― Partner Selection in Monitored and Unmonitored Teen Chat Rooms. Cyberpsychology, Behavior and Social Networking, 2007, 10, 346-353.	2.2	40
23	Constructing Identity Online: Identity Exploration and Self-Presentation. Advancing Responsible Adolescent Development, 2011, , 59-80.	0.2	36
24	Cue-induced craving for Internet among Internet addicts. Addictive Behaviors, 2016, 62, 1-5.	1.7	33
25	The relation between faceâ€toâ€face and digital interactions and selfâ€esteem: A daily diary study. Human Behavior and Emerging Technologies, 2020, 2, 116-127.	2.5	27
26	A crosslinguistic study of children's noun learning: The case of object and substance words. First Language, 2006, 26, 141-160.	0.5	26
27	Evidence-based guidelines for the informal use of computers by children to promote the development of academic, cognitive and social skills. Ergonomics, 2013, 56, 1349-1362.	1.1	21
28	A Picture Is Worth a Thousand Words: A Mixed Methods Study of Online Self-Presentation in a Multiethnic Sample of Emerging Adults. Identity, 2015, 15, 287-308.	1.2	21
29	Social Networking Sites. , 2012, , 132-147.		21
30	Effects of online multitasking on reading comprehension of expository text. Cyberpsychology, 2013, 7,	0.7	20
31	Digital Games and Learning: Identifying Pathways of Influence. Educational Psychologist, 2015, 50, 335-348.	4.7	20
32	A longitudinal investigation of language mixing in Spanish–English dual language learners: the role of language proficiency, variability, and sociolinguistic factors. Journal of Child Language, 2019, 46, 913-937.	0.8	17
33	Media Symbol Systems and Cognitive Processes. , 0, , 166-187.		15
34	The relation between media multitasking, intensity of use, and well-being in a sample of ethnically diverse emerging adults. Computers in Human Behavior, 2018, 81, 115-123.	5.1	15
35	Adolescents on the net: Internet use and well-being. Adolescence, 2007, 42, 659-77.	0.2	15
36	Bilingual Speech Sound Development During the Preschool Years: The Role of Language Proficiency and Cross-Linguistic Relatedness. Journal of Speech, Language, and Hearing Research, 2018, 61, 2467-2486.	0.7	14

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#	Article	IF	CITATIONS
37	Adolescent Peer Victimization and Internalizing Symptoms During Emerging Adulthood: The Role of Online and Offline Social Support. Journal of Child and Family Studies, 2019, 28, 2456-2466.	0.7	12
38	<i>àêœWhy post more pictures if no one is looking at them?â€</i> Parents' perception of the Facebook Like in sharenting. Communication Review, 2020, 23, 122-144.	0.8	11
39	Who Is Exposed to Harmful Online Content? The Role of Risk and Protective Factors Among Czech, Finnish, and Spanish Adolescents. Journal of Youth and Adolescence, 2021, 50, 2294-2310.	1.9	11
40	Connecting Online Behavior to Adolescent Development: A Theoretical Framework. Advancing Responsible Adolescent Development, 2011, , 27-39.	0.2	10
41	The Darker Sides of the Internet: Violence, Cyber Bullying, and Victimization. Advancing Responsible Adolescent Development, 2011, , 179-199.	0.2	9
42	The Digital Development of LGBTQ Youth. Advances in Human and Social Aspects of Technology Book Series, 2017, , 61-74.	0.3	9
43	Internet Use and Well-Being: Physical and Psychological Effects. Advancing Responsible Adolescent Development, 2011, , 123-142.	0.2	8
44	Intimacy and the Internet: Relationships with Friends, Romantic Partners, and Family Members. Advancing Responsible Adolescent Development, 2011, , 81-102.	0.2	7
45	A Second Life Within Second Life. International Journal of Cyber Behavior, Psychology and Learning, 2011, 1, 50-71.	0.6	7
46	Speech and language outcomes in low-SES Spanish-English bilingual preschoolers: the role of maternal education. International Journal of Bilingual Education and Bilingualism, 2020, , 1-19.	1.1	4
47	Sexuality on the Internet: Sexual Exploration, Cybersex, and Pornography. Advancing Responsible Adolescent Development, 2011, , 41-57.	0.2	4
48	Beauty in the eye of the beholder? Attractiveness in a virtual world. Cyberpsychology, 2015, 9, .	0.7	3
49	Adolescents' Digital Worlds: An Introduction. Advancing Responsible Adolescent Development, 2011, , 1-25.	0.2	2
50	Differences in the Teen Blogosphere: Insights from a Content Analysis of English- and Czech-Language Weblogs. Young, 2012, 20, 277-296.	1.3	1
51	Sexuality and Intimacy: Adolescent Development in the Digital Sphere. , 2018, , 393-414.		1
52	Maternal Cultural Orientation and Speech Sound Production in Spanish/English Dual Language Preschoolers. Languages, 2021, 6, 78.	0.3	0
53	Adolescents' Digital Worlds: Conclusions and Future Steps. Advancing Responsible Adolescent Development, 2011, , 215-230.	0.2	O
54	The Children's Digital Media Center @ Los Angeles. , 2012, , 64-76.		0

#	Article	IF	CITATIONS
55	A Second Life Within Second Life. , 2013, , 205-228.		0
56	Sexuality and Intimacy: Adolescent Development in the Digital Sphere. , 2015, , 1-22.		0