

Sara Bastiaensens

List of Publications by Citations

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The third column is the impact factor (IF) of the journal, and the fourth column is the number of citations of the article.

14
papers

866
citations

10
h-index

14
g-index

14
ext. papers

1,054
ext. citations

5.1
avg, IF

3.75
L-index

#	Paper	IF	Citations
14	A meta-analysis of serious digital games for healthy lifestyle promotion. <i>Preventive Medicine</i> , 2014 , 69, 95-107	4.3	223
13	Cyberbullying on social network sites. An experimental study into bystanders' behavioural intentions to help the victim or reinforce the bully. <i>Computers in Human Behavior</i> , 2014 , 31, 259-271	7.7	208
12	Determinants of self-reported bystander behavior in cyberbullying incidents amongst adolescents. <i>Cyberpsychology, Behavior, and Social Networking</i> , 2014 , 17, 207-15	4.4	99
11	Deciding whether to look after them, to like it, or leave it: A multidimensional analysis of predictors of positive and negative bystander behavior in cyberbullying among adolescents. <i>Computers in Human Behavior</i> , 2016 , 57, 398-415	7.7	85
10	From Normative Influence to Social Pressure: How Relevant Others Affect Whether Bystanders Join in Cyberbullying. <i>Social Development</i> , 2016 , 25, 193-211	2.4	62
9	The efficacy of the Friendly Attac serious digital game to promote prosocial bystander behavior in cyberbullying among young adolescents: A cluster-randomized controlled trial. <i>Computers in Human Behavior</i> , 2018 , 78, 336-347	7.7	42
8	Secondary school educators' perceptions and practices in handling cyberbullying among adolescents: A cluster analysis. <i>Computers and Education</i> , 2015 , 88, 192-201	9.5	38
7	Can I afford to help? How affordances of communication modalities guide bystanders' helping intentions towards harassment on social network sites. <i>Behaviour and Information Technology</i> , 2015 , 34, 425-435	2.4	36
6	Exposure to cyberbullying as a bystander: An investigation of desensitization effects among early adolescents. <i>Computers in Human Behavior</i> , 2016 , 62, 480-487	7.7	35
5	Bridging behavior science and gaming theory: Using the Intervention Mapping Protocol to design a serious game against cyberbullying. <i>Computers in Human Behavior</i> , 2016 , 56, 337-351	7.7	25
4	Psychometric data of a questionnaire to measure cyberbullying bystander behavior and its behavioral determinants among adolescents. <i>Data in Brief</i> , 2018 , 18, 1588-1595	1.2	6
3	The Development of a Serious Game on Cyberbullying 2015 , 93-109		3
2	Were You Cyberbullied? Let Me Help You. Studying Adolescents' Online Peer Support of Cyberbullying Victims Using Thematic Analysis of Online Support Group Fora 2019 , 95-112		3
1	Reporting Catalonia in Belgian newspapers. <i>Catalan Journal of Communication and Cultural Studies</i> , 2013 , 5, 121-128	0.4	1