

Nicholas D Bowman

List of Publications by Year in descending order

Source: <https://exaly.com/author-pdf/284574/publications.pdf>

Version: 2024-02-01

119
papers

3,755
citations

159358

30
h-index

161609

54
g-index

137
all docs

137
docs citations

137
times ranked

2681
citing authors

#	ARTICLE	IF	CITATIONS
1	The Str(Al)ght Scoop: Artificial Intelligence Cues Reduce Perceptions of Hostile Media Bias. <i>Digital Journalism</i> , 2023, 11, 1577-1596.	2.5	9
2	That bygone feeling: Controller ergonomics and nostalgia in video game play.. <i>Psychology of Popular Media</i> , 2023, 12, 147-158.	1.0	2
3	Character morality, enjoyment, and appreciation: a replication of Eden, Daalmans, and Johnson (2017). <i>Media Psychology</i> , 2022, 25, 181-207.	2.1	2
4	Returning to Azeroth: Nostalgia, Sense of Place, and Social Presence in <i>World of Warcraft Classic</i> . <i>Games and Culture</i> , 2022, 17, 421-444.	1.7	6
5	Social video gaming and well-being. <i>Current Opinion in Psychology</i> , 2022, 45, 101316.	2.5	20
6	Watching VR advertising together: How 3D animated agents influence audience responses and enjoyment to VR advertising. <i>Computers in Human Behavior</i> , 2022, 133, 107255.	5.1	20
7	An Agenda for Open Science in Communication. <i>Journal of Communication</i> , 2021, 71, 1-26.	2.1	111
8	From immersion to intention? Exploring advances in prosocial storytelling. <i>Journal of Philanthropy and Marketing</i> , 2021, 26, e1689.	0.6	11
9	Digital gaming audiences: Awareness, without closeness. <i>Entertainment Computing</i> , 2021, 36, 100384.	1.8	6
10	Steering Through and Growing From Turbulent Times. <i>Journal of Media Psychology</i> , 2021, 33, 3-4.	0.7	0
11	Further Validation and Cross-Cultural Replication of the Video Game Demand Scale. <i>Journal of Media Psychology</i> , 2021, 33, 39-48.	0.7	6
12	Governmentality, Playbor, and Peak Performance. <i>Advances in Information Security, Privacy, and Ethics Book Series</i> , 2021, , 186-210.	0.4	0
13	Flow Encourages Task Focus, but Frustration Drives Task Switching., 2021, , .		4
14	A Chinese-Language Validation of the Video Game Demand Scale (VGDS-C). , 2021, , .		7
15	Researchers' commercial video game knowledge associated with differences in beliefs about the impact of gaming on human behavior. <i>Entertainment Computing</i> , 2021, 38, 100406.	1.8	3
16	The "Eudaimonic Experience"™: A Scoping Review of the Concept in Digital Games Research. <i>Media and Communication</i> , 2021, 9, 178-190.	1.1	39
17	Some Assembly Required: Player Mental Models of Videogame Avatars. <i>Frontiers in Psychology</i> , 2021, 12, 701965.	1.1	4
18	Mechanisms of identification and social differentiation in player-avatar relations. <i>Journal of Gaming and Virtual Worlds</i> , 2021, 13, 55-73.	0.1	1

#	ARTICLE	IF	CITATIONS
19	How Awe Affects Players's™ Entertainment Experiences Over Six Weeks of Playing. Lecture Notes in Computer Science, 2021, , 223-235.	1.0	3
20	Contact isn't enough: attitudes towards and misunderstandings about undocumented immigrants among a diverse college population. Ethnic and Racial Studies, 2020, 43, 1052-1071.	1.5	1
21	Evolving considerations and empirical approaches to construct validity in communication science. Annals of the International Communication Association, 2020, 44, 219-234.	2.8	22
22	The Paradox of Interactive Media: The Potential for Video Games and Virtual Reality as Tools for Violence Prevention. Frontiers in Communication, 2020, 5, .	0.6	8
23	Challenges and Best Practices Associated with Sharing Research Materials and Research Data for Communication Scholars. Communication Studies, 2020, 71, 708-716.	0.7	17
24	Once upon a game: Exploring video game nostalgia and its impact on well-being.. Psychology of Popular Media, 2020, 9, 83-95.	1.0	18
25	Natural in the eyes of the (be)holder: A survey on novelty and learning effects in the enjoyment of naturally mapped video game controllers.. Psychology of Popular Media, 2020, 9, 255-265.	1.0	10
26	Response to "Conceptualizing identification: A comment on Downs, Bowman, and Banks (2017)". Psychology of Popular Media, 2020, 9, 283-286.	1.0	3
27	Country roads through 1s and 0s: Sense of place for and recollection of West Virginia following long-term engagement with Fallout 76.. Technology Mind and Behavior, 2020, 1, .	1.1	5
28	Supplemental Material for Country roads through 1s and 0s: Sense of place for and recollection of West Virginia following long-term engagement with Fallout 76.. Technology Mind and Behavior, 2020, 1, .	1.1	0
29	Call for Papers: "Theoretical Consolidation and Innovation in Media Psychology". Journal of Media Psychology, 2020, 32, 46-47.	0.7	2
30	Setting the digital stage: Defining game streaming as an entertainment experience. Entertainment Computing, 2019, 31, 100309.	1.8	15
31	Positive and Negative Experiences on Social Media and Perceived Social Isolation. American Journal of Health Promotion, 2019, 33, 859-868.	0.9	49
32	Anonymity and Online Self-Disclosure: A Meta-Analysis. Communication Reports, 2019, 32, 98-111.	0.6	48
33	The common player-avatar interaction scale (cPAX): Expansion and cross-language validation. International Journal of Human Computer Studies, 2019, 129, 64-73.	3.7	12
34	Social and Entertainment Gratifications of Videogame Play Comparing Robot, AI, and Human Partners. , 2019, , .		2
35	College instructors and the digital red pen: An exploratory study of factors influencing the adoption and non-adoption of digital written feedback technologies. Computers and Education, 2019, 128, 414-426.	5.1	15
36	A polythetic model of player-avatar identification: Synthesizing multiple mechanisms.. Psychology of Popular Media Culture, 2019, 8, 269-279.	2.6	23

#	ARTICLE	IF	CITATIONS
37	Editorial: Video Games as Demanding Technologies. <i>Media and Communication</i> , 2019, 7, 144-148.	1.1	14
38	<i>Media Effects.</i> , 2019, , 223-234.		0
39	<i>Fear of Missing Out Scale.</i> , 2019, , 265-267.		0
40	<i>Measure of Online Communication Attitude.</i> , 2019, , 295-298.		0
41	<i>Electronic Propinquity Scale.</i> , 2019, , 237-239.		0
42	What if it happened to me? Socially conscious music videos can address campus assault: Narrative engagement and rape myth acceptance.. <i>Psychology of Popular Media Culture</i> , 2019, 8, 454-463.	2.6	4
43	“As good as your word” face-threat mitigation and the use of instructor nonverbal cues on students’ perceptions of digital feedback. <i>Communication Education</i> , 2018, 67, 206-225.	0.7	16
44	Video games, emotion, and emotion regulation: expanding the scope. <i>Annals of the International Communication Association</i> , 2018, 42, 125-143.	2.8	71
45	Real-life closeness of social media contacts and depressive symptoms among university students. <i>Journal of American College Health</i> , 2018, 66, 747-753.	0.8	23
46	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.	3.1	21
47	A Layered Framework for Considering Open Science Practices. <i>Communication Research Reports</i> , 2018, 35, 363-372.	1.0	35
48	Reducing Risk for Mental Health Conditions Associated with Social Media Use: Encouraging “REAL” Communication. <i>National Symposium on Family Issues</i> , 2018, , 155-176.	0.2	1
49	Does teaching with PowerPoint increase students' learning? A meta-analysis. <i>Computers and Education</i> , 2018, 126, 376-387.	5.1	65
50	Passive and Active Social Media Use and Depressive Symptoms Among United States Adults. <i>Cyberpsychology, Behavior, and Social Networking</i> , 2018, 21, 437-443.	2.1	192
51	Things we know about media and morality. <i>Nature Human Behaviour</i> , 2018, 2, 315-315.	6.2	6
52	The association between valence of social media experiences and depressive symptoms. <i>Depression and Anxiety</i> , 2018, 35, 784-794.	2.0	32
53	Running Head: Video Game Nostalgia and Retro Gaming. <i>Media and Communication</i> , 2018, 6, 60-68.	1.1	23
54	<i>The Demanding Nature of Video Game Play.</i> , 2018, , 1-24.		13

#	ARTICLE	IF	CITATIONS
55	Development of the Video Game Demand Scale. , 2018, , 208-233.		11
56	A Preliminary Study of Racialized Brawn and Brain Framing Effects. Communication Research Reports, 2017, 34, 78-83.	1.0	9
57	Fun Versus Meaningful Video Game Experiences: A Qualitative Analysis of User Responses. The Computer Games Journal, 2017, 6, 63-79.	1.0	46
58	Problematic social media use and depressive symptoms among U.S. young adults: A nationally-representative study. Social Science and Medicine, 2017, 182, 150-157.	1.8	273
59	The reliance on recognition and majority vote heuristics over privacy concerns when selecting smartphone apps among German and US consumers. Information, Communication and Society, 2017, 20, 621-636.	2.6	13
60	A Note of Thanks to Our Reviewers. Communication Research Reports, 2017, 34, 381-384.	1.0	0
61	The Importance of Effect Size Reporting in <i>Communication Research Reports</i>. Communication Research Reports, 2017, 34, 187-190.	1.0	8
62	The golden (hands) rule: Exploring user experiences with gamepad and natural-user interfaces in popular video games. Journal of Gaming and Virtual Worlds, 2017, 9, 71-85.	0.1	9
63	â€œDrive the Lane; Together, Hard!â€ Journal of Media Psychology, 2017, 29, 31-41.	0.7	8
64	Avatars are (sometimes) people too: Linguistic indicators of parasocial and social ties in playerâ€™avatar relationships. New Media and Society, 2016, 18, 1257-1276.	3.1	67
65	In control or in their shoes? How character attachment differentially influences video game enjoyment and appreciation. Journal of Gaming and Virtual Worlds, 2016, 8, 83-99.	0.1	37
66	Social Media Use and Perceived Emotional Support Among US Young Adults. Journal of Community Health, 2016, 41, 541-549.	1.9	70
67	Using instructor-led Facebook groups to enhance studentsâ€™ perceptions of course content. Computers in Human Behavior, 2016, 65, 582-590.	5.1	34
68	The Quality of Video Games: Subjective Quality Assessments as Predictors of Self-Reported Presence in First-Person Shooter and Role-Playing Games. Journal of Broadcasting and Electronic Media, 2016, 60, 547-566.	0.8	11
69	Through the Looking Glass (Self): The Impact of Wearable Technology on Perceptions of Face-to-Face Interaction. Communication Research Reports, 2016, 33, 332-340.	1.0	4
70	Advancing the study of social media in the communication classroom. Communication Teacher, 2016, 30, 184-184.	0.2	0
71	Research Reports as the â€œNuts and Boltsâ€ of Communication Research. Communication Research Reports, 2016, 33, 87-87.	1.0	3
72	Learned risks and experienced rewards: Exploring the potential sources of students' attitudes toward social media and face-to-face communication. Internet and Higher Education, 2016, 31, 52-57.	4.2	25

#	ARTICLE	IF	CITATIONS
73	R U with Some1? Using Text Message Experience Sampling to Examine Television Coviewing as a Moderator of Emotional Contagion Effects on Enjoyment. <i>Mass Communication and Society</i> , 2016, 19, 149-172.	1.2	14
74	Social Networking Practices in School Psychology: Have Moral Panic Concerns Been Overstated?. <i>Journal of Applied School Psychology</i> , 2016, 32, 66-81.	0.4	5
75	Emotion, anthropomorphism, realism, control: Validation of a merged metric for playerâ€“avatar interaction (PAX). <i>Computers in Human Behavior</i> , 2016, 54, 215-223.	5.1	54
76	Video games as meaningful entertainment experiences.. <i>Psychology of Popular Media Culture</i> , 2016, 5, 390-405.	2.6	131
77	Game/Write. <i>Advances in Human and Social Aspects of Technology Book Series</i> , 2016, , 272-291.	0.3	0
78	The enjoyment of grieving in online games. <i>Journal of Gaming and Virtual Worlds</i> , 2015, 7, 243-258.	0.1	16
79	A massively moral game? Mass Effect as a case study to understand the influence of playersâ€™ moral intuitions on adherence to hero or antihero play styles. <i>Journal of Gaming and Virtual Worlds</i> , 2015, 7, 41-57.	0.1	19
80	12. My pixels or my friends? Game characters as a lens for understanding user avatars in social networks. , 2015, , 159-185.		2
81	The Impact of Video Game Play on Human (and Orc) Creativity. , 2015, , 39-60.		16
82	â€œThe app market has been candy crushedâ€• Observed and rationalized processes for selecting smartphone games. <i>Entertainment Computing</i> , 2015, 8, 1-9.	1.8	9
83	The effects of static avatars on impression formation across different contexts on social networking sites. <i>Computers in Human Behavior</i> , 2015, 53, 111-117.	5.1	22
84	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.	3.1	74
85	Two faces of narcissism on SNS: The distinct effects of vulnerable and grandiose narcissism on SNS privacy control. <i>Computers in Human Behavior</i> , 2015, 45, 375-381.	5.1	31
86	Itâ€™s not the model that doesnâ€™t fit, itâ€™s the controller! The role of cognitive skills in understanding the links between natural mapping, performance, and enjoyment of console video games. <i>Computers in Human Behavior</i> , 2015, 49, 588-596.	5.1	30
87	When the ball stops, the fun stops too: The impact of social inclusion on video game enjoyment. <i>Computers in Human Behavior</i> , 2015, 53, 131-139.	5.1	18
88	Choosing the right app: An exploratory perspective on heuristic decision processes for smartphone app selection. <i>Mobile Media and Communication</i> , 2015, 3, 125-144.	3.1	49
89	The development and validation of an instrument assessing student-institution fit. <i>Assessment and Evaluation in Higher Education</i> , 2015, 40, 1104-1122.	3.9	7
90	The use and acceptance of new media entertainment technology by elderly users: development of an expanded technology acceptance model. <i>Behaviour and Information Technology</i> , 2015, 34, 1052-1063.	2.5	82

#	ARTICLE	IF	CITATIONS
91	The Rise (and Refinement) of Moral Panic*. , 2015, , 22-38.		10
92	Grand Theft Auto(mation). International Journal of Technology and Human Interaction, 2015, 11, 35-50.	0.3	0
93	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
94	Private flirts, public friends: Understanding romantic jealousy responses to an ambiguous social network site message as a function of message access exclusivity. Computers in Human Behavior, 2014, 35, 535-541.	5.1	26
95	Race as an Antecedent Condition in the Framing of Heisman Finalists. Howard Journal of Communications, 2014, 25, 171-191.	0.6	16
96	â€œsee smart people!â€• Using Facebook to supplement cognitive and affective learning in the university mass lecture. Internet and Higher Education, 2014, 23, 1-8.	4.2	87
97	Facilitating Game Play: How Others Affect Performance at and Enjoyment of Video Games. Media Psychology, 2013, 16, 39-64.	2.1	79
98	Elderly people and morality in virtual worlds: A cross-cultural analysis of elderly peopleâ€™s morality in interactive media. New Media and Society, 2013, 15, 276-293.	3.1	8
99	The Influence of Adolescents' Moral Salience on Actions and Entertainment Experience in Interactive Media. Journal of Children and Media, 2013, 7, 480-506.	1.0	18
100	Predicting Media Appeal From Instinctive Moral Values. Mass Communication and Society, 2013, 16, 325-346.	1.2	39
101	â€œViolence Is a Many-Splintered Thingâ€œ: The Importance of Realism, Justification, and Graphicness in Understanding Perceptions of and Preferences for Violent Films and Video Games. Projections (New) Tj ETQq1 1 0.784314 rgBT /Over	1.0	18
102	Task demand and mood repair: The intervention potential of computer games. New Media and Society, 2012, 14, 1339-1357.	3.1	86
103	Graphics and gratification: Exploring the link between technology and enjoyment in video games. Journal of Gaming and Virtual Worlds, 2012, 4, 25-43.	0.1	6
104	â€œI'm Attached, and I'm a Good Guy/Gal!â€• How Character Attachment Influences Pro- and Anti-Social Motivations to Play Massively Multiplayer Online Role-Playing Games. Cyberpsychology, Behavior, and Social Networking, 2012, 15, 169-174.	2.1	66
105	Gut or Game? The Influence of Moral Intuitions on Decisions in Video Games. Media Psychology, 2012, 15, 460-485.	2.1	65
106	What Is Most Important for My Country Is Not Most Important for Me. Communication Research, 2012, 39, 662-678.	3.9	18
107	A question of morality? The influence of moral salience and nationality on media preferences. Communications: the European Journal of Communication Research, 2012, 37, .	0.3	16
108	How demanding is social media: Understanding social media diets as a function of perceived costs and benefits â€œ A rational actor perspective. Computers in Human Behavior, 2012, 28, 2298-2305.	5.1	38

#	ARTICLE	IF	CITATIONS
109	The Influence of Morality Subcultures on the Acceptance and Appeal of Violence. Journal of Communication, 2012, 62, 136-157.	2.1	52
110	Characterizing Mood Management as Need Satisfaction: The Effects of Intrinsic Needs on Selective Exposure and Mood Repair. Journal of Communication, 2012, 62, 437-453.	2.1	126
111	Media Enjoyment as Need Satisfaction: The Contribution of Hedonic and Nonhedonic Needs. Journal of Communication, 2011, 61, 1025-1042.	2.1	132
112	Concern as Motivation for Protection: An Investigation of Mothers' Concern About Daughters' Breast Cancer Risk. Journal of Health Communication, 2011, 16, 1055-1071.	1.2	13
113	Defining Media Enjoyment as the Satisfaction of Intrinsic Needs. Journal of Communication, 2010, 60, 758-777.	2.1	397
114	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
115	Gender Attribution in Online Video Games. Journal of Media Psychology, 2010, 22, 114-124.	0.7	19
116	Mothers' Intentions to Teach Adolescent Daughters about Breast Cancer Risk Reduction Activities: The Influence of Self-Efficacy, Response Efficacy, and Personal Responsibility. Communication Research Reports, 2009, 26, 134-145.	1.0	10
117	“They May Be Pixels, But They’re MY Pixels:” Developing a Metric of Character Attachment in Role-Playing Video Games. Cyberpsychology, Behavior and Social Networking, 2008, 11, 515-518.	2.2	85
118	EXTENDING GAMING DEMAND: SUBJECTIVE EXPERIENCES OF COGNITIVE, EMOTIONAL, PHYSICAL, AND SOCIAL VIDEOGAMING REQUIREMENTS. Aoir Selected Papers of Internet Research, 0, , .	0.0	0
119	“I did it without hesitation. Am I the bad guy?” Online conversations in response to controversial in-game violence. New Media and Society, 0, , 146144482210788.	3.1	1