

Brad J Bushman

List of Publications by Year in descending order

Source: <https://exaly.com/author-pdf/3001584/publications.pdf>

Version: 2024-02-01

238
papers

29,204
citations

9786

73
h-index

5829

161
g-index

258
all docs

258
docs citations

258
times ranked

14116
citing authors

#	ARTICLE	IF	CITATIONS
1	Fundamentalism and intrinsic religiosity as factors in well-being and social connectedness: An Iranian study.. <i>Psychology of Religion and Spirituality</i> , 2023, 15, 398-406.	1.3	1
2	Solving the puzzle of null violent media effects.. <i>Psychology of Popular Media</i> , 2023, 12, 1-9.	1.4	17
3	Effects of violent and nonviolent sexualized media on aggression-related thoughts, feelings, attitudes, and behaviors: A meta-analytic review. <i>Aggressive Behavior</i> , 2022, 48, 111-136.	2.4	23
4	Harming and Shaming through Naming: Examining Why Calling the Coronavirus the "COVID-19 Virus," Not the "Chinese Virus," Matters. <i>Media Psychology</i> , 2022, 25, 639-652.	3.6	13
5	Applied to video game violence, maximal positive controls is far from even a minimal demonstration: Comment on (. <i>Journal of Experimental Social Psychology</i> , 2022, 100, 104200.	2.2	2
6	Preliminary evidence of the effectiveness of a brief self-control intervention on reducing the short-term harmful consequences of violent video games on adolescents. <i>Journal of Applied Social Psychology</i> , 2022, 52, 246-258.	2.0	3
7	Dominance and prestige: Meta-analytic review of experimentally induced body position effects on behavioral, self-report, and physiological dependent variables.. <i>Psychological Bulletin</i> , 2022, 148, 67-85.	6.1	21
8	Correcting misperceptions of gun policy support can foster intergroup cooperation between gun owners and non-gun owners. <i>PLoS ONE</i> , 2022, 17, e0268601.	2.5	1
9	The link between narcissism and aggression: A meta-analytic review.. <i>Psychological Bulletin</i> , 2021, 147, 477-503.	6.1	83
10	Longitudinal predictions of young adults' weapons use and criminal behavior from their childhood exposure to violence. <i>Aggressive Behavior</i> , 2021, 47, 621-634.	2.4	11
11	The Weapons Effect. , 2021, , 29-38.		1
12	Stimulating the ventrolateral prefrontal cortex (VLPFC) modulates frustration-induced aggression: A tDCS experiment. <i>Brain Stimulation</i> , 2020, 13, 302-309.	1.6	26
13	Self-Identity as a Cognitive Model of the Self: Commentary on Granic, Morita, & Scholten (2020). <i>Psychological Inquiry</i> , 2020, 31, 247-249.	0.9	0
14	Measuring the perception of aggression in driving behavior. <i>Accident Analysis and Prevention</i> , 2020, 145, 105709.	5.7	10
15	Public Opinion Perceptions, Private Support, and Public Actions of US Adults Regarding Gun Safety Policy. <i>JAMA Network Open</i> , 2020, 3, e2029571.	5.9	11
16	Bushman, Brad J., 2020, , 572-574.		0
17	How Can Psychological Science Contribute to a Healthier, Happier, and More Sustainable World?. <i>Perspectives on Psychological Science</i> , 2019, 14, 3-6.	9.0	13
18	Effect of Exposure to Gun Violence in Video Games on Children's Dangerous Behavior With Real Guns. <i>JAMA Network Open</i> , 2019, 2, e194319.	5.9	26

#	ARTICLE	IF	CITATIONS
19	The competitive reaction time task: The development and scientific utility of a flexible laboratory aggression paradigm. <i>Aggressive Behavior</i> , 2019, 45, 389-396.	2.4	35
20	“Boom, Headshot!” Violent first-person shooter (FPS) video games that reward headshots train individuals to aim for the head when shooting a realistic firearm. <i>Aggressive Behavior</i> , 2019, 45, 33-41.	2.4	5
21	Effects of sexualized video games on online sexual harassment. <i>Aggressive Behavior</i> , 2019, 45, 214-223.	2.4	25
22	5-HTTLPR polymorphism is associated with nostalgia proneness: The role of neuroticism. <i>Social Neuroscience</i> , 2019, 14, 183-190.	1.3	8
23	A longitudinal study of link between exposure to violent video games and aggression in Chinese adolescents: The mediating role of moral disengagement.. <i>Developmental Psychology</i> , 2019, 55, 184-195.	1.6	52
24	Teaching Students About Violent Media Effects. <i>Teaching of Psychology</i> , 2018, 45, 200-206.	1.2	2
25	The General Aggression Model. <i>Current Opinion in Psychology</i> , 2018, 19, 75-80.	4.9	267
26	The facts on the furious: a brief review of the psychology of trait anger. <i>Current Opinion in Psychology</i> , 2018, 19, 98-103.	4.9	53
27	Climate, aggression, and violence (CLASH): a cultural-evolutionary approach. <i>Current Opinion in Psychology</i> , 2018, 19, 113-118.	4.9	17
28	Effects of Weapons on Aggressive Thoughts, Angry Feelings, Hostile Appraisals, and Aggressive Behavior: A Meta-Analytic Review of the Weapons Effect Literature. <i>Personality and Social Psychology Review</i> , 2018, 22, 347-377.	6.0	36
29	“Don’t you know I own the road?” The link between narcissism and aggressive driving. <i>Transportation Research Part F: Traffic Psychology and Behaviour</i> , 2018, 52, 14-20.	3.7	17
30	Omega-3 supplements reduce self-reported physical aggression in healthy adults. <i>Psychiatry Research</i> , 2018, 261, 307-311.	3.3	14
31	Editorial overview: Aggression and violence. <i>Current Opinion in Psychology</i> , 2018, 19, iv-vi.	4.9	5
32	Narcissism, Fame Seeking, and Mass Shootings. <i>American Behavioral Scientist</i> , 2018, 62, 229-241.	3.8	33
33	CLASH: Climate (change) and cultural evolution of intergroup conflict. <i>Group Processes and Intergroup Relations</i> , 2018, 21, 457-471.	3.9	3
34	Development and validation of the single item trait empathy scale (SITES). <i>Journal of Research in Personality</i> , 2018, 73, 111-122.	1.7	41
35	Guns Automatically Prime Aggressive Thoughts, Regardless of Whether a “Good Guy” or “Bad Guy” Holds the Gun. <i>Social Psychological and Personality Science</i> , 2018, 9, 727-733.	3.9	10
36	Media Violence and the General Aggression Model. <i>Journal of Social Issues</i> , 2018, 74, 386-413.	3.3	102

#	ARTICLE	IF	CITATIONS
37	Who should be on the \$10 and \$20 bills? Preferences based on gender, sexism, race, racism, political affiliation, and political ideology. <i>Journal of Applied Social Psychology</i> , 2018, 48, 339-348.	2.0	0
38	Risk factors for youth violence: Youth violence commission, International Society For Research On Aggression (ISRA). <i>Aggressive Behavior</i> , 2018, 44, 331-336.	2.4	28
39	Killing characters in video games kills memory for in-game ads.. <i>Psychology of Popular Media Culture</i> , 2018, 7, 87-97.	2.4	13
40	Narcissism on the Jersey Shore: Exposure to narcissistic reality TV characters can increase narcissism levels in viewers.. <i>Psychology of Popular Media Culture</i> , 2018, 7, 399-412.	2.4	7
41	Drawn to danger: trait anger predicts automatic approach behaviour to angry faces. <i>Cognition and Emotion</i> , 2017, 31, 765-771.	2.0	42
42	Assessing Callous-Unemotional Traits in Adolescents: Determining Cutoff Scores for the Inventory of Callous and Unemotional Traits. <i>Journal of Clinical Psychology</i> , 2017, 73, 257-278.	1.9	61
43	Associations Between Experiencing and Witnessing Physical and Psychological Abuse and Internalizing and Externalizing Problems in Yemeni Children. <i>Journal of Family Violence</i> , 2017, 32, 585-593.	3.3	7
44	The Logic of Climate and Culture: Evolutionary and Psychological Aspects of CLASH. <i>Behavioral and Brain Sciences</i> , 2017, 40, e104.	0.7	8
45	Aggression and violence around the world: A model of CLimate, Aggression, and Self-control in Humans (CLASH). <i>Behavioral and Brain Sciences</i> , 2017, 40, e75.	0.7	74
46	Neuromodulation can reduce aggressive behavior elicited by violent video games. <i>Cognitive, Affective and Behavioral Neuroscience</i> , 2017, 17, 452-459.	2.0	32
47	The Contagious Spread of Violence Among US Adolescents Through Social Networks. <i>American Journal of Public Health</i> , 2017, 107, 288-294.	2.7	41
48	Effects of Exposure to Gun Violence in Movies on Children's Interest in Real Guns. <i>JAMA Pediatrics</i> , 2017, 171, 1057.	6.2	25
49	Grand Theft Auto is a "Sandbox" Game, but There are Weapons, Criminals, and Prostitutes in the Sandbox: Response to Ferguson and Donnellan (2017). <i>Journal of Youth and Adolescence</i> , 2017, 46, 2460-2466.	3.5	8
50	Screen Violence and Youth Behavior. <i>Pediatrics</i> , 2017, 140, S142-S147.	2.1	73
51	The weapons effect on wheels: Motorists drive more aggressively when there is a gun in the vehicle. <i>Journal of Experimental Social Psychology</i> , 2017, 73, 82-85.	2.2	14
52	When the Heat Is On: The Effect of Temperature on Voter Behavior in Presidential Elections. <i>Frontiers in Psychology</i> , 2017, 8, 929.	2.1	8
53	Violent video game effects remain a societal concern: Reply to Hilgard, Engelhardt, and Rouder (2017).. <i>Psychological Bulletin</i> , 2017, 143, 775-782.	6.1	29
54	Self-regulation and aggression. , 2017, , 330-339.		7

#	ARTICLE	IF	CITATIONS
55	Bushman, Brad J., 2017, , 1-2.		0
56	Acting like a Tough Guy: Violent-Sexist Video Games, Identification with Game Characters, Masculine Beliefs, & Empathy for Female Violence Victims. PLoS ONE, 2016, 11, e0152121.	2.5	66
57	Violent media and hostile appraisals: A meta-analytic review. Aggressive Behavior, 2016, 42, 605-613.	2.4	54
58	The weapons priming effect. Current Opinion in Psychology, 2016, 12, 45-48.	4.9	25
59	Just "harmless entertainment"? Effects of surveillance reality TV on physical aggression.. Psychology of Popular Media Culture, 2016, 5, 66-73.	2.4	6
60	Immersed in violence: Presence mediates the effect of 3D violent video gameplay on angry feelings.. Psychology of Popular Media Culture, 2016, 5, 133-144.	2.4	24
61	Youth violence: What we know and what we need to know.. American Psychologist, 2016, 71, 17-39.	4.2	127
62	Reply to Comments on SPSSI Research Summary on Media Violence by Cupit (2016), Gentile (2016), Glackin and Gray (2016), Gollwitzer (2016), and Krahn (2016). Analyses of Social Issues and Public Policy, 2016, 16, 443-450.	1.7	1
63	The Praise Paradox: When and Why Praise Backfires in Children With Low Self-Esteem. Child Development Perspectives, 2016, 10, 111-115.	3.9	39
64	Exploring Primary and Secondary Variants of Psychopathy in Adolescents in Detention and in the Community. Journal of Clinical Child and Adolescent Psychology, 2016, 45, 564-578.	3.4	44
65	How Often Does Currently Felt Emotion Predict Social Behavior and Judgment? A Meta-Analytic Test of Two Theories. Emotion Review, 2016, 8, 136-143.	3.4	85
66	Violent Video Games and Reciprocity. Communication Research, 2016, 43, 447-467.	5.9	43
67	Violence, sex, and dreams: Violent and sexual media content infiltrate our dreams at night.. Dreaming, 2016, 26, 271-279.	0.5	11
68	Agreement across stakeholders is consensus: Response to Ivory et al. (2015).. Psychology of Popular Media Culture, 2015, 4, 230-235.	2.4	2
69	Predictors of child-to-parent aggression: A 3-year longitudinal study.. Developmental Psychology, 2015, 51, 663-676.	1.6	72
70	Emotional contrast or compensation? How support reminders influence the pain of acute peer disapproval in preadolescents.. Developmental Psychology, 2015, 51, 1438-1449.	1.6	3
71	Do sex and violence sell? A meta-analytic review of the effects of sexual and violent media and ad content on memory, attitudes, and buying intentions.. Psychological Bulletin, 2015, 141, 1022-1048.	6.1	66
72	There is broad consensus: Media researchers agree that violent media increase aggression in children, and pediatricians and parents concur.. Psychology of Popular Media Culture, 2015, 4, 200-214.	2.4	57

#	ARTICLE	IF	CITATIONS
73	SPSSI Research Summary on Media Violence. <i>Analyses of Social Issues and Public Policy</i> , 2015, 15, 4-19.	1.7	44
74	Reply to Kealy et al.: Theoretical precision in the study of narcissism and its origins. <i>Proceedings of the National Academy of Sciences of the United States of America</i> , 2015, 112, E2987-E2987.	7.1	16
75	Unresponsive or un-noticed?: Cyberbystander intervention in an experimental cyberbullying context. <i>Computers in Human Behavior</i> , 2015, 45, 144-150.	8.5	92
76	Origins of narcissism in children. <i>Proceedings of the National Academy of Sciences of the United States of America</i> , 2015, 112, 3659-3662.	7.1	154
77	My child is God's gift to humanity: Development and validation of the Parental Overvaluation Scale (POS).. <i>Journal of Personality and Social Psychology</i> , 2015, 108, 665-679.	2.8	43
78	Understanding Causality in the Effects of Media Violence. <i>American Behavioral Scientist</i> , 2015, 59, 1807-1821.	3.8	28
79	Distinguishing Hypotheses From Hyperbole in Studies of Media Violence: A Comment on Markey et al. (2015). <i>Human Communication Research</i> , 2015, 41, 174-183.	3.4	6
80	Methodological and Reporting Errors in Meta-Analytic Reviews Make Other Meta-Analysts Angry. <i>Perspectives on Psychological Science</i> , 2015, 10, 677-679.	9.0	33
81	Reducing aggressive responses to social exclusion using transcranial direct current stimulation. <i>Social Cognitive and Affective Neuroscience</i> , 2015, 10, 352-356.	3.0	105
82	Electrified emotions: Modulatory effects of transcranial direct stimulation on negative emotional reactions to social exclusion. <i>Social Neuroscience</i> , 2015, 10, 46-54.	1.3	41
83	Violent and sexual media impair second-language memory during encoding and retrieval. <i>Journal of Experimental Social Psychology</i> , 2015, 56, 172-178.	2.2	6
84	Development and Validation of the Single Item Narcissism Scale (SINS). <i>PLoS ONE</i> , 2014, 9, e103469.	2.5	170
85	Unconditional Regard Buffers Children's Negative Self-Feelings. <i>Pediatrics</i> , 2014, 134, 1119-1126.	2.1	49
86	The interactive effect of social pain and executive functioning on aggression: an fMRI experiment. <i>Social Cognitive and Affective Neuroscience</i> , 2014, 9, 699-704.	3.0	77
87	Supreme Court decision on violent video games was based on the First Amendment, not scientific evidence.. <i>American Psychologist</i> , 2014, 69, 306-307.	4.2	12
88	On feeding those hungry for praise: Person praise backfires in children with low self-esteem.. <i>Journal of Experimental Psychology: General</i> , 2014, 143, 9-14.	2.1	67
89	Parental Desensitization to Violence and Sex in Movies. <i>Pediatrics</i> , 2014, 134, 877-884.	2.1	15
90	Effects of playing a violent video game as male versus female avatar on subsequent aggression in male and female players. <i>Aggressive Behavior</i> , 2014, 40, 537-541.	2.4	23

#	ARTICLE	IF	CITATIONS
91	Media use and ADHD-related behaviors in children and adolescents: A meta-analysis.. <i>Developmental Psychology</i> , 2014, 50, 2228-2241.	1.6	199
92	“That’s Not Just Beautiful” That’s Incredibly Beautiful! <i>Psychological Science</i> , 2014, 25, 728-735.	3.3	80
93	Vicarious Revenge and the Death of Osama bin Laden. <i>Personality and Social Psychology Bulletin</i> , 2014, 40, 604-616.	3.0	35
94	The Relationship Between Narcissistic Exploitativeness, Dispositional Empathy, and Emotion Recognition Abilities. <i>Journal of Nonverbal Behavior</i> , 2014, 38, 129-143.	1.0	69
95	Interactive Effect of Moral Disengagement and Violent Video Games on Self-Control, Cheating, and Aggression. <i>Social Psychological and Personality Science</i> , 2014, 5, 451-458.	3.9	52
96	Low glucose relates to greater aggression in married couples. <i>Proceedings of the National Academy of Sciences of the United States of America</i> , 2014, 111, 6254-6257.	7.1	93
97	Why Is It So Hard to Believe That Media Influence Children and Adolescents?. <i>Pediatrics</i> , 2014, 133, 571-573.	2.1	31
98	Effects of Avatar Race in Violent Video Games on Racial Attitudes and Aggression. <i>Social Psychological and Personality Science</i> , 2014, 5, 698-704.	3.9	41
99	Sweetened blood sweetens behavior. Ego depletion, glucose, guilt, and prosocial behavior. <i>Appetite</i> , 2014, 81, 8-11.	3.7	11
100	Washing the guilt away: effects of personal versus vicarious cleansing on guilty feelings and prosocial behavior. <i>Frontiers in Human Neuroscience</i> , 2014, 8, 97.	2.0	28
101	Twenty-Five Years of Research on Violence in Digital Games and Aggression Revisited. <i>European Psychologist</i> , 2014, 19, 47-55.	3.1	55
102	“Beauty is in the eye of the beer holder”: People who think they are drunk also think they are attractive. <i>British Journal of Psychology</i> , 2013, 104, 225-234.	2.3	14
103	Youths’ displaced aggression against in- and out-group peers: An experimental examination. <i>Journal of Experimental Child Psychology</i> , 2013, 115, 180-187.	1.4	13
104	The more you play, the more aggressive you become: A long-term experimental study of cumulative violent video game effects on hostile expectations and aggressive behavior. <i>Journal of Experimental Social Psychology</i> , 2013, 49, 224-227.	2.2	92
105	Violent Video Games Stress People Out and Make Them More Aggressive. <i>Aggressive Behavior</i> , 2013, 39, 64-70.	2.4	54
106	Too calloused to care: An experimental examination of factors influencing youths' displaced aggression against their peers.. <i>Journal of Experimental Psychology: General</i> , 2013, 142, 28-33.	2.1	10
107	Gun Violence Trends in Movies. <i>Pediatrics</i> , 2013, 132, 1014-1018.	2.1	63
108	The Weapons Effect. <i>JAMA Pediatrics</i> , 2013, 167, 1094.	6.2	6

#	ARTICLE	IF	CITATIONS
109	The Allure of the Forbidden. <i>Psychological Science</i> , 2013, 24, 507-513.	3.3	5
110	When Narcissus Was a Boy: Origins, Nature, and Consequences of Childhood Narcissism. <i>Child Development Perspectives</i> , 2013, 7, 22-26.	3.9	32
111	Lashing Out after Stewing over Public Insults: The Effects of Public Provocation, Provocation Intensity, and Rumination on Triggered Displaced Aggression. <i>Aggressive Behavior</i> , 2013, 39, 13-29.	2.4	43
112	My Child Redeems My Broken Dreams: On Parents Transferring Their Unfulfilled Ambitions onto Their Child. <i>PLoS ONE</i> , 2013, 8, e65360.	2.5	17
113	“Remain Calm. Be Kind.” Effects of Relaxing Video Games on Aggressive and Prosocial Behavior. <i>Social Psychological and Personality Science</i> , 2012, 3, 88-92.	3.9	40
114	Are People More Aggressive When They Are Worse Off or Better Off Than Others?. <i>Social Psychological and Personality Science</i> , 2012, 3, 754-759.	3.9	17
115	Buffer the Pain Away. <i>Psychological Science</i> , 2012, 23, 1473-1475.	3.3	78
116	Do Victims of Injustice Punish to Improve Their Mood?. <i>Social Psychological and Personality Science</i> , 2012, 3, 572-580.	3.9	28
117	Arousing “gentle passions” in young adolescents: Sustained experimental effects of value affirmations on prosocial feelings and behaviors.. <i>Developmental Psychology</i> , 2012, 48, 103-110.	1.6	40
118	Publication bias in psychological science: Comment on Ferguson and Brannick (2012).. <i>Psychological Methods</i> , 2012, 17, 129-136.	3.5	55
119	Reassessing media violence effects using a risk and resilience approach to understanding aggression.. <i>Psychology of Popular Media Culture</i> , 2012, 1, 138-151.	2.4	84
120	Investigating the Link Between Liking Versus Wanting Self-Esteem and Depression in a Nationally Representative Sample of American Adults. <i>Journal of Personality</i> , 2012, 80, 1453-1469.	3.2	36
121	Failure to consider future consequences increases the effects of alcohol on aggression. <i>Journal of Experimental Social Psychology</i> , 2012, 48, 591-595.	2.2	55
122	Viewing the world through “blood-red tinted glasses”: The hostile expectation bias mediates the link between violent video game exposure and aggression. <i>Journal of Experimental Social Psychology</i> , 2012, 48, 953-956.	2.2	50
123	Too fatigued to care: Ego depletion, guilt, and prosocial behavior. <i>Journal of Experimental Social Psychology</i> , 2012, 48, 1183-1186.	2.2	106
124	Flies on the wall are less aggressive: Self-distancing “in the heat of the moment” reduces aggressive thoughts, angry feelings and aggressive behavior. <i>Journal of Experimental Social Psychology</i> , 2012, 48, 1187-1191.	2.2	72
125	“We don’t need no education”: Video game preferences, video game motivations, and aggressiveness among adolescent boys of different educational ability levels. <i>Journal of Adolescence</i> , 2012, 35, 153-162.	2.4	31
126	The Disguise of Sobriety: Unveiled by Alcohol in Persons With an Aggressive Personality. <i>Journal of Personality</i> , 2012, 80, 163-185.	3.2	21

#	ARTICLE	IF	CITATIONS
127	Gaming in the Game of Love: Effects of Video Games on Conflict in Couples. <i>Family Relations</i> , 2012, 61, 388-396.	1.9	34
128	Media and the Family: A Note From the Guest Editors. <i>Family Relations</i> , 2012, 61, 359-362.	1.9	8
129	Social Acceptance and Rejection. <i>Current Directions in Psychological Science</i> , 2011, 20, 256-260.	5.3	188
130	This is your brain on violent video games: Neural desensitization to violence predicts increased aggression following violent video game exposure. <i>Journal of Experimental Social Psychology</i> , 2011, 47, 1033-1036.	2.2	153
131	Turning shame inside-out: "humiliated fury" in young adolescents.. <i>Emotion</i> , 2011, 11, 786-793.	1.8	74
132	The general aggression model: Theoretical extensions to violence.. <i>Psychology of Violence</i> , 2011, 1, 245-258.	1.5	357
133	Sweets, Sex, or Self-Esteem? Comparing the Value of Self-Esteem Boosts With Other Pleasant Rewards. <i>Journal of Personality</i> , 2011, 79, 993-1012.	3.2	74
134	Better than my loved ones: Social comparison tendencies among narcissists. <i>Personality and Individual Differences</i> , 2011, 50, 212-216.	2.9	93
135	Sweetened blood cools hot tempers: physiological self-control and aggression. <i>Aggressive Behavior</i> , 2011, 37, 73-80.	2.4	68
136	"Pray for Those Who Mistreat You": Effects of Prayer on Anger and Aggression. <i>Personality and Social Psychology Bulletin</i> , 2011, 37, 830-837.	3.0	65
137	Violent Video Games Cause an Increase in Aggression Long After the Game Has Been Turned Off. <i>Social Psychological and Personality Science</i> , 2011, 2, 29-32.	3.9	38
138	Monkey See, Monkey Do, Monkey Hurt. <i>Social Psychological and Personality Science</i> , 2011, 2, 432-437.	3.9	29
139	Time Crawls When You're Not Having Fun. <i>Personality and Social Psychology Bulletin</i> , 2011, 37, 1287-1296.	3.0	39
140	Explaining the Paradoxical Rejection-Aggression Link: The Mediating Effects of Hostile Intent Attributions, Anger, and Decreases in State Self-Esteem on Peer Rejection-Induced Aggression in Youth. <i>Personality and Social Psychology Bulletin</i> , 2011, 37, 955-963.	3.0	69
141	Much ado about something: Violent video game effects and a school of red herring: Reply to Ferguson and Kilburn (2010).. <i>Psychological Bulletin</i> , 2010, 136, 182-187.	6.1	72
142	Sweet revenge: Diabetic symptoms predict less forgiveness. <i>Personality and Individual Differences</i> , 2010, 49, 823-826.	2.9	40
143	I Like Me If You Like Me: On the Interpersonal Modulation and Regulation of Preadolescents' State Self-Esteem. <i>Child Development</i> , 2010, 81, 811-825.	3.0	89
144	"There Is No Such Thing as an Accident," Especially When People Are Drunk. <i>Personality and Social Psychology Bulletin</i> , 2010, 36, 1301-1304.	3.0	20

#	ARTICLE	IF	CITATIONS
145	Like a Magnet. <i>Psychological Science</i> , 2010, 21, 790-792.	3.3	29
146	The Outcast-Lash-Out Effect in Youth. <i>Psychological Science</i> , 2010, 21, 1394-1398.	3.3	38
147	Automatic Effects of Alcohol and Aggressive Cues on Aggressive Thoughts and Behaviors. <i>Personality and Social Psychology Bulletin</i> , 2010, 36, 1052-1057.	3.0	44
148	A Little Acceptance Goes a Long Way. <i>Social Psychological and Personality Science</i> , 2010, 1, 168-174.	3.9	103
149	Violent video game effects on aggression, empathy, and prosocial behavior in Eastern and Western countries: A meta-analytic review.. <i>Psychological Bulletin</i> , 2010, 136, 151-173.	6.1	1,498
150	The big, the bad, and the boozed-up: Weight moderates the effect of alcohol on aggression. <i>Journal of Experimental Social Psychology</i> , 2010, 46, 619-623.	2.2	21
151	What makes narcissists bloom? A framework for research on the etiology and development of narcissism. <i>Development and Psychopathology</i> , 2009, 21, 1233-1247.	2.3	62
152	Age and Violent-Content Labels Make Video Games Forbidden Fruits for Youth. <i>Pediatrics</i> , 2009, 123, 870-876.	2.1	81
153	The Effects of Prosocial Video Games on Prosocial Behaviors: International Evidence From Correlational, Longitudinal, and Experimental Studies. <i>Personality and Social Psychology Bulletin</i> , 2009, 35, 752-763.	3.0	523
154	Comfortably Numb. <i>Psychological Science</i> , 2009, 20, 273-277.	3.3	204
155	The Role of Violent Media Preference in Cumulative Developmental Risk for Violence and General Aggression. <i>Journal of Youth and Adolescence</i> , 2009, 38, 417-428.	3.5	99
156	Looking Again, and Harder, for a Link Between Low Self-Esteem and Aggression. <i>Journal of Personality</i> , 2009, 77, 427-446.	3.2	188
157	Seeing My World in a Million Little Pieces: Narcissism, Self-Construal, and Cognitive Perceptual Style. <i>Journal of Personality</i> , 2009, 77, 1197-1228.	3.2	83
158	Psychopathic traits, victim distress and aggression in children. <i>Journal of Child Psychology and Psychiatry and Allied Disciplines</i> , 2009, 50, 718-725.	5.2	47
159	Creating hostility and conflict: Effects of entitlement and self-image goals. <i>Journal of Experimental Social Psychology</i> , 2009, 45, 448-452.	2.2	91
160	How terrorism news reports increase prejudice against outgroups: A terror management account. <i>Journal of Experimental Social Psychology</i> , 2009, 45, 453-459.	2.2	221
161	Hot under the collar in a lukewarm environment: Words associated with hot temperature increase aggressive thoughts and hostile perceptions. <i>Journal of Experimental Social Psychology</i> , 2009, 45, 1045-1047.	2.2	49
162	Reality Bites—or Does It?. <i>Psychological Science</i> , 2009, 20, 1079-1080.	3.3	56

#	ARTICLE	IF	CITATIONS
163	Reducing Narcissistic Aggression by Buttressing Self-Esteem: An Experimental Field Study. <i>Psychological Science</i> , 2009, 20, 1536-1542.	3.3	115
164	Egos Inflating Over Time: A Cross-Temporal Meta-Analysis of the Narcissistic Personality Inventory. <i>Journal of Personality</i> , 2008, 76, 875-902.	3.2	693
165	Further Evidence of an Increase in Narcissism Among College Students. <i>Journal of Personality</i> , 2008, 76, 919-928.	3.2	104
166	Trumping Shame by Blasts of Noise: Narcissism, Self-Esteem, Shame, and Aggression in Young Adolescents. <i>Child Development</i> , 2008, 79, 1792-1801.	3.0	227
167	Children's Direct Fright and Worry Reactions to Violence in Fiction and News Television Programs. <i>Journal of Pediatrics</i> , 2008, 153, 420-424.	1.8	26
168	Support for harmful treatment and reduction of empathy toward blacks: Remnants of stereotype activation involving Hurricane Katrina and Lil' Kim. <i>Journal of Experimental Social Psychology</i> , 2008, 44, 1506-1513.	2.2	19
169	Kicking the (Barking) Dog Effect: The Moderating Role of Target Attributes on Triggered Displaced Aggression. <i>Personality and Social Psychology Bulletin</i> , 2008, 34, 1382-1395.	3.0	34
170	Development and Validation of the Childhood Narcissism Scale. <i>Journal of Personality Assessment</i> , 2008, 90, 382-391.	2.1	150
171	When Items Become Victims: Brand Memory in Violent and Nonviolent Games. <i>Lecture Notes in Computer Science</i> , 2008, , 11-22.	1.3	7
172	When God Sanctions Killing. <i>Psychological Science</i> , 2007, 18, 204-207.	3.3	293
173	World Leaders As Movie Characters? Perceptions of George W. Bush, Tony Blair, Osama bin Laden, and Saddam Hussein. <i>Media Psychology</i> , 2007, 9, 157-177.	3.6	14
174	The effect of video game violence on physiological desensitization to real-life violence. <i>Journal of Experimental Social Psychology</i> , 2007, 43, 489-496.	2.2	418
175	I wish I were a warrior: The role of wishful identification in the effects of violent video games on aggression in adolescent boys.. <i>Developmental Psychology</i> , 2007, 43, 1038-1044.	1.6	291
176	That Was a Great Commercial, but What Were They Selling? Effects of Violence and Sex on Memory for Products in Television Commercials. <i>Journal of Applied Social Psychology</i> , 2007, 37, 1784-1796.	2.0	36
177	Measuring the strength of the effect of violent media on aggression.. <i>American Psychologist</i> , 2007, 62, 253-254.	4.2	9
178	Chronic violent video game exposure and desensitization to violence: Behavioral and event-related brain potential data. <i>Journal of Experimental Social Psychology</i> , 2006, 42, 532-539.	2.2	289
179	Effects of Warning and Information Labels on Attraction to Television Violence in Viewers of Different Ages. <i>Journal of Applied Social Psychology</i> , 2006, 36, 2073-2078.	2.0	40
180	Short-term and Long-term Effects of Violent Media on Aggression in Children and Adults. <i>JAMA Pediatrics</i> , 2006, 160, 348.	3.0	409

#	ARTICLE	IF	CITATIONS
181	The Appeal of Violent Video Games to Lower Educated Aggressive Adolescent Boys from Two Countries. <i>Cyberpsychology, Behavior and Social Networking</i> , 2006, 9, 638-641.	2.2	59
182	Attenuating the Link Between Threatened Egotism and Aggression. <i>Psychological Science</i> , 2006, 17, 995-1001.	3.3	139
183	Chewing on It Can Chew You Up: Effects of Rumination on Triggered Displaced Aggression.. <i>Journal of Personality and Social Psychology</i> , 2005, 88, 969-983.	2.8	333
184	Is the Curve Relating Temperature to Aggression Linear or Curvilinear? Assaults and Temperature in Minneapolis Reexamined.. <i>Journal of Personality and Social Psychology</i> , 2005, 89, 62-66.	2.8	128
185	Is the curve relating temperature to aggression linear or curvilinear? A response to Bell (2005) and to Cohn and Rotton (2005).. <i>Journal of Personality and Social Psychology</i> , 2005, 89, 74-77.	2.8	20
186	Violence and Sex in Television Programs Do Not Sell Products in Advertisements. <i>Psychological Science</i> , 2005, 16, 702-708.	3.3	58
187	Psychological Entitlement: Interpersonal Consequences and Validation of a Self-Report Measure. <i>Journal of Personality Assessment</i> , 2004, 83, 29-45.	2.1	812
188	You've got mail: Using e-mail to examine the effect of prejudiced attitudes on discrimination against Arabs. <i>Journal of Experimental Social Psychology</i> , 2004, 40, 753-759.	2.2	68
189	Too Proud to Let Go: Narcissistic Entitlement as a Barrier to Forgiveness.. <i>Journal of Personality and Social Psychology</i> , 2004, 87, 894-912.	2.8	367
190	Effects of Violent Video Games on Aggressive Behavior, Helping Behavior, Aggressive Thoughts, Angry Feelings, and Physiological Arousal. <i>Lecture Notes in Computer Science</i> , 2004, , 22-22.	1.3	3
191	Media ratings for violence and sex: Implications for policymakers and parents.. <i>American Psychologist</i> , 2003, 58, 130-141.	4.2	126
192	Narcissism, sexual refusal, and aggression: Testing a narcissistic reactance model of sexual coercion.. <i>Journal of Personality and Social Psychology</i> , 2003, 84, 1027-1040.	2.8	198
193	Emotions and Aggressiveness. , 2003, , 479-493.		15
194	Does Venting Anger Feed or Extinguish the Flame? Catharsis, Rumination, Distraction, Anger, and Aggressive Responding. <i>Personality and Social Psychology Bulletin</i> , 2002, 28, 724-731.	3.0	641
195	PSYCHOLOGY: The Effects of Media Violence on Society. <i>Science</i> , 2002, 295, 2377-2379.	12.6	359
196	Violence and sex impair memory for television ads.. <i>Journal of Applied Psychology</i> , 2002, 87, 557-564.	5.3	77
197	Media violence and the American public revisited.. <i>American Psychologist</i> , 2002, 57, 448-450.	4.2	78
198	Violent Video Games and Hostile Expectations: A Test of the General Aggression Model. <i>Personality and Social Psychology Bulletin</i> , 2002, 28, 1679-1686.	3.0	438

#	ARTICLE	IF	CITATIONS
199	Effects of Alcohol on Human Aggression. , 2002, 13, 227-243.		105
200	Human Aggression. Annual Review of Psychology, 2002, 53, 27-51.	17.7	2,974
201	Combining standardized mean differences using the method of maximum likelihood. Psychometrika, 2002, 67, 589-607.	2.1	2
202	Emotionen und Aggressivität. , 2002, , 598-618.		4
203	Effects of Violent Video Games on Aggressive Behavior, Aggressive Cognition, Aggressive Affect, Physiological Arousal, and Prosocial Behavior: A Meta-Analytic Review of the Scientific Literature. Psychological Science, 2001, 12, 353-359.	3.3	1,616
204	Is it time to pull the plug on hostile versus instrumental aggression dichotomy?. Psychological Review, 2001, 108, 273-279.	3.8	636
205	Do people aggress to improve their mood? Catharsis beliefs, affect regulation opportunity, and aggressive responding.. Journal of Personality and Social Psychology, 2001, 81, 17-32.	2.8	410
206	If the Television Program Bleeds, Memory for the Advertisement Recedes. Current Directions in Psychological Science, 2001, 10, 43-47.	5.3	18
207	Narrative Impressions of Literature: The Availability Bias and the Corrective Properties of Meta-Analytic Approaches. Personality and Social Psychology Bulletin, 2001, 27, 1123-1130.	3.0	42
208	Media violence and the American public: Scientific facts versus media misinformation.. American Psychologist, 2001, 56, 477-489.	4.2	338
209	Self-Esteem, Narcissism, and Aggression. Current Directions in Psychological Science, 2000, 9, 26-29.	5.3	405
210	Research in the Psychological Laboratory. Current Directions in Psychological Science, 1999, 8, 3-9.	5.3	454
211	Catharsis, aggression, and persuasive influence: Self-fulfilling or self-defeating prophecies?. Journal of Personality and Social Psychology, 1999, 76, 367-376.	2.8	212
212	Threatened egotism, narcissism, self-esteem, and direct and displaced aggression: Does self-love or self-hate lead to violence?. Journal of Personality and Social Psychology, 1998, 75, 219-229.	2.8	1,542
213	Priming Effects of Media Violence on the Accessibility of Aggressive Constructs in Memory. Personality and Social Psychology Bulletin, 1998, 24, 537-545.	3.0	163
214	Effects of warning and information labels on consumption of full-fat, reduced-fat, and no-fat products.. Journal of Applied Psychology, 1998, 83, 97-101.	5.3	74
215	Using the normal quantile plot to explore meta-analytic data sets.. Psychological Methods, 1998, 3, 46-54.	3.5	143
216	Mirror, mirror on the wall, who's the thinnest one of all? Effects of self-awareness on consumption of full-fat, reduced-fat, and no-fat products.. Journal of Applied Psychology, 1998, 83, 944-949.	5.3	21

#	ARTICLE	IF	CITATIONS
217	Trait aggressiveness and hockey penalties: Predicting hot tempers on the ice.. Journal of Applied Psychology, 1998, 83, 969-974.	5.3	76
218	Effects of television violence on memory for commercial messages.. Journal of Experimental Psychology: Applied, 1998, 4, 291-307.	1.2	44
219	Methodology in the Study of Aggression. , 1998, , 23-48.		58
220	External Validity of "Trivial" Experiments: The Case of Laboratory Aggression. Review of General Psychology, 1997, 1, 19-41.	3.2	422
221	Hot years and serious and deadly assault: Empirical tests of the heat hypothesis.. Journal of Personality and Social Psychology, 1997, 73, 1213-1223.	2.8	140
222	Relation between perceived vulnerability to HIV and precautionary sexual behavior.. Psychological Bulletin, 1996, 119, 390-409.	6.1	352
223	A procedure for combining sample standardized mean differences and vote counts to estimate the population standardized mean difference in fixed event models.. Psychological Methods, 1996, 1, 66-80.	3.5	18
224	Forbidden fruit versus tainted fruit: Effects of warning labels on attraction to television violence.. Journal of Experimental Psychology: Applied, 1996, 2, 207-226.	1.2	120
225	Individual Differences in the Extent and Development of Aggressive Cognitive-Associative Networks. Personality and Social Psychology Bulletin, 1996, 22, 811-819.	3.0	77
226	Moderating role of trait aggressiveness in the effects of violent media on aggression.. Journal of Personality and Social Psychology, 1995, 69, 950-960.	2.8	324
227	A Tribute to Leonard Eron. PsycCritiques, 1995, 40, 772-773.	0.0	0
228	Human Aggression While Under the Influence of Alcohol and Other Drugs: An Integrative Research Review. Current Directions in Psychological Science, 1993, 2, 148-151.	5.3	90
229	What's in a name? The moderating role of public self-consciousness on the relation between brand label and brand preference.. Journal of Applied Psychology, 1993, 78, 857-861.	5.3	105
230	Weapons of Influence. PsycCritiques, 1993, 38, 1287-1288.	0.0	1
231	Testing the null hypothesis in meta-analysis: A comparison of combined probability and confidence interval procedures.. Psychological Bulletin, 1992, 111, 188-194.	6.1	38
232	Meta-Analysis of Factor Analyses: An Illustration Using the Buss-Durkee Hostility Inventory. Personality and Social Psychology Bulletin, 1991, 17, 344-349.	3.0	82
233	Role of cognitive-emotional mediators and individual differences in the effects of media violence on aggression.. Journal of Personality and Social Psychology, 1990, 58, 156-163.	2.8	134
234	Effects of alcohol on human aggression: An integrative research review.. Psychological Bulletin, 1990, 107, 341-354.	6.1	634

#	ARTICLE	IF	CITATIONS
235	Cardiovascular Responses to Threat: Effects of the Difficulty and Availability of a Cognitive Avoidant Task. <i>Basic and Applied Social Psychology</i> , 1989, 10, 161-171.	2.1	24
236	The Effects of Apparel on Compliance. <i>Personality and Social Psychology Bulletin</i> , 1988, 14, 459-467.	3.0	55
237	Drive Theory: Effects of Socially Engendered Arousal. , 1987, , 89-109.		5
238	Perceived Symbols of Authority and Their Influence on Compliance ¹ . <i>Journal of Applied Social Psychology</i> , 1984, 14, 501-508.	2.0	48