

Sandra L Calvert

List of Publications by Year in descending order

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53
papers

3,326
citations

236612

25
h-index

189595

50
g-index

57
all docs

57
docs citations

57
times ranked

2924
citing authors

#	ARTICLE	IF	CITATIONS
1	Young children's mathematics learning from same-gender and other-gender intelligent character prototypes.. Technology Mind and Behavior, 2022, 3, .	1.1	0
2	Intelligent digital beings as children's imaginary social companions. Journal of Children and Media, 2021, 15, 291-296.	1.0	3
3	Parent reports of children's parasocial relationships with conversational agents: Trusted voices in children's lives. Human Behavior and Emerging Technologies, 2021, 3, 606-617.	2.5	12
4	Adult Reports of Pokémon GO Play: Stronger Parasocial Relationships Predict Increased Nostalgia and Decreased App Play. Imagination, Cognition and Personality, 2020, 39, 261-276.	0.5	3
5	Young Children's Mathematical Learning From Intelligent Characters. Child Development, 2020, 91, 1491-1508.	1.7	23
6	Parents' Perceptions of Their Children's Parasocial Relationships: The Recontact Study. Imagination, Cognition and Personality, 2019, 38, 221-249.	0.5	7
7	Digital Games as a Context for Children's Cognitive Development: Research Recommendations and Policy Considerations. Social Policy Report, 2019, 32, 1-33.	1.7	57
8	Children's Parasocial Breakups With Media Characters From the Perspective of the Parent. Imagination, Cognition and Personality, 2019, 38, 193-220.	0.5	4
9	Character Apps for Children's Snacks: Effects of Character Awareness on Snack Selection and Consumption Patterns. Games for Health Journal, 2018, 7, 116-120.	1.1	14
10	The Influence of Active Gaming on Cardiorespiratory Fitness in Black and Hispanic Youth. Journal of School Health, 2018, 88, 768-775.	0.8	13
11	Influence of a Character-Based App on Children's Learning of Nutritional Information: Should Apps Be Served with a Side of Media Characters?. Games for Health Journal, 2018, 7, 121-126.	1.1	17
12	The American Psychological Association Task Force assessment of violent video games: Science in the service of public interest.. American Psychologist, 2017, 72, 126-143.	3.8	109
13	Media Characters, Parasocial Relationships, and the Social Aspects of Children's Learning Across Media Platforms. , 2017, , 141-163.		50
14	Measuring young U.S. children's parasocial relationships: toward the creation of a child self-report survey. Journal of Children and Media, 2017, 11, 229-240.	1.0	19
15	Screen Media Exposure and Obesity in Children and Adolescents. Pediatrics, 2017, 140, S97-S101.	1.0	314
16	Parasocial Relationships With Media Characters: Imaginary Companions for Young Children's Social and Cognitive Development. , 2017, , 93-117.		15
17	Parent versus child report of young children's parasocial relationships in the United States. Journal of Children and Media, 2016, 10, 462-480.	1.0	17
18	Children's future parasocial relationships with media characters: the age of intelligent characters. Journal of Children and Media, 2016, 10, 181-190.	1.0	46

#	ARTICLE	IF	CITATIONS
19	Toddler learning from video: Effect of matched pedagogical cues. , 2016, 45, 22-30.		11
20	Youth violence: What we know and what we need to know.. American Psychologist, 2016, 71, 17-39.	3.8	127
21	Toddlersâ€™ Judgments of Media Character Source Credibility on Touchscreens. American Behavioral Scientist, 2015, 59, 1755-1775.	2.3	3
22	Parasocial Breakup Among Young Children in the United States. Journal of Children and Media, 2014, 8, 474-490.	1.0	15
23	Parentâ€™ child interactions during traditional and computer storybook reading for childrenâ€™s comprehension: Implications for electronic storybook design. International Journal of Child-Computer Interaction, 2014, 2, 17-25.	2.5	135
24	Personalized interactive characters for toddlers' learning of seriation from a video presentation. Journal of Applied Developmental Psychology, 2014, 35, 148-155.	0.8	39
25	A Model and Measure of US Parents' Perceptions of Young Children's Parasocial Relationships. Journal of Children and Media, 2014, 8, 286-304.	1.0	74
26	Adolescent Exergame Play for Weight Loss and Psychosocial Improvement: A Controlled Physical Activity Intervention. Obesity, 2013, 21, 598-601.	1.5	67
27	Building Meaningful Parasocial Relationships Between Toddlers and Media Characters to Teach Early Mathematical Skills. Media Psychology, 2013, 16, 390-411.	2.1	71
28	Adolescent exergame play for weight loss and psychosocial improvement: A controlled physical activity intervention. Obesity, 2013, 21, 598-601.	1.5	172
29	Effects of Exergame Play on EF in Children and Adolescents at a Summer Camp for Low Income Youth. Journal of Educational and Developmental Psychology, 2013, 4, 209-225.	0.0	27
30	The Wii Club: Gaming for Weight Loss in Overweight and Obese Youth. Games for Health Journal, 2012, 1, 377-380.	1.1	17
31	Motivating Effects of Cooperative Exergame Play for Overweight and Obese Adolescents. Journal of Diabetes Science and Technology, 2012, 6, 812-819.	1.3	86
32	Toddlers' Learning From Socially Meaningful Video Characters. Media Psychology, 2011, 14, 216-232.	2.1	102
33	Exergames for Physical Education Courses: Physical, Social, and Cognitive Benefits. Child Development Perspectives, 2011, 5, 93-98.	2.1	270
34	Contingent computer interactions for young children's object retrieval success. Journal of Applied Developmental Psychology, 2010, 31, 362-369.	0.8	93
35	Content analysis of languageâ€™promoting teaching strategies used in infantâ€™directed media. Infant and Child Development, 2010, 19, 628-648.	0.9	48
36	Formal Production Features of Infant and Toddler DVDs. JAMA Pediatrics, 2009, 163, 1151-6.	3.6	49

#	ARTICLE	IF	CITATIONS
37	Children as Consumers: Advertising and Marketing. <i>Future of Children</i> , 2008, 18, 205-234.	0.9	264
38	Interaction and Participation for Young Hispanic and Caucasian Girls' and Boys' Learning of Media Content. <i>Media Psychology</i> , 2007, 9, 431-445.	2.1	71
39	Empathy for adolescents' role model selection and learning of DVD content. <i>Journal of Applied Developmental Psychology</i> , 2006, 27, 444-455.	0.8	15
40	Age, Ethnicity, and Socioeconomic Patterns in Early Computer Use. <i>American Behavioral Scientist</i> , 2005, 48, 590-607.	2.3	139
41	Control as an Engagement Feature for Young Children's Attention to and Learning of Computer Content. <i>American Behavioral Scientist</i> , 2005, 48, 578-589.	2.3	53
42	Heroic DVD portrayals: What US and Taiwanese adolescents admire and understand. <i>Journal of Applied Developmental Psychology</i> , 2004, 25, 699-716.	0.8	13
43	Gender differences in preadolescent children's online interactions: Symbolic modes of self-presentation and self-expression. <i>Journal of Applied Developmental Psychology</i> , 2003, 24, 627-644.	0.8	32
44	Lessons from children's television: The impact of the Children's Television Act on children's learning. <i>Journal of Applied Developmental Psychology</i> , 2003, 24, 275-335.	0.8	54
45	The Children's Television Act: Can media policy make a difference?. <i>Journal of Applied Developmental Psychology</i> , 2003, 24, 375-380.	0.8	5
46	Gender Stereotyping in Children's Reports About Educational and Informational Television Programs. <i>Media Psychology</i> , 2003, 5, 139-162.	2.1	29
47	Young Adults' Perceptions and Memories of a Televised Woman Hero. <i>Sex Roles</i> , 2001, 45, 31-52.	1.4	22
48	Children in the digital age. <i>Journal of Applied Developmental Psychology</i> , 2001, 22, 3-5.	0.8	14
49	Brief report: vocabulary acquisition for children with autism: teacher or computer instruction. , 2000, 30, 359-362.		259
50	The relation between gender schemas and adults' recall of stereotyped and counterstereotyped televised information. <i>Sex Roles</i> , 1993, 28, 449-459.	1.4	20
51	Sound effects for children's temporal integration of fast-paced television content. <i>Journal of Broadcasting and Electronic Media</i> , 1989, 33, 233-246.	0.8	24
52	Effects of television preplay formats on children's attention and story comprehension. <i>Journal of Applied Developmental Psychology</i> , 1987, 8, 329-342.	0.8	30
53	The Relation between Selective Attention to Television Forms and Children's Comprehension of Content. <i>Child Development</i> , 1982, 53, 601.	1.7	118