Tobias Greitemeyer

List of Publications by Year
in descending order

143 papers	7,922 citations	57631 44 h-index	60497 81 g-index
146 all docs	146 docs citations	146 times ranked	5508 citing authors

#	Article	IF	Citations
1	The bystander-effect: A meta-analytic review on bystander intervention in dangerous and non-dangerous emergencies.. Psychological Bulletin, 2011, 137, 517-537.	5.5	633
2	Video Games Do Affect Social Outcomes. Personality and Social Psychology Bulletin, 2014, 40, 578-589.	1.9	490
3	A meta‐analytic review of help giving and aggression from an attributional perspective: Contributions to a general theory of motivation. Cognition and Emotion, 2004, 18, 815-848.	1.2	348
4	Effects of prosocial video games on prosocial behavior.. Journal of Personality and Social Psychology, 2010, 98, 211-221.	2.6	302
5	Facebook's emotional consequences: Why Facebook causes a decrease in mood and why people still use it. Computers in Human Behavior, 2014, 35, 359-363.	5.1	277
6	Preference-consistent evaluation of information in the hidden profile paradigm: Beyond group-level explanations for the dominance of shared information in group decisions.. Journal of Personality and Social Psychology, 2003, 84, 322-339.	2.6	238
7	The unresponsive bystander: are bystanders more responsive in dangerous emergencies?. European Journal of Social Psychology, 2006, 36, 267-278.	1.5	205
8	Playing prosocial video games increases empathy and decreases schadenfreude.. Emotion, 2010, 10, 796-802.	1.5	187
9	Highlighting Relatedness Promotes Prosocial Motives and Behavior. Personality and Social Psychology Bulletin, 2011, 37, 905-917.	1.9	182
10	The effects of risk-glorifying media exposure on risk-positive cognitions, emotions, and behaviors: A meta-analytic review.. Psychological Bulletin, 2011, 137, 367-390.	5.5	149
11	Effects of songs with prosocial lyrics on prosocial thoughts, affect, and behavior. Journal of Experimental Social Psychology, 2009, 45, 186-190.	1.3	147
12	"I Help Because I Want to, Not Because You Tell Me to" Personality and Social Psychology Bulletin, 2012, 38, 681-689.	1.9	141
13	Red, rank, and romance in women viewing men.. Journal of Experimental Psychology: General, 2010, 139, 399-417.	1.5	136
14	Subjective socioeconomic status causes aggression: A test of the theory of social deprivation.. Journal of Personality and Social Psychology, 2016, 111, 178-194.	2.6	129
15	Effects of Songs With Prosocial Lyrics on Prosocial Behavior: Further Evidence and a Mediating Mechanism. Personality and Social Psychology Bulletin, 2009, 35, 1500-1511.	1.9	125
16	Self-regulation and selective exposure: The impact of depleted self-regulation resources on confirmatory information processing.. Journal of Personality and Social Psychology, 2008, 94, 382-395.	2.6	123
17	Prosocial video games reduce aggressive cognitions. Journal of Experimental Social Psychology, 2009, 45, 896-900.	1.3	119
18	Media violence and the self: The impact of personalized gaming characters in aggressive video games on aggressive behavior. Journal of Experimental Social Psychology, 2010, 46, 192-195.	1.3	116

#	Article	IF	Citations
19	Effects of Prosocial Media on Social Behavior. Current Directions in Psychological Science, 2011, 20, 251-255.	2.8	112
20	Music and Aggression: The Impact of Sexual-Aggressive Song Lyrics on Aggression-Related Thoughts, Emotions, and Behavior Toward the Same and the Opposite Sex. Personality and Social Psychology Bulletin, 2006, 32, 1165-1176.	1.9	96
21	Denying Humanness to Others. Psychological Science, 2011, 22, 659-665.	1.8	95
22	Civil Courage and Helping Behavior. European Psychologist, 2006, 11, 90-98.	1.8	93
23	Expectancy confirmation in spite of disconfirming evidence: The case of price increases due to the introduction of the Euro. European Journal of Social Psychology, 2004, 34, 739-760.	1.5	83
24	The Racing-Game Effect: Why Do Video Racing Games Increase Risk-Taking Inclinations?. Personality and Social Psychology Bulletin, 2009, 35, 1395-1409.	1.9	81
25	How to ameliorate negative effects of violent video games on cooperation: Play it cooperatively in a team. Computers in Human Behavior, 2012, 28, 1465-1470.	5.1	78
26	Having Responsive Facebook Friends Affects the Satisfaction of Psychological Needs More Than Having Many Facebook Friends. Basic and Applied Social Psychology, 2014, 36, 252-258.	1.2	76
27	Playing Prosocial Video Games Increases the Accessibility of Prosocial Thoughts. Journal of Social Psychology, 2011, 151, 121-128.	1.0	72
28	What do men and women want in a partner? Are educated partners always more desirable?. Journal of Experimental Social Psychology, 2007, 43, 180-194.	1.3	71
29	Ego Depletion and Positive Illusions: Does the Construction of Positivity Require Regulatory Resources?. Personality and Social Psychology Bulletin, 2007, 33, 1306-1321.	1.9	70
30	Information sampling and group decision making: The effects of an advocacy decision procedure and task experience.. Journal of Experimental Psychology: Applied, 2006, 12, 31-42.	0.9	69
31	Stereotypes of singles: are singles what we think?. European Journal of Social Psychology, 2009, 39, 368-383.	1.5	66
32	Everyday sadism predicts violent video game preferences. Personality and Individual Differences, 2015, 75, 19-23.	1.6	64
33	Increasing wealth inequality may increase interpersonal hostility: The relationship between personal relative deprivation and aggression. Journal of Social Psychology, 2017, 157, 766-776.	1.0	64
34	Coping With Terrorism: The Impact of Increased Salience of Terrorism on Mood and Self-Efficacy of Intrinsically Religious and Nonreligious People. Personality and Social Psychology Bulletin, 2006, 32, 365-377.	1.9	63
35	Mental Simulation and the Achievement of Health Goals: The Role of Goal Difficulty. Imagination, Cognition and Personality, 2006, 25, 239-251.	0.5	62
36	Immersed in Virtual Worlds and Minds. Social Psychological and Personality Science, 2015, 6, 646-652.	2.4	59

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37	Psychological effects of the Euro?experimental research on the perception of salaries and price estimations. European Journal of Social Psychology, 2002, 32, 147-169.	1.5	58
38	Why mood affects help giving, but not moral courage: Comparing two types of prosocial behaviour. European Journal of Social Psychology, 2010, 40, 1136-1157.	1.5	57
39	A New Look at Selective-Exposure Effects. Current Directions in Psychological Science, 2010, 19, 384-389.	2.8	56
40	There's no â€œlâ€•in team: Effects of cooperative video games on cooperative behavior. European Journal of Social Psychology, 2013, 43, 224-228.	1.5	56
41	Civil courage: Implicit theories, related concepts, and measurement. Journal of Positive Psychology, 2007, 2, 115-119.	2.6	55
42	Effects of Individual versus Mixed Individual and Group Experience in Rule Induction on Group Member Learning and Group Performance. Journal of Experimental Social Psychology, 2000, 36, 621-648.	1.3	54
43	Exposure to music with prosocial lyrics reduces aggression: First evidence and test of the underlying mechanism. Journal of Experimental Social Psychology, 2011, 47, 28-36.	1.3	54
44	Terror salience and punishment: Does terror salience induce threat to social order?. Journal of Experimental Social Psychology, 2007, 43, 964-971.	1.3	51
45	The spreading impact of playing violent video games on aggression. Computers in Human Behavior, 2018, 80, 216-219.	5.1	48
46	The impact of immersion on the perception of pornography: A virtual reality study. Computers in Human Behavior, 2019, 93, 141-148.	5.1	47
47	Intense acts of violence during video game play make daily life aggression appear innocuous: A new mechanism why violent video games increase aggression. Journal of Experimental Social Psychology, 2014, 50, 52-56.	1.3	46
48	Threat and selective exposure: The moderating role of threat and decision context on confirmatory information search after decisions.. Journal of Experimental Psychology: General, 2011, 140, 51-62.	1.5	44
49	Violent Video Games and Reciprocity. Communication Research, 2016, 43, 447-467.	3.9	43
50	Acting prosocially reduces retaliation: Effects of prosocial video games on aggressive behavior. European Journal of Social Psychology, 2012, 42, 235-242.	1.5	42
51	A Dynamic Model of Group Performance: Considering the Group Membersâ€™ Capacity to Learn. Group Processes and Intergroup Relations, 2000, 3, 159-182.	2.4	41
52	Whom Would You Rather Help: An Acquaintance Not Responsible for Her Plight or a Responsible Sibling?. Journal of Social Psychology, 2003, 143, 331-340.	1.0	40
53	The longitudinal relationship between everyday sadism and the amount of violent video game play. Personality and Individual Differences, 2017, 104, 238-242.	1.6	40
54	Playing Video Games Cooperatively Increases Empathic Concern. Social Psychology, 2013, 44, 408-413.	0.3	40

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55	Individual differences in bitter taste preferences are associated with antisocial personality traits. Appetite, 2016, 96, 299-308.	1.8	39
56	What Do We Think About Muslims? The Validity of Westerners' Implicit Theories About the Associations Between Muslims' Religiosity, Religious Identity, Aggression Potential, and Attitudes Toward Terrorism. Group Processes and Intergroup Relations, 2007, 10, 373-382.	2.4	38
57	Are women the more empathetic gender? The effects of gender role expectations. Current Psychology, 2023, 42, 220-231.	1.7	37
58	The Effect of Anticipated Affect on Persistence and Performance. Personality and Social Psychology Bulletin, 2009, 35, 172-186.	1.9	36
59	Perceived sexual receptivity and fashionableness: Separate paths linking red and black to perceived attractiveness. Color Research and Application, 2014, 39, 208-212.	0.8	36
60	Playing Violent Video Games Increases Intergroup Bias. Personality and Social Psychology Bulletin, 2014, 40, 70-78.	1.9	36
61	Belief in Social Mobility Mitigates Hostility Resulting From Disadvantaged Social Standing. Personality and Social Psychology Bulletin, 2019, 45, 541-556.	1.9	36
62	The Effect of Online Violent Video Games on Levels of Aggression. PLoS ONE, 2014, 9, e111790.	1.1	35
63	Help Giving and Aggression From an Attributional Perspective: Why and When We Help or Retaliate1. Journal of Applied Social Psychology, 2003, 33, 1069-1087.	1.3	33
64	Romantic motives and risk-taking: an evolutionary approach. Journal of Risk Research, 2013, 16, 19-38.	1.4	32
65	Beware of climate change skeptic films. Journal of Environmental Psychology, 2013, 35, 105-109.	2.3	31
66	The impact of personal relative deprivation on aggression over time. Journal of Social Psychology, 2019, 159, 664-675.	1.0	31
67	The changing face of aggression: the effect of personalized avatars in a violent video game on levels of aggressive behavior. Journal of Applied Social Psychology, 2013, 43, 1862-1868.	1.3	30
68	The influence of price trend expectations on price trend perceptions: Why the Euro seems to make life more expensive?. Journal of Economic Psychology, 2005, 26, 541-548.	1.1	29
69	Receptivity to sexual offers as a function of sex, socioeconomic status, physical attractiveness, and intimacy of the offer. Personal Relationships, 2005, 12, 373-386.	0.9	29
70	Employing music exposure to reduce prejudice and discrimination. Aggressive Behavior, 2014, 40, 542-551.	1.5	29
71	Mergers and group status: the impact of high, low and equal group status on identification and satisfaction with a company merger, experienced controllability, group identity and group cohesion. Journal of Community and Applied Social Psychology, 2007, 17, 203-217.	1.4	28
72	Biased assimilation: the role of source position. European Journal of Social Psychology, 2009, 39, 22-39.	1.5	28

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73	Moral prototypes and moral behavior: Specific effects on emotional precursors of moral behavior and on moral behavior by the activation of moral prototypes. European Journal of Social Psychology, 2010, 40, 1078-1094.	1.5	28
74	Exposure to media with prosocial content reduces the propensity for reckless and risky driving. Journal of Risk Research, 2013, 16, 583-594.	1.4	27
75	Bitter Taste Causes Hostility. Personality and Social Psychology Bulletin, 2014, 40, 1589-1597.	1.9	27
76	The impact of attachment orientations on empathy in adults: Considering the mediating role of emotion regulation strategies and negative affectivity. Personality and Individual Differences, 2018, 122, 198-205.	1.6	27
77	The impact of dark tetrad traits on political orientation and extremism: an analysis in the course of a presidential election. Heliyon, 2017, 3, e00425.	1.4	26
78	The contagious impact of playing violent video games on aggression: Longitudinal evidence. Aggressive Behavior, 2019, 45, 635-642.	1.5	26
79	Selective exposure: The impact of collectivism and individualism. British Journal of Social Psychology, 2010, 49, 745-763.	1.8	25
80	I Am Right, You Are Wrong: How Biased Assimilation Increases the Perceived Gap between Believers and Skeptics of Violent Video Game Effects. PLoS ONE, 2014, 9, e93440.	1.1	25
81	Does Low (vs. High) Subjective Socioeconomic Status Increase Both Prosociality and Aggression?. Social Psychology, 2018, 49, 76-87.	0.3	25
82	The Positive Bystander Effect: Passive Bystanders Increase Helping in Situations With High Expected Negative Consequences for the Helper. Journal of Social Psychology, 2013, 153, 1-5.	1.0	24
83	Article retracted, but the message lives on. Psychonomic Bulletin and Review, 2014, 21, 557-561.	1.4	23
84	Changing the track in music and misogyny: Listening to music with pro-equality lyrics improves attitudes and behavior toward women.. Psychology of Popular Media Culture, 2015, 4, 56-67.	2.6	23
85	Does Pokémon Go lead to a more physically active life style?. Computers in Human Behavior, 2018, 84, 258-263.	5.1	23
86	Going Green (and Not Being Just More Pro-Social): Do Attitude and Personality Specifically Influence Pro-Environmental Behavior?. Sustainability, 2021, 13, 3560.	1.6	23
87	The process of selective exposure: Why confirmatory information search weakens over time. Organizational Behavior and Human Decision Processes, 2011, 114, 37-48.	1.4	22
88	Are everyday sadists specifically attracted to violent video games and do they emotionally benefit from playing those games?. Aggressive Behavior, 2019, 45, 206-213.	1.5	22
89	Putting the social (psychology) into social media. European Journal of Social Psychology, 2015, 45, 277-278.	1.5	21
90	The relationship between everyday sadism, violent video game play, and fascination with weapons. Personality and Individual Differences, 2018, 124, 51-53.	1.6	21

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91	Greenwash yourself: The relationship between communal and agentic narcissism and pro-environmental behavior. Journal of Environmental Psychology, 2021, 75, 101621.	2.3	21
92	Effects of reciprocity on attraction: The role of a partner's physical attractiveness. Personal Relationships, 2010, 17, 317-330.	0.9	20
93	Name-Valence and Physical Attractiveness in Facebook: Their Compensatory Effects on Friendship Acceptance. Journal of Social Psychology, 2013, 153, 257-260.	1.0	20
94	Uncovering the association between strategy video games and self-regulation: A correlational study. Personality and Individual Differences, 2017, 104, 129-136.	1.6	20
95	Individual differences in social control: Who 'speaks up' when witnessing uncivil, discriminatory, and immoral behaviours?. British Journal of Social Psychology, 2018, 57, 524-546.	1.8	20
96	Fitness mobile apps positively affect attitudes, perceived behavioral control and physical activities. Journal of Sports Medicine and Physical Fitness, 2019, 59, 407-414.	0.4	20
97	Asymmetrical Attributions for Approach Versus Avoidance Behavior. Personality and Social Psychology Bulletin, 2003, 29, 1371-1382.	1.9	19
98	The relationship between video game character preferences and aggressive and prosocial personality traits.. Psychology of Popular Media, 2020, 9, 96-104.	1.0	19
99	In the Face of Terrorism: Evidence that Belief in Literal Immortality Reduces Prejudice Under Terrorism Threat. Journal for the Scientific Study of Religion, 2011, 50, 604-616.	0.9	18
100	Prosocial modeling: person role models and the media. Current Opinion in Psychology, 2022, 44, 135-139.	2.5	18
101	The dark and bright side of video game consumption: Effects of violent and prosocial video games. Current Opinion in Psychology, 2022, 46, 101326.	2.5	18
102	Disaster threat and justice sensitivity: a terror management perspective. Journal of Applied Social Psychology, 2013, 43, 2100-2106.	1.3	17
103	The world's biggest salad bowl: Facebook connecting cultures. Journal of Applied Social Psychology, 2015, 45, 243-252.	1.3	17
104	The experience of deprivation: Does relative more than absolute status predict hostility?. British Journal of Social Psychology, 2019, 58, 515-533.	1.8	17
105	Unemployment and aggression: the moderating role of self-awareness on the effect of unemployment on aggression. Aggressive Behavior, 2008, 34, 34-45.	1.5	16
106	The effects of authentic and contrived dissent on escalation of commitment in group decision making. European Journal of Social Psychology, 2009, 39, 639-647.	1.5	16
107	Facebook and people's state self-esteem: The impact of the number of other users' Facebook friends. Computers in Human Behavior, 2016, 59, 182-186.	5.1	15
108	Getting connected: Intergroup contact on Facebook. Journal of Social Psychology, 2019, 159, 344-348.	1.0	15

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109	Boosting One's Social Identity: Effects of Social Exclusion on Ethnocentrism. Basic and Applied Social Psychology, 2012, 34, 410-416.	1.2	14
110	Psychological effects of risk glorification in the media: Towards an integrative view. European Review of Social Psychology, 2012, 23, 224-257.	5.8	14
111	Preference-consistent evaluation of information in the hidden profile paradigm: beyond group-level explanations for the dominance of shared information in group decisions. Journal of Personality and Social Psychology, 2003, 84, 322-39.	2.6	14
112	Common, nonsexual masochistic preferences are positively associated with antisocial personality traits. Journal of Personality, 2020, 88, 780-793.	1.8	13
113	Predictors of nonsuicidal self-injury: The independent contribution of benign masochism and antisocial personality. Personality and Individual Differences, 2021, 168, 110380.	1.6	12
114	Asymmetrical Effects of Reward and Punishment on Attributions of Morality. Journal of Social Psychology, 2008, 148, 407-422.	1.0	11
115	Effects of Playing Video Games on Perceptions of One's Humanity. Journal of Social Psychology, 2013, 153, 499-514.	1.0	11
116	When positive ends tarnish the means: The morality of nonprofit more than of for-profit organizations is tainted by the use of compliance techniques. Journal of Experimental Social Psychology, 2018, 76, 67-75.	1.3	11
117	Rational bystanders. British Journal of Social Psychology, 2013, 52, 773-780.	1.8	10
118	Unattractive people are unaware of their (un)attractiveness. Scandinavian Journal of Psychology, 2020, 61, 471-483.	0.8	10
119	A Comparison of Help Giving to Individuals Versus Humanitarian Organizations[1]. Journal of Applied Social Psychology, 2008, 38, 2990-3008.	1.3	8
120	Ego or Eco? Neither Ecological nor Egoistic Appeals of Persuasive Climate Change Messages Impacted Pro-Environmental Behavior. Sustainability, 2020, 12, 10064.	1.6	8
121	Playing Exergames and Sporting Activity. Social Psychology, 2013, 44, 264-270.	0.3	8
122	When Bystanders Increase Rather Than Decrease Intentions to Help. Social Psychology, 2015, 46, 116-119.	0.3	8
123	The Others Will Help: The Presence of Multiple Video Game Characters Reduces Helping After the Game Is Over. Journal of Social Psychology, 2014, 154, 101-104.	1.0	7
124	The effects of background music on tipping behavior in a restaurant: A field study. Psychology of Music, 2019, 47, 444-450.	0.9	7
125	Why do habitual violent video game players believe in the cathartic effects of violent video games? A misinterpretation of mood improvement as a reduction in aggressive feelings. Aggressive Behavior, 2022, 48, 219-231.	1.5	7
126	The dark side of sports: Personality, values, and athletic aggression. Acta Psychologica, 2022, 223, 103500.	0.7	7

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127	The effects of social exclusion on confirmatory information processing. European Journal of Social Psychology, 2012, 42, 462-469.	1.5	6
128	Original dataset used in the article "Does Pokémon Go lead to a more physically active life style?" Data in Brief, 2018, 20, 732-734.	0.5	6
129	Violent media use and aggression: Two longitudinal network studies. Journal of Social Psychology, 2021, 161, 697-713.	1.0	6
130	Effects of Reward and Coercion for Transgression Compliance on Judgments of Responsibility and Recommended Punishment. Journal of Applied Social Psychology, 2006, 36, 3015-3030.	1.3	5
131	Losing more than gaining from overall stable prices: the differential perception of increasing versus decreasing prices made the Euro look like a price booster. European Journal of Social Psychology, 2008, 38, 786-799.	1.5	5
132	Simple exposure to alcohol cues causally increases negative implicit attitudes toward lesbians and gay men. Journal of Social Psychology, 2016, 156, 444-448.	1.0	5
133	Leadership and Information Processing. Social Psychology, 2014, 45, 357-370.	0.3	5
134	Honesty-Humility, the Dark Tetrad, and ideological beliefs: Their incremental validity in predicting explicit prejudice toward asylum seekers. Personality and Individual Differences, 2022, 197, 111786.	1.6	5
135	Failing to Establish Evaluative Conditioning Effects for Indirect Intergroup Contact on Facebook. Basic and Applied Social Psychology, 2015, 37, 87-104.	1.2	4
136	The Police Officer's Dilemma. Journal of Media Psychology, 2020, 32, 82-88.	0.7	4
137	Does Exonerating an Accused Researcher Restore the Researcher's Credibility?. PLoS ONE, 2015, 10, e0126316.	1.1	4
138	Can Violent Video Game-Related Aggression Spread to Others? Effects on Retaliatory and Displaced Aggression. International Review of Social Psychology, 2019, 32, 14.	1.1	4
139	Asymmetrical consequences of behavioral change through reward and punishment. European Journal of Social Psychology, 2008, 38, 246-259.	1.5	3
140	Why People Try to Actively Change Unchangeable Situations: The Role of Anticipated Affect. Current Psychology, 2011, 30, 284-298.	1.7	3
141	A "Lockdown" of Materialism Values and Pro-Environmental Behavior: Short-Term Effects of the COVID-19 Pandemic. Sustainability, 2021, 13, 11774.	1.6	3
142	Going Green Is Exhausting for Dark Personalities but Beneficial for the Light Ones: An Experience Sampling Study That Examines the Subjectivity of Pro-environmental Behavior. Frontiers in Psychology, 2022, 13, 883704.	1.1	3
143	Unto the third generation: evidence for strong familial aggregation of physicians, psychologists, and psychotherapists among first-year medical and psychology students in a nationwide Austrian cohort census. BMC Medical Education, 2017, 17, 81.	1.0	0