

Tobias Greitemeyer

List of Publications by Year in descending order

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Version: 2024-02-01

143
papers

7,922
citations

57758

44
h-index

60623

81
g-index

146
all docs

146
docs citations

146
times ranked

5508
citing authors

#	ARTICLE	IF	CITATIONS
1	Are women the more empathetic gender? The effects of gender role expectations. <i>Current Psychology</i> , 2023, 42, 220-231.	2.8	37
2	Prosocial modeling: person role models and the media. <i>Current Opinion in Psychology</i> , 2022, 44, 135-139.	4.9	18
3	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. <i>Aggressive Behavior</i> , 2022, 48, 219-231.	2.4	7
4	The dark side of sports: Personality, values, and athletic aggression. <i>Acta Psychologica</i> , 2022, 223, 103500.	1.5	7
5	The dark and bright side of video game consumption: Effects of violent and prosocial video games. <i>Current Opinion in Psychology</i> , 2022, 46, 101326.	4.9	18
6	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. <i>Frontiers in Psychology</i> , 2022, 13, 883704.	2.1	3
7	Honesty-Humility, the Dark Tetrad, and ideological beliefs: Their incremental validity in predicting explicit prejudice toward asylum seekers. <i>Personality and Individual Differences</i> , 2022, 197, 111786.	2.9	5
8	Predictors of nonsuicidal self-injury: The independent contribution of benign masochism and antisocial personality. <i>Personality and Individual Differences</i> , 2021, 168, 110380.	2.9	12
9	Violent media use and aggression: Two longitudinal network studies. <i>Journal of Social Psychology</i> , 2021, 161, 697-713.	1.5	6
10	Going Green (and Not Being Just More Pro-Social): Do Attitude and Personality Specifically Influence Pro-Environmental Behavior?. <i>Sustainability</i> , 2021, 13, 3560.	3.2	23
11	Greenwash yourself: The relationship between communal and agentic narcissism and pro-environmental behavior. <i>Journal of Environmental Psychology</i> , 2021, 75, 101621.	5.1	21
12	A “Lockdown” of Materialism Values and Pro-Environmental Behavior: Short-Term Effects of the COVID-19 Pandemic. <i>Sustainability</i> , 2021, 13, 11774.	3.2	3
13	Common, nonsexual masochistic preferences are positively associated with antisocial personality traits. <i>Journal of Personality</i> , 2020, 88, 780-793.	3.2	13
14	Ego or Eco? Neither Ecological nor Egoistic Appeals of Persuasive Climate Change Messages Impacted Pro-Environmental Behavior. <i>Sustainability</i> , 2020, 12, 10064.	3.2	8
15	Unattractive people are unaware of their (un)attractiveness. <i>Scandinavian Journal of Psychology</i> , 2020, 61, 471-483.	1.5	10
16	The Police Officer’s Dilemma. <i>Journal of Media Psychology</i> , 2020, 32, 82-88.	1.0	4
17	The relationship between video game character preferences and aggressive and prosocial personality traits.. <i>Psychology of Popular Media</i> , 2020, 9, 96-104.	1.4	19
18	Getting connected: Intergroup contact on Facebook. <i>Journal of Social Psychology</i> , 2019, 159, 344-348.	1.5	15

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19	Belief in Social Mobility Mitigates Hostility Resulting From Disadvantaged Social Standing. <i>Personality and Social Psychology Bulletin</i> , 2019, 45, 541-556.	3.0	36
20	Fitness mobile apps positively affect attitudes, perceived behavioral control and physical activities. <i>Journal of Sports Medicine and Physical Fitness</i> , 2019, 59, 407-414.	0.7	20
21	The contagious impact of playing violent video games on aggression: Longitudinal evidence. <i>Aggressive Behavior</i> , 2019, 45, 635-642.	2.4	26
22	Are everyday sadists specifically attracted to violent video games and do they emotionally benefit from playing those games?. <i>Aggressive Behavior</i> , 2019, 45, 206-213.	2.4	22
23	The impact of immersion on the perception of pornography: A virtual reality study. <i>Computers in Human Behavior</i> , 2019, 93, 141-148.	8.5	47
24	The impact of personal relative deprivation on aggression over time. <i>Journal of Social Psychology</i> , 2019, 159, 664-675.	1.5	31
25	The experience of deprivation: Does relative more than absolute status predict hostility?. <i>British Journal of Social Psychology</i> , 2019, 58, 515-533.	2.8	17
26	The effects of background music on tipping behavior in a restaurant: A field study. <i>Psychology of Music</i> , 2019, 47, 444-450.	1.6	7
27	Can Violent Video Game-Related Aggression Spread to Others? Effects on Retaliatory and Displaced Aggression. <i>International Review of Social Psychology</i> , 2019, 32, 14.	1.2	4
28	Does Pokémon Go lead to a more physically active life style?. <i>Computers in Human Behavior</i> , 2018, 84, 258-263.	8.5	23
29	Individual differences in social control: Who “speaks up” when witnessing uncivil, discriminatory, and immoral behaviours?. <i>British Journal of Social Psychology</i> , 2018, 57, 524-546.	2.8	20
30	When positive ends tarnish the means: The morality of nonprofit more than of for-profit organizations is tainted by the use of compliance techniques. <i>Journal of Experimental Social Psychology</i> , 2018, 76, 67-75.	2.2	11
31	The relationship between everyday sadism, violent video game play, and fascination with weapons. <i>Personality and Individual Differences</i> , 2018, 124, 51-53.	2.9	21
32	The impact of attachment orientations on empathy in adults: Considering the mediating role of emotion regulation strategies and negative affectivity. <i>Personality and Individual Differences</i> , 2018, 122, 198-205.	2.9	27
33	The spreading impact of playing violent video games on aggression. <i>Computers in Human Behavior</i> , 2018, 80, 216-219.	8.5	48
34	Original dataset used in the article “Does Pokémon Go lead to a more physically active life style?” Data in Brief, 2018, 20, 732-734.	1.0	6
35	Does Low (vs. High) Subjective Socioeconomic Status Increase Both Prosociality and Aggression?. <i>Social Psychology</i> , 2018, 49, 76-87.	0.7	25
36	Increasing wealth inequality may increase interpersonal hostility: The relationship between personal relative deprivation and aggression. <i>Journal of Social Psychology</i> , 2017, 157, 766-776.	1.5	64

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37	The impact of dark tetrad traits on political orientation and extremism: an analysis in the course of a presidential election. <i>Heliyon</i> , 2017, 3, e00425.	3.2	26
38	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. <i>BMC Medical Education</i> , 2017, 17, 81.	2.4	0
39	The longitudinal relationship between everyday sadism and the amount of violent video game play. <i>Personality and Individual Differences</i> , 2017, 104, 238-242.	2.9	40
40	Uncovering the association between strategy video games and self-regulation: A correlational study. <i>Personality and Individual Differences</i> , 2017, 104, 129-136.	2.9	20
41	Subjective socioeconomic status causes aggression: A test of the theory of social deprivation.. <i>Journal of Personality and Social Psychology</i> , 2016, 111, 178-194.	2.8	129
42	Facebook and people's state self-esteem: The impact of the number of other users' Facebook friends. <i>Computers in Human Behavior</i> , 2016, 59, 182-186.	8.5	15
43	Simple exposure to alcohol cues causally increases negative implicit attitudes toward lesbians and gay men. <i>Journal of Social Psychology</i> , 2016, 156, 444-448.	1.5	5
44	Individual differences in bitter taste preferences are associated with antisocial personality traits. <i>Appetite</i> , 2016, 96, 299-308.	3.7	39
45	Violent Video Games and Reciprocity. <i>Communication Research</i> , 2016, 43, 447-467.	5.9	43
46	Changing the track in music and misogyny: Listening to music with pro-equality lyrics improves attitudes and behavior toward women.. <i>Psychology of Popular Media Culture</i> , 2015, 4, 56-67.	2.4	23
47	Putting the social (psychology) into social media. <i>European Journal of Social Psychology</i> , 2015, 45, 277-278.	2.4	21
48	Immersed in Virtual Worlds and Minds. <i>Social Psychological and Personality Science</i> , 2015, 6, 646-652.	3.9	59
49	Failing to Establish Evaluative Conditioning Effects for Indirect Intergroup Contact on Facebook. <i>Basic and Applied Social Psychology</i> , 2015, 37, 87-104.	2.1	4
50	The world's biggest salad bowl: Facebook connecting cultures. <i>Journal of Applied Social Psychology</i> , 2015, 45, 243-252.	2.0	17
51	Everyday sadism predicts violent video game preferences. <i>Personality and Individual Differences</i> , 2015, 75, 19-23.	2.9	64
52	When Bystanders Increase Rather Than Decrease Intentions to Help. <i>Social Psychology</i> , 2015, 46, 116-119.	0.7	8
53	Does Exonerating an Accused Researcher Restore the Researcher's Credibility?. <i>PLoS ONE</i> , 2015, 10, e0126316.	2.5	4
54	I Am Right, You Are Wrong: How Biased Assimilation Increases the Perceived Gap between Believers and Skeptics of Violent Video Game Effects. <i>PLoS ONE</i> , 2014, 9, e93440.	2.5	25

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55	The Others Will Help: The Presence of Multiple Video Game Characters Reduces Helping After the Game Is Over. <i>Journal of Social Psychology</i> , 2014, 154, 101-104.	1.5	7
56	Perceived sexual receptivity and fashionableness: Separate paths linking red and black to perceived attractiveness. <i>Color Research and Application</i> , 2014, 39, 208-212.	1.6	36
57	Employing music exposure to reduce prejudice and discrimination. <i>Aggressive Behavior</i> , 2014, 40, 542-551.	2.4	29
58	Bitter Taste Causes Hostility. <i>Personality and Social Psychology Bulletin</i> , 2014, 40, 1589-1597.	3.0	27
59	Playing Violent Video Games Increases Intergroup Bias. <i>Personality and Social Psychology Bulletin</i> , 2014, 40, 70-78.	3.0	36
60	Intense acts of violence during video game play make daily life aggression appear innocuous: A new mechanism why violent video games increase aggression. <i>Journal of Experimental Social Psychology</i> , 2014, 50, 52-56.	2.2	46
61	Facebook's emotional consequences: Why Facebook causes a decrease in mood and why people still use it. <i>Computers in Human Behavior</i> , 2014, 35, 359-363.	8.5	277
62	Video Games Do Affect Social Outcomes. <i>Personality and Social Psychology Bulletin</i> , 2014, 40, 578-589.	3.0	490
63	Having Responsive Facebook Friends Affects the Satisfaction of Psychological Needs More Than Having Many Facebook Friends. <i>Basic and Applied Social Psychology</i> , 2014, 36, 252-258.	2.1	76
64	Article retracted, but the message lives on. <i>Psychonomic Bulletin and Review</i> , 2014, 21, 557-561.	2.8	23
65	Leadership and Information Processing. <i>Social Psychology</i> , 2014, 45, 357-370.	0.7	5
66	The Effect of Online Violent Video Games on Levels of Aggression. <i>PLoS ONE</i> , 2014, 9, e111790.	2.5	35
67	Exposure to media with prosocial content reduces the propensity for reckless and risky driving. <i>Journal of Risk Research</i> , 2013, 16, 583-594.	2.6	27
68	Rational bystanders. <i>British Journal of Social Psychology</i> , 2013, 52, 773-780.	2.8	10
69	The Positive Bystander Effect: Passive Bystanders Increase Helping in Situations With High Expected Negative Consequences for the Helper. <i>Journal of Social Psychology</i> , 2013, 153, 1-5.	1.5	24
70	There's no "we" in team: Effects of cooperative video games on cooperative behavior. <i>European Journal of Social Psychology</i> , 2013, 43, 224-228.	2.4	56
71	Name-Valence and Physical Attractiveness in Facebook: Their Compensatory Effects on Friendship Acceptance. <i>Journal of Social Psychology</i> , 2013, 153, 257-260.	1.5	20
72	Beware of climate change skeptic films. <i>Journal of Environmental Psychology</i> , 2013, 35, 105-109.	5.1	31

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73	Romantic motives and risk-taking: an evolutionary approach. Journal of Risk Research, 2013, 16, 19-38.	2.6	32
74	Disaster threat and justice sensitivity: a terror management perspective. Journal of Applied Social Psychology, 2013, 43, 2100-2106.	2.0	17
75	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.	2.0	30
76	Effects of Playing Video Games on Perceptions of One's Humanity. Journal of Social Psychology, 2013, 153, 499-514.	1.5	11
77	Playing Exergames and Sporting Activity. Social Psychology, 2013, 44, 264-270.	0.7	8
78	Playing Video Games Cooperatively Increases Empathic Concern. Social Psychology, 2013, 44, 408-413.	0.7	40
79	Boosting One's Social Identity: Effects of Social Exclusion on Ethnocentrism. Basic and Applied Social Psychology, 2012, 34, 410-416.	2.1	14
80	Psychological effects of risk glorification in the media: Towards an integrative view. European Review of Social Psychology, 2012, 23, 224-257.	9.4	14
81	“I Help Because I Want to, Not Because You Tell Me to” Personality and Social Psychology Bulletin, 2012, 38, 681-689.	3.0	141
82	The effects of social exclusion on confirmatory information processing. European Journal of Social Psychology, 2012, 42, 462-469.	2.4	6
83	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.	8.5	78
84	Acting prosocially reduces retaliation: Effects of prosocial video games on aggressive behavior. European Journal of Social Psychology, 2012, 42, 235-242.	2.4	42
85	Effects of Prosocial Media on Social Behavior. Current Directions in Psychological Science, 2011, 20, 251-255.	5.3	112
86	Playing Prosocial Video Games Increases the Accessibility of Prosocial Thoughts. Journal of Social Psychology, 2011, 151, 121-128.	1.5	72
87	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.	2.2	54
88	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.	2.1	44
89	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.	1.5	18
90	The process of selective exposure: Why confirmatory information search weakens over time. Organizational Behavior and Human Decision Processes, 2011, 114, 37-48.	2.5	22

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91	Why People Try to Actively Change Unchangeable Situations: The Role of Anticipated Affect. <i>Current Psychology</i> , 2011, 30, 284-298.	2.8	3
92	Highlighting Relatedness Promotes Prosocial Motives and Behavior. <i>Personality and Social Psychology Bulletin</i> , 2011, 37, 905-917.	3.0	182
93	Denying Humanness to Others. <i>Psychological Science</i> , 2011, 22, 659-665.	3.3	95
94	The bystander-effect: A meta-analytic review on bystander intervention in dangerous and non-dangerous emergencies.. <i>Psychological Bulletin</i> , 2011, 137, 517-537.	6.1	633
95	The effects of risk-glorifying media exposure on risk-positive cognitions, emotions, and behaviors: A meta-analytic review.. <i>Psychological Bulletin</i> , 2011, 137, 367-390.	6.1	149
96	Red, rank, and romance in women viewing men.. <i>Journal of Experimental Psychology: General</i> , 2010, 139, 399-417.	2.1	136
97	Selective exposure: The impact of collectivism and individualism. <i>British Journal of Social Psychology</i> , 2010, 49, 745-763.	2.8	25
98	Why mood affects help giving, but not moral courage: Comparing two types of prosocial behaviour. <i>European Journal of Social Psychology</i> , 2010, 40, 1136-1157.	2.4	57
99	Moral prototypes and moral behavior: Specific effects on emotional precursors of moral behavior and on moral behavior by the activation of moral prototypes. <i>European Journal of Social Psychology</i> , 2010, 40, 1078-1094.	2.4	28
100	Effects of reciprocity on attraction: The role of a partner's physical attractiveness. <i>Personal Relationships</i> , 2010, 17, 317-330.	1.5	20
101	A New Look at Selective-Exposure Effects. <i>Current Directions in Psychological Science</i> , 2010, 19, 384-389.	5.3	56
102	Playing prosocial video games increases empathy and decreases schadenfreude.. <i>Emotion</i> , 2010, 10, 796-802.	1.8	187
103	Effects of prosocial video games on prosocial behavior.. <i>Journal of Personality and Social Psychology</i> , 2010, 98, 211-221.	2.8	302
104	Media violence and the self: The impact of personalized gaming characters in aggressive video games on aggressive behavior. <i>Journal of Experimental Social Psychology</i> , 2010, 46, 192-195.	2.2	116
105	The Racing-Game Effect: Why Do Video Racing Games Increase Risk-Taking Inclinations?. <i>Personality and Social Psychology Bulletin</i> , 2009, 35, 1395-1409.	3.0	81
106	The Effect of Anticipated Affect on Persistence and Performance. <i>Personality and Social Psychology Bulletin</i> , 2009, 35, 172-186.	3.0	36
107	Biased assimilation: the role of source position. <i>European Journal of Social Psychology</i> , 2009, 39, 22-39.	2.4	28
108	Stereotypes of singles: are singles what we think?. <i>European Journal of Social Psychology</i> , 2009, 39, 368-383.	2.4	66

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109	The effects of authentic and contrived dissent on escalation of commitment in group decision making. <i>European Journal of Social Psychology</i> , 2009, 39, 639-647.	2.4	16
110	Effects of Songs With Prosocial Lyrics on Prosocial Behavior: Further Evidence and a Mediating Mechanism. <i>Personality and Social Psychology Bulletin</i> , 2009, 35, 1500-1511.	3.0	125
111	Effects of songs with prosocial lyrics on prosocial thoughts, affect, and behavior. <i>Journal of Experimental Social Psychology</i> , 2009, 45, 186-190.	2.2	147
112	Prosocial video games reduce aggressive cognitions. <i>Journal of Experimental Social Psychology</i> , 2009, 45, 896-900.	2.2	119
113	Asymmetrical consequences of behavioral change through reward and punishment. <i>European Journal of Social Psychology</i> , 2008, 38, 246-259.	2.4	3
114	Losing more than gaining from overall stable prices: the differential perception of increasing versus decreasing prices made the Euro look like a price booster. <i>European Journal of Social Psychology</i> , 2008, 38, 786-799.	2.4	5
115	Unemployment and aggression: the moderating role of self-awareness on the effect of unemployment on aggression. <i>Aggressive Behavior</i> , 2008, 34, 34-45.	2.4	16
116	A Comparison of Help Giving to Individuals Versus Humanitarian Organizations ¹ . <i>Journal of Applied Social Psychology</i> , 2008, 38, 2990-3008.	2.0	8
117	Asymmetrical Effects of Reward and Punishment on Attributions of Morality. <i>Journal of Social Psychology</i> , 2008, 148, 407-422.	1.5	11
118	Self-regulation and selective exposure: The impact of depleted self-regulation resources on confirmatory information processing.. <i>Journal of Personality and Social Psychology</i> , 2008, 94, 382-395.	2.8	123
119	Ego Depletion and Positive Illusions: Does the Construction of Positivity Require Regulatory Resources?. <i>Personality and Social Psychology Bulletin</i> , 2007, 33, 1306-1321.	3.0	70
120	What do men and women want in a partner? Are educated partners always more desirable?. <i>Journal of Experimental Social Psychology</i> , 2007, 43, 180-194.	2.2	71
121	Terror salience and punishment: Does terror salience induce threat to social order?. <i>Journal of Experimental Social Psychology</i> , 2007, 43, 964-971.	2.2	51
122	Civil courage: Implicit theories, related concepts, and measurement. <i>Journal of Positive Psychology</i> , 2007, 2, 115-119.	4.0	55
123	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. <i>Group Processes and Intergroup Relations</i> , 2007, 10, 373-382.	3.9	38
124	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. <i>Journal of Community and Applied Social Psychology</i> , 2007, 17, 203-217.	2.4	28
125	Civil Courage and Helping Behavior. <i>European Psychologist</i> , 2006, 11, 90-98.	3.1	93
126	Music and Aggression: The Impact of Sexual-Aggressive Song Lyrics on Aggression-Related Thoughts, Emotions, and Behavior Toward the Same and the Opposite Sex. <i>Personality and Social Psychology Bulletin</i> , 2006, 32, 1165-1176.	3.0	96

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127	Coping With Terrorism: The Impact of Increased Salience of Terrorism on Mood and Self-Efficacy of Intrinsically Religious and Nonreligious People. <i>Personality and Social Psychology Bulletin</i> , 2006, 32, 365-377.	3.0	63
128	Effects of Reward and Coercion for Transgression Compliance on Judgments of Responsibility and Recommended Punishment. <i>Journal of Applied Social Psychology</i> , 2006, 36, 3015-3030.	2.0	5
129	The unresponsive bystander: are bystanders more responsive in dangerous emergencies?. <i>European Journal of Social Psychology</i> , 2006, 36, 267-278.	2.4	205
130	Mental Simulation and the Achievement of Health Goals: The Role of Goal Difficulty. <i>Imagination, Cognition and Personality</i> , 2006, 25, 239-251.	0.9	62
131	Information sampling and group decision making: The effects of an advocacy decision procedure and task experience.. <i>Journal of Experimental Psychology: Applied</i> , 2006, 12, 31-42.	1.2	69
132	The influence of price trend expectations on price trend perceptions: Why the Euro seems to make life more expensive?. <i>Journal of Economic Psychology</i> , 2005, 26, 541-548.	2.2	29
133	Receptivity to sexual offers as a function of sex, socioeconomic status, physical attractiveness, and intimacy of the offer. <i>Personal Relationships</i> , 2005, 12, 373-386.	1.5	29
134	Expectancy confirmation in spite of disconfirming evidence: The case of price increases due to the introduction of the Euro. <i>European Journal of Social Psychology</i> , 2004, 34, 739-760.	2.4	83
135	A meta-analytic review of help giving and aggression from an attributional perspective: Contributions to a general theory of motivation. <i>Cognition and Emotion</i> , 2004, 18, 815-848.	2.0	348
136	Help Giving and Aggression From an Attributional Perspective: Why and When We Help or Retaliate ¹ . <i>Journal of Applied Social Psychology</i> , 2003, 33, 1069-1087.	2.0	33
137	Whom Would You Rather Help: An Acquaintance Not Responsible for Her Plight or a Responsible Sibling?. <i>Journal of Social Psychology</i> , 2003, 143, 331-340.	1.5	40
138	Asymmetrical Attributions for Approach Versus Avoidance Behavior. <i>Personality and Social Psychology Bulletin</i> , 2003, 29, 1371-1382.	3.0	19
139	Preference-consistent evaluation of information in the hidden profile paradigm: Beyond group-level explanations for the dominance of shared information in group decisions.. <i>Journal of Personality and Social Psychology</i> , 2003, 84, 322-339.	2.8	238
140	Preference-consistent evaluation of information in the hidden profile paradigm: Beyond group-level explanations for the dominance of shared information in group decisions.. <i>Journal of Personality and Social Psychology</i> , 2003, 84, 322-339.	2.8	14
141	Psychological effects of the Euro?experimental research on the perception of salaries and price estimations. <i>European Journal of Social Psychology</i> , 2002, 32, 147-169.	2.4	58
142	A Dynamic Model of Group Performance: Considering the Group Members' Capacity to Learn. <i>Group Processes and Intergroup Relations</i> , 2000, 3, 159-182.	3.9	41
143	Effects of Individual versus Mixed Individual and Group Experience in Rule Induction on Group Member Learning and Group Performance. <i>Journal of Experimental Social Psychology</i> , 2000, 36, 621-648.	2.2	54