Tilo Hartmann

List of Publications by Year in descending order

64 papers	4,740 citations	186254 28 h-index	175241 52 g-index
78 all docs	78 docs citations	78 times ranked	3091 citing authors

#	Article	IF	Citations
1	A Process Model of the Formation of Spatial Presence Experiences. Media Psychology, 2007, 9, 493-525.	3.6	568
2	Gender and Computer Games: Exploring Females' Dislikes. Journal of Computer-Mediated Communication, 2006, 11, 910-931.	3.3	405
3	Parasocial Interaction and Parasocial Relationship: Conceptual Clarification and a Critical Assessment of Measures. Human Communication Research, 2016, 42, 21-44.	3.4	300
4	Horton and Wohl Revisited: Exploring Viewers' Experience of Parasocial Interaction. Journal of Communication, 2011, 61, 1104-1121.	3.7	269
5	Effectance and Control as Determinants of Video Game Enjoyment. Cyberpsychology, Behavior and Social Networking, 2007, 10, 845-848.	2.2	207
6	It's Okay to Shoot a Character: Moral Disengagement in Violent Video Games. Journal of Communication, 2010, 60, 94-119.	3.7	187
7	The Role of Health Anxiety in Online Health Information Search. Cyberpsychology, Behavior, and Social Networking, 2011, 14, 613-618.	3.9	183
8	Elevation in Response to Entertainment Portrayals of Moral Virtue. Human Communication Research, 2012, 38, 360-378.	3.4	169
9	The Spatial Presence Experience Scale (SPES). Journal of Media Psychology, 2016, 28, 1-15.	1.0	154
10	The PSI-Process Scales. A new measure to assess the intensity and breadth of parasocial processes. Communications: the European Journal of Communication Research, 2008, 33, 385-401.	0.5	152
11	Self-transcendent Media Experiences: Taking Meaningful Media to a Higher Level. Journal of Communication, 2018, 68, 380-389.	3.7	136
12	Swine flu and hype: a systematic review of media dramatization of the H1N1 influenza pandemic. Journal of Risk Research, 2016, 19, 1-20.	2.6	113
13	The curious case of cyberchondria: A longitudinal study on the reciprocal relationship between health anxiety and online health information seeking. Journal of Anxiety Disorders, 2016, 43, 32-40.	3.2	112
14	The Guilty Couch Potato: The Role of Ego Depletion in Reducing Recovery Through Media Use. Journal of Communication, 2014, 64, 569-589.	3.7	103
15	Just a Game? Unjustified Virtual Violence Produces Guilt in Empathetic Players. Media Psychology, 2010, 13, 339-363.	3.6	101
16	Exploring the Role of Meaningful Experiences in Users' Appreciation of "Good Movies" Projections (New York), 2010, 4, .	0.4	94
17	Influence of individual factors on presence. Computers in Human Behavior, 2008, 24, 2255-2273.	8.5	87
18	Positive Parasocial Relationships with Drivers Affect Suspense in Racing Sport Spectators. Journal of Media Psychology, 2008, 20, 24-34.	1.0	83

#	Article	IF	Citations
19	The Role of Cognitive and Affective Challenge in Entertainment Experience. Communication Research, 2017, 44, 29-53.	5.9	83
20	How Violent Video Games Communicate Violence: A Literature Review and Content Analysis of Moral Disengagement Factors. Communication Monographs, 2014, 81, 310-332.	2.7	78
21	Psychological benefits of using social virtual reality platforms during the covid-19 pandemic: The role of social and spatial presence. Computers in Human Behavior, 2022, 127, 107047.	8.5	70
22	Examining the Hostile Media Effect as an Intergroup Phenomenon: The Role of Ingroup Identification and Status. Journal of Communication, 2013, 63, 535-555.	3.7	64
23	How players manage moral concerns to make video game violence enjoyable. Communications: the European Journal of Communication Research, 2006, 31, .	0.5	63
24	Online health anxiety and consultation satisfaction: A quantitative exploratory study on their relations. Patient Education and Counseling, 2016, 99, 1227-1232.	2.2	63
25	Some Practical Considerations of Ethical Issues in VR Research. Presence: Teleoperators and Virtual Environments, 2005, 14, 668-676.	0.6	61
26	Playing Video Games. , 0, , .		58
27	Mediated Interpersonal Communication. , 0, , .		55
28	Media Choice. , 0, , .		54
29	Spontaneous Hedonic Reactions to Social Media Cues. Cyberpsychology, Behavior, and Social Networking, 2017, 20, 334-340.	3.9	45
30	Changed priorities ahead: Journalists' shifting role perceptions when covering public health crises. Journalism, 2019, 20, 1223-1241.	2.7	39
31	Spatial Presence Theory: State of the Art and Challenges Ahead. , 2015, , 115-135.		38
32	Factors underlying male and female use of violent video games. New Media and Society, 2015, 17, 1777-1794.	5.0	32
33	Mood as a resource in dealing with health recommendations: How mood affects information processing and acceptance of quit-smoking messages. Psychology and Health, 2012, 27, 116-127.	2.2	30
34	The Role of Plausibility in the Experience of Spatial Presence in Virtual Environments. Frontiers in Virtual Reality, 2020, 1, .	3.7	30
35	Fear-Mongering or Fact-Driven? Illuminating the Interplay of Objective Risk and Emotion-Evoking Form in the Response to Epidemic News. Health Communication, 2019, 34, 74-83.	3.1	26
36	Ways to Measure Spatial Presence: Review and Future Directions. , 2015, , 139-185.		24

#	ARTICLE	IF	CITATIONS
37	Questionable Research and Publication Practices in Communication Science. Communication Methods and Measures, 2015, 9, 189-192.	4.7	22
38	What Determines Video Game Use?. Journal of Media Psychology, 2012, 24, 19-30.	1.0	22
39	The IRIS Network of Excellence: Integrating Research in Interactive Storytelling. Lecture Notes in Computer Science, 2008, , 14-19.	1.3	21
40	Phantom phone signals: An investigation into the prevalence and predictors of imagined cell phone signals. Computers in Human Behavior, 2015, 51, 356-362.	8.5	20
41	Avatare: Parasoziale Beziehungen zu virtuellen Akteuren. Medien Und Kommunikationswissenschaft, 2001, 49, 350-368.	0.4	19
42	Abstract Mindsets Increase Believability of Spatially Distant Online Messages. Frontiers in Psychology, 2016, 7, 1056.	2.1	14
43	Entertainment as a Creature Comfort: Self-Control and Selection of Challenging Media. Media Psychology, 2018, 21, 352-376.	3.6	14
44	Does the Experience of Parasocial Interaction Enhance Persuasiveness of Video Public Service Messages?. Communication Research Reports, 2019, 36, 201-208.	1.8	11
45	Alles eine Frage hoher Reichweite? Eine experimentelle Untersuchung zur Ursache der Entstehung von Hostile-Media-Effekten. Medien Und Kommunikationswissenschaft, 2008, 56, 21-41.	0.4	10
46	Mass Communication and Para-Social Interaction: Observations on Intimacy at a Distance. , 2016, , 75-84.		9
47	Self-control and need satisfaction in primetime: Television, social media, and friends can enhance regulatory resources via perceived autonomy and competence.. Psychology of Popular Media, 2021, 10, 212-222.	1.4	8
48	A psychometric evaluation of the Dutch Short Health Anxiety Inventory in the general population.. Psychological Assessment, 2017, 29, 186-198.	1.5	7
49	I Know It Is Not Real (And That Matters) Media Awareness vs. Presence in a Parallel Processing Account of the VR Experience. Frontiers in Virtual Reality, 2022, 3, .	3.7	6
50	Identität durch Mediennutzung? Die Rolle von parasozialen Interaktionen und Beziehungen mit Medienfiguren. , 2010, , 201-219.		5
51	Not So Moral Moral Responses to Media Entertainment?. Journal of Media Psychology, 2011, 23, 24-28.	1.0	5
52	Psychological Distance Cues in Online Messages. Journal of Media Psychology, 2019, 31, 65-80.	1.0	5
53	Hostile Media Perceptions of Friendly Media Do Reinforce Partisanship. Communication Research, 2020, 47, 276-298.	5.9	4
54	Skalenkonstruktion in der Kommunikationswissenschaft. , 2013, , 41-60.		4

#	ARTICLE	IF	CITATIONS
55	Identität durch Mediennutzung? Die Rolle von parasozialen Interaktionen und Beziehungen mit Medienfiguren.. , 2007, , 201-219.		2
56	Effect of Source Type and Protective Message on the Critical Evaluation of News Messages on Facebook: Randomized Controlled Trial in the Netherlands. Journal of Medical Internet Research, 2022, 24, e27945.	4.3	2
57	Is Virtual Violence a Morally Problematic Behavior?. , 2011, , 31-44.		1
58	Herr X, sein Sohn und die Leser der â€ºBildâ€¹-Zeitung. Rezeptionssituative Publikumsvorstellungen unter dynamisch-transaktionaler Perspektive. , 2008, , 197-216.		1
59	Nutzen und Kosten von Online-Optionen der Musikbeschaffung. , 2007, , 104-118.		0
60	Blogs im Wahlkampf â€" Möglichkeiten und Perspektiven. , 2007, , 332-348.		0
61	Tilo Hartmann: Die Selektion unterhaltsamer Medienangebote am Beispiel von Computerspielen. Struktur und Ursachen.. Medien Und Kommunikationswissenschaft, 2008, , 261-263.	0.4	0
62	Letâ€™s compete!. , 2009, , 211-224.		0
63	Avatare: Parasoziale Beziehungen zu virtuellen Akteuren. Medien Und Kommunikationswissenschaft, 2001, , 350-368.	0.4	0
64	Alles eine Frage hoher Reichweite? Eine experimentelle Untersuchung zur Ursache der Entstehung von Hostile-Media-Effekten. Medien Und Kommunikationswissenschaft, 2008, , 21-41.	0.4	0