

# Tilo Hartmann

## List of Publications by Citations

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**Version:** 2024-04-28

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The third column is the impact factor (IF) of the journal, and the fourth column is the number of citations of the article.

68

papers

3,227

citations

29

h-index

56

g-index

76

ext. papers

3,914

ext. citations

2.9

avg, IF

5.67

L-index

#	Paper	IF	Citations
68	A Process Model of the Formation of Spatial Presence Experiences. <i>Media Psychology</i> , <b>2007</b> , 9, 493-525	2.9	417
67	Gender and Computer Games: Exploring Females' Dislikes. <i>Journal of Computer-Mediated Communication</i> , <b>2006</b> , 11, 910-931	5.9	317
66	Parasocial Interaction and Parasocial Relationship: Conceptual Clarification and a Critical Assessment of Measures. <i>Human Communication Research</i> , <b>2016</b> , 42, 21-44	3.5	183
65	Horton and Wohl Revisited: Exploring Viewers' Experience of Parasocial Interaction. <i>Journal of Communication</i> , <b>2011</b> , 61, 1104-1121	2.4	172
64	Effectance and control as determinants of video game enjoyment. <i>Cyberpsychology, Behavior and Social Networking</i> , <b>2007</b> , 10, 845-7		168
63	It's Okay to Shoot a Character: Moral Disengagement in Violent Video Games. <i>Journal of Communication</i> , <b>2010</b> , 60, 94-119	2.4	150
62	Elevation in Response to Entertainment Portrayals of Moral Virtue. <i>Human Communication Research</i> , <b>2012</b> , 38, 360-378	3.5	124
61	The role of health anxiety in online health information search. <i>Cyberpsychology, Behavior, and Social Networking</i> , <b>2011</b> , 14, 613-8	4.4	114
60	The PSI-Process Scales. A new measure to assess the intensity and breadth of parasocial processes. <i>Communications: the European Journal of Communication Research</i> , <b>2008</b> , 33,	0.5	102
59	Self-transcendent Media Experiences: Taking Meaningful Media to a Higher Level. <i>Journal of Communication</i> , <b>2018</b> , 68, 380-389	2.4	86
58	The Spatial Presence Experience Scale (SPES). <i>Journal of Media Psychology</i> , <b>2016</b> , 28, 1-15	1.2	83
57	Just a Game? Unjustified Virtual Violence Produces Guilt in Empathetic Players. <i>Media Psychology</i> , <b>2010</b> , 13, 339-363	2.9	78
56	The Guilty Couch Potato: The Role of Ego Depletion in Reducing Recovery Through Media Use. <i>Journal of Communication</i> , <b>2014</b> , 64, 569-589	2.4	70
55	Exploring the Role of Meaningful Experiences in Users' Appreciation of Good Movies. <i>Projections (New York)</i> , <b>2010</b> , 4,	0.3	69
54	Swine flu and hype: a systematic review of media dramatization of the H1N1 influenza pandemic. <i>Journal of Risk Research</i> , <b>2016</b> , 19, 1-20	4.2	67
53	The curious case of cyberchondria: A longitudinal study on the reciprocal relationship between health anxiety and online health information seeking. <i>Journal of Anxiety Disorders</i> , <b>2016</b> , 43, 32-40	10.9	66
52	Influence of individual factors on presence. <i>Computers in Human Behavior</i> , <b>2008</b> , 24, 2255-2273	7.7	66

51	Positive Parasocial Relationships with Drivers Affect Suspense in Racing Sport Spectators. <i>Journal of Media Psychology</i> , <b>2008</b> , 20, 24-34	1.2	61
50	How Violent Video Games Communicate Violence: A Literature Review and Content Analysis of Moral Disengagement Factors. <i>Communication Monographs</i> , <b>2014</b> , 81, 310-332	1.7	56
49	The Role of Cognitive and Affective Challenge in Entertainment Experience. <i>Communication Research</i> , <b>2017</b> , 44, 29-53	3.8	52
48	Examining the Hostile Media Effect as an Intergroup Phenomenon: The Role of Ingroup Identification and Status. <i>Journal of Communication</i> , <b>2013</b> , 63, 535-555	2.4	49
47	How players manage moral concerns to make video game violence enjoyable. <i>Communications: the European Journal of Communication Research</i> , <b>2006</b> , 31,	0.5	47
46	Personenorientierte Medienrezeption: Ein Zwei-Ebenen-Modell parasozialer Interaktionen. <i>Publizistik</i> , <b>2004</b> , 49, 25-47	0.3	43
45	Some Practical Considerations of Ethical Issues in VR Research. <i>Presence: Teleoperators and Virtual Environments</i> , <b>2005</b> , 14, 668-676	2.9	38
44	Media Choice		36
43	Online health anxiety and consultation satisfaction: A quantitative exploratory study on their relations. <i>Patient Education and Counseling</i> , <b>2016</b> , 99, 1227-1232	3.1	32
42	Mediated Interpersonal Communication		31
41	Spontaneous Hedonic Reactions to Social Media Cues. <i>Cyberpsychology, Behavior, and Social Networking</i> , <b>2017</b> , 20, 334-340	4.4	30
40	Playing Video Games <b>2012</b> ,		30
39	Factors underlying male and female use of violent video games. <i>New Media and Society</i> , <b>2015</b> , 17, 1777-1794	3.7	27
38	Spatial Presence Theory: State of the Art and Challenges Ahead <b>2015</b> , 115-135		26
37	Desiderata und Perspektiven der Forschung über parasoziale Interaktionen und Beziehungen zu Medienfiguren. <i>Publizistik</i> , <b>2002</b> , 47, 436-459	0.3	22
36	Changed priorities ahead: Journalists' shifting role perceptions when covering public health crises. <i>Journalism</i> , <b>2019</b> , 20, 1223-1241	1.6	20
35	What Determines Video Game Use?. <i>Journal of Media Psychology</i> , <b>2012</b> , 24, 19-30	1.2	19
34	Avatare: Parasoziale Beziehungen zu virtuellen Akteuren. <i>Medien Und Kommunikationswissenschaft</i> , <b>2001</b> , 49, 350-368	0.8	18

33	Media and the Moral Mind		17
32	Phantom phone signals: An investigation into the prevalence and predictors of imagined cell phone signals. <i>Computers in Human Behavior</i> , <b>2015</b> , 51, 356-362	7.7	16
31	Questionable Research and Publication Practices in Communication Science. <i>Communication Methods and Measures</i> , <b>2015</b> , 9, 189-192	6.5	16
30	Publikumsvorstellungen im Rezeptionsprozess. <i>Publizistik</i> , <b>2005</b> , 50, 287-303	0.3	16
29	The IRIS Network of Excellence: Integrating Research in Interactive Storytelling. <i>Lecture Notes in Computer Science</i> , <b>2008</b> , 14-19	0.9	16
28	Mood as a resource in dealing with health recommendations: how mood affects information processing and acceptance of quit-smoking messages. <i>Psychology and Health</i> , <b>2012</b> , 27, 116-27	2.9	15
27	Fear-Mongering or Fact-Driven? Illuminating the Interplay of Objective Risk and Emotion-Evoking Form in the Response to Epidemic News. <i>Health Communication</i> , <b>2019</b> , 34, 74-83	3.2	15
26	Ways to Measure Spatial Presence: Review and Future Directions <b>2015</b> , 139-185		13
25	The Role of Plausibility in the Experience of Spatial Presence in Virtual Environments. <i>Frontiers in Virtual Reality</i> , <b>2020</b> , 1,	3	12
24	Ursachen und Effekte Parasozialer Interaktionen im Rezeptionsprozess. <i>Zeitschrift für Medienpsychologie</i> , <b>2005</b> , 17, 88-98		12
23	Parasoziale Interaktion und Beziehungen <b>2010</b> ,		11
22	Abstract Mindsets Increase Believability of Spatially Distant Online Messages. <i>Frontiers in Psychology</i> , <b>2016</b> , 7, 1056	3.4	11
21	Alles eine Frage hoher Reichweite? Eine experimentelle Untersuchung zur Ursache der Entstehung von Hostile-Media-Effekten. <i>Medien Und Kommunikationswissenschaft</i> , <b>2008</b> , 56, 21-41	0.8	10
20	Does the Experience of Parasocial Interaction Enhance Persuasiveness of Video Public Service Messages?. <i>Communication Research Reports</i> , <b>2019</b> , 36, 201-208	0.8	8
19	Macht der Neuen Medien?. <i>Publizistik</i> , <b>2005</b> , 50, 422-437	0.3	8
18	Moral Management – Dealing with Moral Concerns to Maintain Enjoyment of Violent Video Games <b>2008</b> , 108-118		8
17	Entertainment as a Creature Comfort: Self-Control and Selection of Challenging Media. <i>Media Psychology</i> , <b>2018</b> , 21, 352-376	2.9	7
16	A psychometric evaluation of the Dutch Short Health Anxiety Inventory in the general population. <i>Psychological Assessment</i> , <b>2017</b> , 29, 186-198	5.3	6

15	Psychological benefits of using social virtual reality platforms during the covid-19 pandemic: The role of social and spatial presence. <i>Computers in Human Behavior</i> , <b>2022</b> , 127, 107047	7.7	6
14	Mass Communication and Para-Social Interaction: Observations on Intimacy at a Distance <b>2016</b> , 75-84		6
13	Not So Moral Moral Responses to Media Entertainment?. <i>Journal of Media Psychology</i> , <b>2011</b> , 23, 24-28	1.2	5
12	Identit durch Mediennutzung? Die Rolle von parasozialen Interaktionen und Beziehungen mit Medienfiguren <b>2010</b> , 201-219		4
11	Self-control and need satisfaction in primetime: Television, social media, and friends can enhance regulatory resources via perceived autonomy and competence.. <i>Psychology of Popular Media</i> , <b>2021</b> , 10, 212-222	2.8	4
10	Psychological Distance Cues in Online Messages. <i>Journal of Media Psychology</i> , <b>2019</b> , 31, 65-80	1.2	3
9	Media Entertainment as a Result of Recreation and Psychological Growth		3
8	Identit durch Mediennutzung? Die Rolle von parasozialen Interaktionen und Beziehungen mit Medienfiguren. <b>2007</b> , 201-219		2
7	Skalenkonstruktion in der Kommunikationswissenschaft <b>2013</b> , 41-60		2
6	Hostile Media Perceptions of Friendly Media Do Reinforce Partisanship. <i>Communication Research</i> , <b>2020</b> , 47, 276-298	3.8	2
5	Is Virtual Violence a Morally Problematic Behavior? <b>2011</b> , 31-44		1
4	Effect of Source Type and Protective Message on the Critical Evaluation of News Messages on Facebook: Randomized Controlled Trial in the Netherlands.. <i>Journal of Medical Internet Research</i> , <b>2022</b> , 24, e27945	7.6	
3	Neue Impulse f die europische Presence-Forschung. <i>Zeitschrift f Medienpsychologie</i> , <b>2002</b> , 14, 137-138		
2	Blogs im Wahlkampf [Mglichkeiten und Perspektiven <b>2007</b> , 332-348		
1	Let kompete! <b>2009</b> , 211-224		