

Wai Yen Tang

List of Publications by Year in descending order

Source: <https://exaly.com/author-pdf/358783/publications.pdf>

Version: 2024-02-01

12
papers

826
citations

932766

10
h-index

1281420

11
g-index

12
all docs

12
docs citations

12
times ranked

560
citing authors

#	ARTICLE	IF	CITATIONS
1	Sexism in online video games: The role of conformity to masculine norms and social dominance orientation. <i>Computers in Human Behavior</i> , 2014, 33, 314-320.	5.1	219
2	Women's experiences with general and sexual harassment in online video games: Rumination, organizational responsiveness, withdrawal, and coping strategies. <i>New Media and Society</i> , 2017, 19, 1290-1307.	3.1	177
3	Psychosocial well-being and social media engagement: The mediating roles of social comparison orientation and fear of missing out. <i>New Media and Society</i> , 2019, 21, 1486-1505.	3.1	144
4	Men's harassment behavior in online video games: Personality traits and game factors. <i>Aggressive Behavior</i> , 2016, 42, 513-521.	1.5	73
5	Player experiences in a massively multiplayer online game: A diary study of performance, motivation, and social interaction. <i>New Media and Society</i> , 2018, 20, 4056-4073.	3.1	54
6	Investigating sexual harassment in online video games: How personality and context factors are related to toxic sexual behaviors against fellow players. <i>Aggressive Behavior</i> , 2020, 46, 127-135.	1.5	40
7	Virtual reality technology and game enjoyment: The contributions of natural mapping and need satisfaction. <i>Computers in Human Behavior</i> , 2022, 132, 107242.	5.1	35
8	The interplay of gaming disorder, gaming motivations, and the dark triad. <i>Journal of Behavioral Addictions</i> , 2020, 9, 491-496.	1.9	25
9	When Virtual Muscularity Enhances Physical Endurance: Masculinity Threat and Compensatory Avatar Customization Among Young Male Adults. <i>Cyberpsychology, Behavior, and Social Networking</i> , 2017, 20, 10-16.	2.1	23
10	The Slippery Path to Total Presence: How Omnidirectional Virtual Reality Treadmills Influence the Gaming Experience. <i>Media and Communication</i> , 2021, 9, 5-16.	1.1	22
11	The interplay of the Dark Triad and social media use motives to social media disorder. <i>Personality and Individual Differences</i> , 2022, 187, 111402.	1.6	9
12	Sexism in Video Games and the Gaming Community. , 2017, , 115-135.		5