

Christopher J Ferguson

List of Publications by Year in descending order

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64
papers

2,028
citations

331538

21
h-index

265120

42
g-index

64
all docs

64
docs citations

64
times ranked

1724
citing authors

#	ARTICLE	IF	CITATIONS
1	Scholarsâ€™ open debate paper on the World Health Organization ICD-11 Gaming Disorder proposal. <i>Journal of Behavioral Addictions</i> , 2017, 6, 267-270.	1.9	426
2	A weak scientific basis for gaming disorder: Let us err on the side of caution. <i>Journal of Behavioral Addictions</i> , 2018, 7, 1-9.	1.9	249
3	Twenty-Five Years of Research on Violence in Digital Games and Aggression. <i>European Psychologist</i> , 2014, 19, 33-46.	1.8	138
4	Video Game Violence Use Among "Vulnerable" Populations: The Impact of Violent Games on Delinquency and Bullying Among Children with Clinically Elevated Depression or Attention Deficit Symptoms. <i>Journal of Youth and Adolescence</i> , 2014, 43, 127-136.	1.9	77
5	On the role of interaction mode and story structure in virtual reality serious games. <i>Computers and Education</i> , 2020, 143, 103671.	5.1	73
6	The relationship between problem gambling, excessive gaming, psychological distress and spending on loot boxes in Aotearoa New Zealand, Australia, and the United Statesâ€™ A cross-national survey. <i>PLoS ONE</i> , 2020, 15, e0230378.	1.1	68
7	Does Media Violence Predict Societal Violence? It Depends on What You Look at and When. <i>Journal of Communication</i> , 2015, 65, E1-E22.	2.1	58
8	Everything in Moderation: Moderate Use of Screens Unassociated with Child Behavior Problems. <i>Psychiatric Quarterly</i> , 2017, 88, 797-805.	1.1	57
9	Pathological Gaming in Young Adolescents: A Longitudinal Study Focused on Academic Stress and Self-Control in South Korea. <i>Journal of Youth and Adolescence</i> , 2019, 48, 2333-2342.	1.9	57
10	Aggressive Video Games are Not a Risk Factor for Future Aggression in Youth: A Longitudinal Study. <i>Journal of Youth and Adolescence</i> , 2019, 48, 1439-1451.	1.9	55
11	Reexamining the Findings of the American Psychological Associationâ€™s 2015 Task Force on Violent Media: A Meta-Analysis. <i>Perspectives on Psychological Science</i> , 2020, 15, 1423-1443.	5.2	52
12	Understanding Why Scholars Hold Different Views on the Influences of Video Games on Public Health. <i>Journal of Communication</i> , 2017, 67, 305-327.	2.1	44
13	A longitudinal analysis of shooter games and their relationship with conduct disorder and self-reported delinquency. <i>International Journal of Law and Psychiatry</i> , 2018, 58, 48-53.	0.5	44
14	Pornography and Sexual Aggression: Can Meta-Analysis Find a Link?. <i>Trauma, Violence, and Abuse</i> , 2022, 23, 278-287.	3.9	43
15	Do longitudinal studies support long-term relationships between aggressive game play and youth aggressive behaviour? A meta-analytic examination. <i>Royal Society Open Science</i> , 2020, 7, 200373.	1.1	43
16	Attention Problems and Pathological Gaming: Resolving the "Chicken and Egg" in a Prospective Analysis. <i>Psychiatric Quarterly</i> , 2014, 85, 103-110.	1.1	38
17	Internet Gaming Addiction: Disorder or Moral Panic?. <i>American Journal of Psychiatry</i> , 2017, 174, 195-196.	4.0	38
18	Do Policy Statements on Media Effects Faithfully Represent the Science?. <i>Advances in Methods and Practices in Psychological Science</i> , 2019, 2, 12-25.	5.4	37

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19	Violent Video Games Don't Increase Hostility in Teens, but They Do Stress Girls Out. <i>Psychiatric Quarterly</i> , 2016, 87, 49-56.	1.1	34
20	Effects of self-isolation and quarantine on loot box spending and excessive gaming—results of a natural experiment. <i>PeerJ</i> , 2021, 9, e10705.	0.9	31
21	Children and Parents Deserve Better Parental Discipline Research: Critiquing the Evidence for Exclusively “Positive” Parenting. <i>Marriage and Family Review</i> , 2017, 53, 24-35.	0.7	29
22	Education or Indoctrination? The Accuracy of Introductory Psychology Textbooks in Covering Controversial Topics and Urban Legends About Psychology. <i>Current Psychology</i> , 2018, 37, 574-582.	1.7	24
23	Aggressive video games research emerges from its replication crisis (Sort of). <i>Current Opinion in Psychology</i> , 2020, 36, 1-6.	2.5	24
24	Does Sexy Media Promote Teen Sex? A Meta-Analytic and Methodological Review. <i>Psychiatric Quarterly</i> , 2017, 88, 349-358.	1.1	21
25	Are Associations Between “Sexist” Video Games and Decreased Empathy Toward Women Robust? A Reanalysis of Gabbiadini et al. 2016. <i>Journal of Youth and Adolescence</i> , 2017, 46, 2446-2459.	1.9	21
26	Does Movie or Video Game Violence Predict Societal Violence? It Depends on What You Look at and When. <i>Journal of Communication</i> , 2015, 65, 193-212.	2.1	20
27	Does Doing Media Violence Research Make One Aggressive?. <i>European Psychologist</i> , 2014, 19, 68-75.	1.8	18
28	The insufficiency of the evidence used to categorically oppose spanking and its implications for families and psychological science: Comment on Gershoff et al. (2018).. <i>American Psychologist</i> , 2019, 74, 497-499.	3.8	16
29	Aggressive Video Games Are Not a Risk Factor for Mental Health Problems in Youth: A Longitudinal Study. <i>Cyberpsychology, Behavior, and Social Networking</i> , 2021, 24, 70-73.	2.1	15
30	Media Managing Mood: A Look at the Possible Effects of Violent Media on Affect. <i>Child and Youth Care Forum</i> , 2016, 45, 241-258.	0.9	12
31	Do Older Adults Hate Video Games until they Play them? A Proof-of-Concept Study. <i>Current Psychology</i> , 2017, 36, 919-926.	1.7	12
32	Psychological Dimensions of Drone Warfare. <i>Current Psychology</i> , 2019, 38, 1285-1296.	1.7	11
33	Violent Video Games, Sexist Video Games, and the Law: Why Can't We Find Effects?. <i>Annual Review of Law and Social Science</i> , 2018, 14, 411-426.	0.8	10
34	The Effects of Exposure to Catcalling on Women's State Self-Objectification and Body Image. <i>Current Psychology</i> , 2019, 38, 1495-1502.	1.7	10
35	Causal Evidence for Exclusively Positive Parenting and for Timeout: Rejoinder to Holden, Grogan-Kaylor, Durrant, and Gershoff (2017). <i>Marriage and Family Review</i> , 2020, 56, 287-319.	0.7	10
36	One Less Reason Why: Viewing of Suicide-Themed Fictional Media is Associated with Lower Depressive Symptoms in Youth. <i>Mass Communication and Society</i> , 2021, 24, 85-105.	1.2	10

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37	The problem of false positives and false negatives in violent video game experiments. <i>International Journal of Law and Psychiatry</i> , 2018, 56, 35-43.	0.5	9
38	Sexualised video games, sexist attitudes and empathy towards victims of rape: Correlational evidence for a relationship is minimal in an online study. <i>Criminal Behaviour and Mental Health</i> , 2020, 30, 16-27.	0.4	8
39	Links between screen use and depressive symptoms in adolescents over 16 years: Is there evidence for increased harm?. <i>Developmental Science</i> , 2021, 24, e13008.	1.3	8
40	Virtual Reality Aids Game Navigation: Evidence from the Hypertext Lostness Measure. <i>Cyberpsychology, Behavior, and Social Networking</i> , 2020, 23, 635-641.	2.1	7
41	For Video Games, Bad News Is Good News: News Reporting of Violent Video Game Studies. <i>Cyberpsychology, Behavior, and Social Networking</i> , 2017, 20, 735-739.	2.1	6
42	A Preregistered Longitudinal Analysis of Aggressive Video Games and Aggressive Behavior in Chinese Youth. <i>Psychiatric Quarterly</i> , 2019, 90, 843-847.	1.1	6
43	Examining homicides and suicides nationally: Economic factors, guns and video games. <i>International Journal of Psychology</i> , 2021, 56, 812-823.	1.7	6
44	Pick Your Poison: Choice of Activity Determines Mood Management Following a Stressful Task. <i>Journal of Aggression, Maltreatment and Trauma</i> , 2018, 27, 332-346.	0.9	5
45	Measurements of Intelligence in sub-Saharan Africa: Perspectives Gathered from Research in Mali. <i>Current Psychology</i> , 2019, 38, 110-115.	1.7	5
46	Gun ownership, poverty, and mental health associations with crime: A cross-state comparison. <i>Criminology and Criminal Justice</i> , 2023, 23, 257-272.	1.0	5
47	An Exploratory Study of Environmental Stress in Four High Violent Crime Cities: What Sets Them Apart?. <i>Crime and Delinquency</i> , 2022, 68, 2092-2114.	1.1	5
48	The Association between Sexist Games and Diminished Empathy Remains Tenuous: Lessons from Gabbiadini et al. (2017) and Gabbiadini et al. (2016) Regarding Sensationalism and Accuracy in Media Research. <i>Journal of Youth and Adolescence</i> , 2017, 46, 2467-2474.	1.9	4
49	Action game experimental evidence for effects on aggression and visuospatial cognition: similarities, differences, and one rather foolish question. <i>Frontiers in Psychology</i> , 2014, 5, 88.	1.1	3
50	News Media Coverage of Crime and Violent Drug Crime: A Case for Cause or Catalyst?. <i>Justice Quarterly</i> , 2020, 37, 1012-1039.	1.1	3
51	Pride and prejudice and zombies and statistics: Effects of powerful female role-models in media on attitudes towards women, and female viewer anxiety. <i>Current Psychology</i> , 2020, , 1.	1.7	3
52	Lost in Learning: Hypertext Navigational Efficiency Measures Are Valid for Predicting Learning in Virtual Reality Educational Games. <i>Frontiers in Psychology</i> , 2020, 11, 578154.	1.1	3
53	Are orcs racist? Dungeons and Dragons, ethnocentrism, anxiety, and the depiction of evil monsters. <i>Current Psychology</i> , 2023, 42, 12400-12408.	1.7	3
54	AI-Induced guidance: Preserving the optimal Zone of Proximal Development. <i>Computers and Education Artificial Intelligence</i> , 2022, 3, 100089.	6.9	3

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55	Learning to blast a way into crime, or just good clean fun? Examining aggressive play with toy weapons and its relation with crime. <i>Criminal Behaviour and Mental Health</i> , 2018, 28, 313-323.	0.4	2
56	PG-13 Rated Movie Violence and Societal Violence: is there a Link?. <i>Psychiatric Quarterly</i> , 2019, 90, 395-403.	1.1	2
57	Video Games During the Time of the Plague. <i>Psychological Inquiry</i> , 2020, 31, 242-246.	0.4	2
58	Supersizing effect sizes raises concerns: A reply to Zimmerman (2014).. <i>Developmental Psychology</i> , 2014, 50, 141-142.	1.2	1
59	Child Abuse, Spanking and Adult Dating Violence: A Replication Study of Temple et al., 2018. <i>Psychiatric Quarterly</i> , 2020, 91, 835-840.	1.1	1
60	Editorial: Digital Games and Mental Health. <i>Frontiers in Psychology</i> , 2021, 12, 713107.	1.1	1
61	Stress and Violence in Video Games: Their Influence on Aggression. <i>Trends in Psychology</i> , 2022, 30, 497-512.	0.7	1
62	Impact of Different Genres of Background Music on a Memory Test. <i>Journal of Individual Differences</i> , 2022, 43, 188-193.	0.5	1
63	Negative perceptions of race relations: A brief report examining the impact of news media coverage of police shootings, and actual fatal police shootings. <i>Social Science Journal</i> , 0, , 1-7.	0.9	0
64	Does Exposure to Sexualized Media Lead to Boysâ€™ Objectification of Girls and Women?: A Preregistered, Longitudinal Reanalysis of Rousseau et al. (2019). <i>Adolescent Psychiatry (Hilversum, Netherlands)</i> , 2022, 12, .	0.1	0