Christopher J Ferguson

List of Publications by Year
in descending order

64 papers	2,028 citations	331670 21 h-index	265206 42 g-index
64 all docs	64 docs citations	64 times ranked	1724 citing authors

#	Article	IF	Citations
1	Scholars' open debate paper on the World Health Organization ICD-11 Gaming Disorder proposal. Journal of Behavioral Addictions, 2017, 6, 267-270.	3.7	426
2	A weak scientific basis for gaming disorder: Let us err on the side of caution. Journal of Behavioral Addictions, 2018, 7, 1-9.	3.7	249
3	Twenty-Five Years of Research on Violence in Digital Games and Aggression. European Psychologist, 2014, 19, 33-46.	3.1	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. Journal of Youth and Adolescence, 2014, 43, 127-136.	3.5	77
5	On the role of interaction mode and story structure in virtual reality serious games. Computers and Education, 2020, 143, 103671.	8.3	73
6	The relationship between problem gambling, excessive gaming, psychological distress and spending on loot boxes in Aotearoa New Zealand, Australia, and the United States—A cross-national survey. PLoS ONE, 2020, 15, e0230378.	2.5	68
7	Does Media Violence Predict Societal Violence? It Depends on What You Look at and When. Journal of Communication, 2015, 65, E1-E22.	3.7	58
8	Everything in Moderation: Moderate Use of Screens Unassociated with Child Behavior Problems. Psychiatric Quarterly, 2017, 88, 797-805.	2.1	57
9	Pathological Gaming in Young Adolescents: A Longitudinal Study Focused on Academic Stress and Self-Control in South Korea. Journal of Youth and Adolescence, 2019, 48, 2333-2342.	3.5	57
10	Aggressive Video Games are Not a Risk Factor for Future Aggression in Youth: A Longitudinal Study. Journal of Youth and Adolescence, 2019, 48, 1439-1451.	3.5	55
11	Reexamining the Findings of the American Psychological Association's 2015 Task Force on Violent Media: A Meta-Analysis. Perspectives on Psychological Science, 2020, 15, 1423-1443.	9.0	52
12	Understanding Why Scholars Hold Different Views on the Influences of Video Games on Public Health. Journal of Communication, 2017, 67, 305-327.	3.7	44
13	A longitudinal analysis of shooter games and their relationship with conduct disorder and cself-reported delinquency. International Journal of Law and Psychiatry, 2018, 58, 48-53.	0.9	44
14	Pornography and Sexual Aggression: Can Meta-Analysis Find a Link?. Trauma, Violence, and Abuse, 2022, 23, 278-287.	6.2	43
15	Do longitudinal studies support long-term relationships between aggressive game play and youth aggressive behaviour? A meta-analytic examination. Royal Society Open Science, 2020, 7, 200373.	2.4	43
16	Attention Problems and Pathological Gaming: Resolving the 'Chicken and Egg' in a Prospective Analysis. Psychiatric Quarterly, 2014, 85, 103-110.	2.1	38
17	Internet Gaming Addiction: Disorder or Moral Panic?. American Journal of Psychiatry, 2017, 174, 195-196.	7.2	38
18	Do Policy Statements on Media Effects Faithfully Represent the Science?. Advances in Methods and Practices in Psychological Science, 2019, 2, 12-25.	9.4	37

#	Article	IF	Citations
19	Violent Video Games Don't Increase Hostility in Teens, but They Do Stress Girls Out. Psychiatric Quarterly, 2016, 87, 49-56.	2.1	34
20	Effects of self-isolation and quarantine on loot box spending and excessive gaming—results of a natural experiment. PeerJ, 2021, 9, e10705.	2.0	31
21	Children and Parents Deserve Better Parental Discipline Research: Critiquing the Evidence for Exclusively "Positive" Parenting. Marriage and Family Review, 2017, 53, 24-35.	1.2	29
22	Education or Indoctrination? The Accuracy of Introductory Psychology Textbooks in Covering Controversial Topics and Urban Legends About Psychology. Current Psychology, 2018, 37, 574-582.	2.8	24
23	Aggressive video games research emerges from its replication crisis (Sort of). Current Opinion in Psychology, 2020, 36, 1-6.	4.9	24
24	Does Sexy Media Promote Teen Sex? A Meta-Analytic and Methodological Review. Psychiatric Quarterly, 2017, 88, 349-358.	2.1	21
25	Are Associations Between "Sexist" Video Games and Decreased Empathy Toward Women Robust? A Reanalysis of Gabbiadini et al. 2016. Journal of Youth and Adolescence, 2017, 46, 2446-2459.	3.5	21
26	Does Movie or Video Game Violence Predict Societal Violence? It Depends on What You Look at and When. Journal of Communication, 2015, 65, 193-212.	3.7	20
27	Does Doing Media Violence Research Make One Aggressive?. European Psychologist, 2014, 19, 68-75.	3.1	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).. American Psychologist, 2019, 74, 497-499.	4.2	16
29	Aggressive Video Games Are Not a Risk Factor for Mental Health Problems in Youth: A Longitudinal Study. Cyberpsychology, Behavior, and Social Networking, 2021, 24, 70-73.	3.9	15
30	Media Managing Mood: A Look at the Possible Effects of Violent Media on Affect. Child and Youth Care Forum, 2016, 45, 241-258.	1.6	12
31	Do Older Adults Hate Video Games until they Play them? A Proof-of-Concept Study. Current Psychology, 2017, 36, 919-926.	2.8	12
32	Psychological Dimensions of Drone Warfare. Current Psychology, 2019, 38, 1285-1296.	2.8	11
33	Violent Video Games, Sexist Video Games, and the Law: Why Can't We Find Effects?. Annual Review of Law and Social Science, 2018, 14, 411-426.	1.3	10
34	The Effects of Exposure to Catcalling on Women's State Self-Objectification and Body Image. Current Psychology, 2019, 38, 1495-1502.	2.8	10
35	Causal Evidence for Exclusively Positive Parenting and for Timeout: Rejoinder to Holden, Grogan-Kaylor, Durrant, and Gershoff (2017). Marriage and Family Review, 2020, 56, 287-319.	1.2	10
36	One Less Reason Why: Viewing of Suicide-Themed Fictional Media is Associated with Lower Depressive Symptoms in Youth. Mass Communication and Society, 2021, 24, 85-105.	2.1	10

#	Article	IF	Citations
37	The problem of false positives and false negatives in violent video game experiments. International Journal of Law and Psychiatry, 2018, 56, 35-43.	0.9	9
38	Sexualised video games, sexist attitudes and empathy towards victims of rape: Correlational evidence for a relationship is minimal in an online study. Criminal Behaviour and Mental Health, 2020, 30, 16-27.	0.8	8
39	Links between screen use and depressive symptoms in adolescents over 16Âyears: Is there evidence for increased harm?. Developmental Science, 2021, 24, e13008.	2.4	8
40	Virtual Reality Aids Game Navigation: Evidence from the Hypertext Lostness Measure. Cyberpsychology, Behavior, and Social Networking, 2020, 23, 635-641.	3.9	7
41	For Video Games, Bad News Is Good News: News Reporting of Violent Video Game Studies. Cyberpsychology, Behavior, and Social Networking, 2017, 20, 735-739.	3.9	6
42	A Preregistered Longitudinal Analysis of Aggressive Video Games and Aggressive Behavior in Chinese Youth. Psychiatric Quarterly, 2019, 90, 843-847.	2.1	6
43	Examining homicides and suicides c<scp>ross€nationally</scp>: Economic factors, guns and video games. International Journal of Psychology, 2021, 56, 812-823.	2.8	6
44	Pick Your Poison: Choice of Activity Determines Mood Management Following a Stressful Task. Journal of Aggression, Maltreatment and Trauma, 2018, 27, 332-346.	1.4	5
45	Measurements of Intelligence in sub-Saharan Africa: Perspectives Gathered from Research in Mali. Current Psychology, 2019, 38, 110-115.	2.8	5
46	Gun ownership, poverty, and mental health associations with crime: A cross-state comparison. Criminology and Criminal Justice, 2023, 23, 257-272.	1.3	5
47	An Exploratory Study of Environmental Stress in Four High Violent Crime Cities: What Sets Them Apart?. Crime and Delinquency, 2022, 68, 2092-2114.	1.7	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. Journal of Youth and Adolescence, 2017, 46, 2467-2474.	3.5	4
49	Action game experimental evidence for effects on aggression and visuospatial cognition: similarities, differences, and one rather foolish question. Frontiers in Psychology, 2014, 5, 88.	2.1	3
50	News Media Coverage of Crime and Violent Drug Crime: A Case for Cause or Catalyst?. Justice Quarterly, 2020, 37, 1012-1039.	1.9	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. Current Psychology, 2020, , 1.	2.8	3
52	Lost in Learning: Hypertext Navigational Efficiency Measures Are Valid for Predicting Learning in Virtual Reality Educational Games. Frontiers in Psychology, 2020, 11, 578154.	2.1	3
53	Are orcs racist? Dungeons and Dragons, ethnocentrism, anxiety, and the depiction of €œevil€•monsters. Current Psychology, 2023, 42, 12400-12408.	2.8	3
54	AI-Induced guidance: Preserving the optimal Zone of Proximal Development. Computers and Education Artificial Intelligence, 2022, 3, 100089.	10.8	3

#	Article	IF	Citations
55	Learning to blast a way into crime, or just good clean fun? Examining aggressive play with toy weapons and its relation with crime. Criminal Behaviour and Mental Health, 2018, 28, 313-323.	0.8	2
56	PG-13 Rated Movie Violence and Societal Violence: is there a Link?. Psychiatric Quarterly, 2019, 90, 395-403.	2.1	2
57	Video Games During the Time of the Plague. Psychological Inquiry, 2020, 31, 242-246.	0.9	2
58	Supersizing effect sizes raises concerns: A reply to Zimmerman (2014).. Developmental Psychology, 2014, 50, 141-142.	1.6	1
59	Child Abuse, Spanking and Adult Dating Violence: A Replication Study of Temple et al., 2018. Psychiatric Quarterly, 2020, 91, 835-840.	2.1	1
60	Editorial: Digital Games and Mental Health. Frontiers in Psychology, 2021, 12, 713107.	2.1	1
61	Stress and Violence in Video Games: Their Influence on Aggression. Trends in Psychology, 2022, 30, 497-512.	1.2	1
62	Impact of Different Genres of Background Music on a Memory Test. Journal of Individual Differences, 2022, 43, 188-193.	1.0	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. Social Science Journal, 0, , 1-7.	1.5	0
64	Does Exposure to Sexualized Media Lead to Boysâ€™ Objectification of Girls and Women?: A Preregistered, Longitudinal Reanalysis of Rousseau et al. (2019). Adolescent Psychiatry (Hilversum, Netherlands), 2022, 12, .	0.2	0