

# Patr̃-cia Arriaga

## List of Publications by Year in descending order

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Version: 2024-02-01

76  
papers

1,165  
citations

516681

16  
h-index

526264

27  
g-index

93  
all docs

93  
docs citations

93  
times ranked

959  
citing authors

#	ARTICLE	IF	CITATIONS
1	Portuguese validation of the Cognitive Emotion Regulation Questionnaire short version in youth: Validity, reliability and invariance across gender and age. <i>European Journal of Developmental Psychology</i> , 2023, 20, 384-399.	1.8	8
2	Social and emotional competencies as predictors of student engagement in youth: a cross-cultural multilevel study. <i>Studies in Higher Education</i> , 2023, 48, 1-19.	4.5	6
3	Creativity Landscapes: Systematic Review Spanning 70 Years of Creativity Interventions for Children. <i>Journal of Creative Behavior</i> , 2022, 56, 16-40.	2.9	11
4	Situational factors shape moral judgements in the trolley dilemma in Eastern, Southern and Western countries in a culturally diverse sample. <i>Nature Human Behaviour</i> , 2022, 6, 880-895.	12.0	15
5	Humorâ€“Robot Interaction: A Scoping Review of the Literature and Future Directions. <i>International Journal of Social Robotics</i> , 2021, 13, 1369-1383.	4.6	19
6	Towards prosocial design: A scoping review of the use of robots and virtual agents to trigger prosocial behaviour. <i>Computers in Human Behavior</i> , 2021, 114, 106547.	8.5	39
7	Emotion regulation and student engagement: Age and gender differences during adolescence. <i>International Journal of Educational Research</i> , 2021, 109, 101830.	2.2	26
8	The Impact of Writing About Gratitude on the Intention to Engage in Prosocial Behaviors During the COVID-19 Outbreak. <i>Frontiers in Psychology</i> , 2021, 12, 588691.	2.1	13
9	Children as Robot Designers. , 2021, , .		29
10	Childrenâ€™s Attitudes and Behaviors about Oral Health and Dental Practices. <i>Healthcare (Switzerland)</i> , 2021, 9, 416.	2.0	4
11	Psychometric validation of the Portuguese version of the Measure of Anxiety in Selection Interviews. <i>International Journal of Selection and Assessment</i> , 2021, 29, 285-292.	2.5	0
12	Catching the audience in a job interview: Effects of emotion regulation strategies on subjective, physiological, and behavioural responses. <i>Biological Psychology</i> , 2021, 162, 108089.	2.2	4
13	Robotics-Based Interventions for Childrenâ€™s Creativity. , 2021, , .		3
14	Tears evoke the intention to offer social support: A systematic investigation of the interpersonal effects of emotional crying across 41 countries. <i>Journal of Experimental Social Psychology</i> , 2021, 95, 104137.	2.2	13
15	Editorial: Coronavirus Disease (COVID-19): The Impact and Role of Mass Media During the Pandemic. <i>Frontiers in Psychology</i> , 2021, 12, 729238.	2.1	4
16	A multi-country test of brief reappraisal interventions on emotions during the COVID-19 pandemic. <i>Nature Human Behaviour</i> , 2021, 5, 1089-1110.	12.0	71
17	Authentic and posed emotional vocalizations trigger distinct facial responses. <i>Cortex</i> , 2021, 141, 280-292.	2.4	7
18	Human-Robot Interaction in Groups: Methodological and Research Practices. <i>Multimodal Technologies and Interaction</i> , 2021, 5, 59.	2.5	11

#	ARTICLE	IF	CITATIONS
19	Preliminary validation of the European Portuguese version of the Robotic Social Attributes Scale ( ) Tj ETQq1 1 0.784314 rgBT <sub>2</sub> /Overlock	4.4	2
20	What Movie Will I Watch Today?. Projections (New York), 2021, 15, 24-46.	0.4	2
21	What Movie Will I Watch Today? â€œ Online Supplemental Material. Projections (New York), 2021, 15, 107-110.	0.4	0
22	Looking Beyond Collaboration: Socioemotional Positive, Negative and Task-Oriented Behaviors in Humanâ€“Robot Group Interactions. International Journal of Social Robotics, 2020, 12, 505-518.	4.6	6
23	The Effects of Hospital Clowning on Physical and Emotional States of Pediatric Patients During Chemotherapy Treatment. Child and Youth Care Forum, 2020, 49, 365-381.	1.6	11
24	Tailoring virtual environments of an exergame for physiotherapy: the role of positive distractions and sensation-seeking (Adaptando entornos virtuales para un exergame para la fisioterapia: el papel de) Tj ETQq0 00rgBT /Overlock 10	0.0	10
25	Why Do We Watch? The Role of Emotion Gratifications and Individual Differences in Predicting Rewatchability and Movie Recommendation. Behavioral Sciences (Basel, Switzerland), 2020, 10, 8.	2.1	8
26	Pictorial Campaigns on Intimate Partner Violence Focusing on Victimized Men: A Systematic Content Analysis. Frontiers in Psychology, 2020, 11, 1450.	2.1	3
27	Tears of joy, aesthetic chills and heartwarming feelings: Physiological correlates of Kama Muta. Psychophysiology, 2020, 57, e13662.	2.4	22
28	Software architecture for YOLO, a creativity-stimulating robot. SoftwareX, 2020, 11, 100461.	2.6	9
29	Creativity Encounters Between Children and Robots. , 2020, , .		24
30	YOLO - Your Own Living Object. , 2020, , .		1
31	Organizational power predicts decision making quality. Psicologia, 2020, 34, 27-38.	0.3	0
32	Gender differences in aggression: The role of displaying facial emotional cues in a competitive situation. Scandinavian Journal of Psychology, 2019, 60, 421-429.	1.5	8
33	Exergames for motor rehabilitation in older adults: an umbrella review. Physical Therapy Reviews, 2019, 24, 84-99.	0.8	28
34	Guide to build YOLO, a creativity-stimulating robot for children. HardwareX, 2019, 6, e00074.	2.2	16
35	The Psychometric Properties of the Portuguese Version of the State Mindfulness Scale. Mindfulness, 2019, 10, 2661-2672.	2.8	5
36	Tailored Virtual Reality for Smart Physiotherapy. , 2019, , .		9

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37	Exploring Prosociality in Human-Robot Teams. , 2019, , .		27
38	Humanization of robots: Is it really such a good idea?. Human Behavior and Emerging Technologies, 2019, 1, 111-123.	4.4	48
39	Emotional Impact and Perceived Effectiveness of Text-Only versus Graphic Health Warning Tobacco Labels on Adolescents. Spanish Journal of Psychology, 2019, 22, E17.	2.1	6
40	The Stereotype Content Model Applied to Human-Robot Interactions in Groups. , 2019, , .		24
41	Adultsâ€™ Responses to Childrenâ€™s Crying after a Moral Transgression. Spanish Journal of Psychology, 2019, 22, E15.	2.1	1
42	Kama muta: Conceptualizing and measuring the experience often labelled being moved across 19 nations and 15 languages.. Emotion, 2019, 19, 402-424.	1.8	80
43	Fear or Humour in anti-smoking campaigns? Impact on perceived effectiveness and support for tobacco control Policies. Ciencia E Saude Coletiva, 2019, 24, 4727-4738.	0.5	7
44	The role of emotions in the control-resistance dyad. Scandinavian Journal of Management, 2018, 34, 91-102.	1.9	3
45	Kama Muta: Similar Emotional Responses to Touching Videos Across the United States, Norway, China, Israel, and Portugal. Journal of Cross-Cultural Psychology, 2018, 49, 418-435.	1.6	31
46	Friends or Foes?. , 2018, , .		26
47	Cubus: Autonomous Embodied Characters to Stimulate Creative Idea Generation in Groups of Children. Lecture Notes in Computer Science, 2017, , 360-373.	1.3	4
48	YOLO, a Robot for Creativity. , 2017, , .		41
49	Psychometric Assessment of the Child Surgery Worries Questionnaire Among Portuguese Children. Journal of Clinical Psychology in Medical Settings, 2017, 24, 289-301.	1.4	0
50	Boosting children's creativity through creative interactions with social robots. , 2016, , .		6
51	Mimicking a robot: Facial EMG in response to emotional robotic facial expressions. International Journal of Psychophysiology, 2016, 108, 152-153.	1.0	0
52	The Promotion of Violence by the Mainstream Media of Communication. , 2016, , 171-195.		3
53	EMOTIONAL EXHAUSTION AND FACIAL AND VOICE EMOTION RECOGNITION IN DOCTORS. Psicologia, Sa�de & Doen�as, 2016, 17, 97-104.	0.1	1
54	A â€œdry eyeâ€ for victims of violence: Effects of playing a violent video game on pupillary dilation to victims and on aggressive behavior.. Psychology of Violence, 2015, 5, 199-208.	1.5	17

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55	Emotional flow monitoring for health using FLOWSENSE: An experimental study to test the impact of antismoking campaigns. , 2015, , .		3
56	Beyond Traditional Clinical Measurements for Screening Fears and Phobias. IEEE Transactions on Instrumentation and Measurement, 2015, 64, 3396-3404.	4.7	20
57	Using an Educational Multimedia Application to Prepare Children for Outpatient Surgeries. Health Communication, 2015, 30, 1190-1200.	3.1	32
58	Looking at the (mis) fortunes of others while listening to music. Psychology of Music, 2014, 42, 251-268.	1.6	5
59	Providing preoperative information for children undergoing surgery: a randomized study testing different types of educational material to reduce children's preoperative worries. Health Education Research, 2014, 29, 1058-1076.	1.9	56
60	Effects of fear-relevant stimuli on attention: Integrating gaze data with subliminal exposure. , 2014, , .		12
61	The brain mapping of emotion in human faces: Clinical application in epilepsy. , 2014, , .		1
62	On Prototypical Facial Expressions Versus Variation in Facial Behavior: What Have We Learned on the "Visibility" of Emotions from Measuring Facial Actions in Humans and Apes. Interdisciplinary Evolution Research, 2014, , 101-126.	0.3	8
63	Respostas emocionais (verbais e psicofisiológicas) perante imagens de estímulos alimentares. Psicologia, 2014, 24, 89.	0.3	4
64	Haverã diferenças individuais na capacidade para detectar a mentira e a honestidade nos outros?. Psicologia, 2014, 24, 43.	0.3	0
65	Introduction: One hundred year old questions, novel paradigms and new findings on emotion. Psicologia, 2014, 22, 5.	0.3	0
66	Moving emotion forward: From the ubiquity of emotion in mental processes to rewinding its origins. Psicologia, 2014, 24, 11.	0.3	0
67	Playing for Better or for Worse?. , 2013, , 48-69.		5
68	Êfbrica de emoções: A eficácia da exposição a excertos de filmes na indução de emoções. Laboratório de Psicologia, 2013, 8, .	0.2	0
69	Indução de emoções através de breves excertos musicais. Laboratório de Psicologia, 2013, 8, .	0.2	0
70	Effects of Playing Violent Computer Games on Emotional Desensitization and Aggressive Behavior1. Journal of Applied Social Psychology, 2011, 41, 1900-1925.	2.0	22
71	The effects of clown intervention on worries and emotional responses in children undergoing surgery. Journal of Health Psychology, 2010, 15, 405-415.	2.3	104
72	Are the effects of "Unreal" violent video games pronounced when playing with a virtual reality system?. Aggressive Behavior, 2008, 34, 521-538.	2.4	37

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73	Violent computer games and their effects on state hostility and physiological arousal. <i>Aggressive Behavior</i> , 2006, 32, 146-158.	2.4	32
74	Violent computer games and their effects on state hostility and Physiological arousal. <i>Aggressive Behavior</i> , 2006, 32, 358-371.	2.4	41
75	Factores mediadores e moderadores dos efeitos dos jogos electrónicos violentos na agressão interpessoal. <i>Revista Portuguesa De Pedagogia</i> , 0, , 203-223.	0.1	1
76	Playing with Violence. , 0, , 271-292.		2