

# Tim Wulf

## List of Publications by Year in descending order

Source: <https://exaly.com/author-pdf/3674747/publications.pdf>

Version: 2024-02-01

21  
papers

448  
citations

759233

12  
h-index

839539

18  
g-index

22  
all docs

22  
docs citations

22  
times ranked

282  
citing authors

#	ARTICLE	IF	CITATIONS
1	The winner takes it all: The effect of in-game success and need satisfaction on mood repair and enjoyment. <i>Computers in Human Behavior</i> , 2014, 39, 281-286.	8.5	76
2	Watching Players: An Exploration of Media Enjoyment on <i>Twitch</i>. <i>Games and Culture</i> , 2020, 15, 328-346.	2.8	67
3	Eating ghosts: The underlying mechanisms of mood repair via interactive and noninteractive media.. <i>Psychology of Popular Media Culture</i> , 2015, 4, 138-154.	2.4	46
4	From cognitive overload to digital detox: Psychological implications of telework during the COVID-19 pandemic. <i>Computers in Human Behavior</i> , 2021, 124, 106899.	8.5	44
5	A matter of font type: The effect of serifs on the evaluation of scientific abstracts. <i>International Journal of Psychology</i> , 2015, 50, 372-378.	2.8	23
6	Blissed by the past: Theorizing media-induced nostalgia as an audience response factor for entertainment and well-being. <i>Poetics</i> , 2018, 69, 70-80.	1.3	23
7	Running Head: Video Game Nostalgia and Retro Gaming. <i>Media and Communication</i> , 2018, 6, 60-68.	1.9	23
8	Escaping the pandemic present: The relationship between nostalgic media use, escapism, and well-being during the COVID-19 pandemic.. <i>Psychology of Popular Media</i> , 2022, 11, 258-265.	1.4	21
9	Exploring Viewers' Experiences of Parasocial Interactions with Videogame Streamers on Twitch. <i>Cyberpsychology, Behavior, and Social Networking</i> , 2021, 24, 648-653.	3.9	19
10	Once upon a game: Exploring video game nostalgia and its impact on well-being.. <i>Psychology of Popular Media</i> , 2020, 9, 83-95.	1.4	18
11	Harder, Better, Faster, Stronger? The Relationship between Cognitive Task Demands in Video Games and Recovery Experiences. <i>Media and Communication</i> , 2019, 7, 166-175.	1.9	17
12	The inspired time traveler: examining the implications of nostalgic entertainment experiences for two-factor models of entertainment. <i>Media Psychology</i> , 2019, 22, 795-817.	3.6	14
13	The Dark Side of Inspirational Pasts: An Investigation of Nostalgia in Right-Wing Populist Communication. <i>Media and Communication</i> , 2021, 9, 237-249.	1.9	13
14	Wallowing in Media Past: Media-Induced Nostalgiaâ€™s Connection to Parasocial Relationships. <i>Communication Research Reports</i> , 2018, 35, 178-182.	1.8	10
15	Finding gold at the end of the rainbowflag? Claim vagueness and presence of emotional imagery as factors to perceive rainbowwashing. <i>International Journal of Advertising</i> , 2022, 41, 1433-1453.	6.7	10
16	The Impact of Moral Expectancy Violations on Audiencesâ€™ Parasocial Relationships With Movie Heroes and Villains. <i>Communication Research</i> , 2021, 48, 550-572.	5.9	8
17	â€œDrive the Lane; Together, Hard!â€ Journal of Media Psychology, 2017, 29, 31-41.	1.0	8
18	Interactive decision-making in entertainment movies: A mixed-methods approach.. <i>Psychology of Popular Media</i> , 2023, 12, 294-302.	1.4	3

#	ARTICLE	IF	CITATIONS
19	Same Gaming: An Exploration of Relationships Between Gender Traits, Sexual Orientation, Motivations, and Enjoyment of Playing Video Games. <i>Simulation and Gaming</i> , 0, , 104687812211130.	1.9	3
20	New Formats, New Methods: Computational Approaches as a Way Forward for Media Entertainment Research. <i>Media and Communication</i> , 2020, 8, 147-152.	1.9	2
21	Selling stories of social justice. How consumers react to and learn from social ads. <i>Studies in Communication Sciences</i> , 2022, 22, .	0.4	0