

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	Interactive decision-making in entertainment movies: A mixed-methods approach.. Psychology of Popular Media, 2023, 12, 294-302.	1.4	3
2	Escaping the pandemic present: The relationship between nostalgic media use, escapism, and well-being during the COVID-19 pandemic.. Psychology of Popular Media, 2022, 11, 258-265.	1.4	21
3	Finding gold at the end of the rainbowflag? Claim vagueness and presence of emotional imagery as factors to perceive rainbowwashing. International Journal of Advertising, 2022, 41, 1433-1453.	6.7	10
4	Selling stories of social justice. How consumers react to and learn from social ads. Studies in Communication Sciences, 2022, 22, .	0.4	0
5	The Impact of Moral Expectancy Violations on Audiences' Parasocial Relationships With Movie Heroes and Villains. Communication Research, 2021, 48, 550-572.	5.9	8
6	Exploring Viewers' Experiences of Parasocial Interactions with Videogame Streamers on Twitch. Cyberpsychology, Behavior, and Social Networking, 2021, 24, 648-653.	3.9	19
7	The Dark Side of Inspirational Pasts: An Investigation of Nostalgia in Right-Wing Populist Communication. Media and Communication, 2021, 9, 237-249.	1.9	13
8	From cognitive overload to digital detox: Psychological implications of telework during the COVID-19 pandemic. Computers in Human Behavior, 2021, 124, 106899.	8.5	44
9	Watching Players: An Exploration of Media Enjoyment on Twitch. Games and Culture, 2020, 15, 328-346.	2.8	67
10	Once upon a game: Exploring video game nostalgia and its impact on well-being.. Psychology of Popular Media, 2020, 9, 83-95.	1.4	18
11	New Formats, New Methods: Computational Approaches as a Way Forward for Media Entertainment Research. Media and Communication, 2020, 8, 147-152.	1.9	2
12	The inspired time traveler: examining the implications of nostalgic entertainment experiences for two-factor models of entertainment. Media Psychology, 2019, 22, 795-817.	3.6	14
13	Harder, Better, Faster, Stronger? The Relationship between Cognitive Task Demands in Video Games and Recovery Experiences. Media and Communication, 2019, 7, 166-175.	1.9	17
14	Blissed by the past: Theorizing media-induced nostalgia as an audience response factor for entertainment and well-being. Poetics, 2018, 69, 70-80.	1.3	23
15	Wallowing in Media Past: Media-Induced Nostalgia's Connection to Parasocial Relationships. Communication Research Reports, 2018, 35, 178-182.	1.8	10
16	Running Head: Video Game Nostalgia and Retro Gaming. Media and Communication, 2018, 6, 60-68.	1.9	23
17	Drive the Lane; Together, Hard! Journal of Media Psychology, 2017, 29, 31-41.	1.0	8
18	Eating ghosts: The underlying mechanisms of mood repair via interactive and noninteractive media.. Psychology of Popular Media Culture, 2015, 4, 138-154.	2.4	46

#	ARTICLE	IF	CITATIONS
19	A matter of font type: The effect of serifs on the evaluation of scientific abstracts. International Journal of Psychology, 2015, 50, 372-378.	2.8	23
20	The winner takes it all: The effect of in-game success and need satisfaction on mood repair and enjoyment. Computers in Human Behavior, 2014, 39, 281-286.	8.5	76
21	Same Gaming: An Exploration of Relationships Between Gender Traits, Sexual Orientation, Motivations, and Enjoyment of Playing Video Games. Simulation and Gaming, 0, , 104687812211130.	1.9	3