

Masanori Takano

List of Publications by Year in descending order

Source: <https://exaly.com/author-pdf/4480467/publications.pdf>

Version: 2024-02-01

24
papers

131
citations

1683354

5
h-index

1473754

9
g-index

25
all docs

25
docs citations

25
times ranked

58
citing authors

#	ARTICLE	IF	CITATIONS
1	Social contagion of cyberbullying via online perpetrator and victim networks. Computers in Human Behavior, 2021, 119, 106719.	5.1	21
2	Fancy avatar identification and behaviors in the virtual world: Preceding avatar customization and succeeding communication. Computers in Human Behavior Reports, 2022, 6, 100176.	2.3	19
3	Reciprocal Altruism-based Cooperation in a Social Network Game. New Generation Computing, 2016, 34, 257-272.	2.5	15
4	Analytical method of web user behavior using Hidden Markov Model. , 2016, , .		14
5	Predicting cyber offenders and victims and their offense and damage time from routine chat times and online social network activities. Computers in Human Behavior, 2022, 128, 107099.	5.1	10
6	Impact of correcting misinformation on social disruption. PLoS ONE, 2022, 17, e0265734.	1.1	8
7	Environmentally Driven Migration in a Social Network Game. Scientific Reports, 2015, 5, 12481.	1.6	6
8	Two types of social grooming methods depending on the trade-off between the number and strength of social relationships. Royal Society Open Science, 2018, 5, 180148.	1.1	5
9	Limitations of time resources in human relationships determine social structures. Palgrave Communications, 2017, 3, .	4.7	4
10	Evolution of Human-Like Social Grooming Strategies Regarding Richness and Group Size. Frontiers in Ecology and Evolution, 2018, 6, .	1.1	4
11	Differences in victim experiences by gender/sexual minority statuses in Japanese virtual communities. Journal of Community Psychology, 2021, 49, 1598-1616.	1.0	4
12	Effects of suspensions on offences and damage of suspended offenders and their peers on an online chat platform. Telematics and Informatics, 2022, 68, 101776.	3.5	4
13	What Influences People to Broaden Their Horizons?. , 2018, , .		3
14	Reciprocal Altruism-based Cooperation in a Social Network Game. Transactions of the Japanese Society for Artificial Intelligence, 2015, , .	0.1	3
15	Lightweight Interactions for Reciprocal Cooperation in a Social Network Game. Lecture Notes in Computer Science, 2016, , 125-137.	1.0	2
16	Social rhythms measured via social media use for predicting psychiatric symptoms. APSIPA Transactions on Signal and Information Processing, 2021, 10, .	2.6	2
17	How Do Newcomers Blend into a Group?: Study on a Social Network Game. , 2015, , .		1
18	Analysis of the changes in listening trends of a music streaming service. , 2017, , .		1

#	ARTICLE	IF	CITATIONS
19	Difference in communication systems explained by balance between edge and node activations. Journal of Physics Complexity, 2021, 2, 025013.	0.9	1
20	Three clusters of content-audience associations in expression of racial prejudice while consuming online television news. PLoS ONE, 2021, 16, e0255101.	1.1	1
21	Effects of Incidental Brief Exposure to News on News Knowledge While Scrolling Through Videos. IEEE Access, 2021, 9, 37772-37783.	2.6	1
22	A statistical analysis of behavioral bursts occurring in a social networking game. , 2017, , .		0
23	Dynamics of Human Behavior and Societies based on Social Big Data. Ieice Ess Fundamentals Review, 2017, 10, 275-281.	0.1	0
24	Analysis of the Influence of Internet TV Station on Wikipedia Page Views. , 2018, , .		0