

# 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	Predicting cyber offenders and victims and their offense and damage time from routine chat times and online social network activities. <i>Computers in Human Behavior</i> , 2022, 128, 107099.	5.1	10
2	Effects of suspensions on offences and damage of suspended offenders and their peers on an online chat platform. <i>Telematics and Informatics</i> , 2022, 68, 101776.	3.5	4
3	Impact of correcting misinformation on social disruption. <i>PLoS ONE</i> , 2022, 17, e0265734.	1.1	8
4	Fancy avatar identification and behaviors in the virtual world: Preceding avatar customization and succeeding communication. <i>Computers in Human Behavior Reports</i> , 2022, 6, 100176.	2.3	19
5	Differences in victim experiences by gender/sexual minority statuses in Japanese virtual communities. <i>Journal of Community Psychology</i> , 2021, 49, 1598-1616.	1.0	4
6	Difference in communication systems explained by balance between edge and node activations. <i>Journal of Physics Complexity</i> , 2021, 2, 025013.	0.9	1
7	Social contagion of cyberbullying via online perpetrator and victim networks. <i>Computers in Human Behavior</i> , 2021, 119, 106719.	5.1	21
8	Three clusters of content-audience associations in expression of racial prejudice while consuming online television news. <i>PLoS ONE</i> , 2021, 16, e0255101.	1.1	1
9	Effects of Incidental Brief Exposure to News on News Knowledge While Scrolling Through Videos. <i>IEEE Access</i> , 2021, 9, 37772-37783.	2.6	1
10	Social rhythms measured via social media use for predicting psychiatric symptoms. <i>APSIPA Transactions on Signal and Information Processing</i> , 2021, 10, .	2.6	2
11	Analysis of the Influence of Internet TV Station on Wikipedia Page Views. , 2018, , .		0
12	What Influences People to Broaden Their Horizons?. , 2018, , .		3
13	Evolution of Human-Like Social Grooming Strategies Regarding Richness and Group Size. <i>Frontiers in Ecology and Evolution</i> , 2018, 6, .	1.1	4
14	Two types of social grooming methods depending on the trade-off between the number and strength of social relationships. <i>Royal Society Open Science</i> , 2018, 5, 180148.	1.1	5
15	A statistical analysis of behavioral bursts occurring in a social networking game. , 2017, , .		0
16	Analysis of the changes in listening trends of a music streaming service. , 2017, , .		1
17	Limitations of time resources in human relationships determine social structures. <i>Palgrave Communications</i> , 2017, 3, .	4.7	4
18	Dynamics of Human Behavior and Societies based on Social Big Data. <i>leice Ess Fundamentals Review</i> , 2017, 10, 275-281.	0.1	0

#	ARTICLE	IF	CITATIONS
19	Reciprocal Altruism-based Cooperation in a Social Network Game. <i>New Generation Computing</i> , 2016, 34, 257-272.	2.5	15
20	Analytical method of web user behavior using Hidden Markov Model. , 2016, , .		14
21	Lightweight Interactions for Reciprocal Cooperation in a Social Network Game. <i>Lecture Notes in Computer Science</i> , 2016, , 125-137.	1.0	2
22	Environmentally Driven Migration in a Social Network Game. <i>Scientific Reports</i> , 2015, 5, 12481.	1.6	6
23	How Do Newcomers Blend into a Group?: Study on a Social Network Game. , 2015, , .		1
24	Reciprocal Altruism-based Cooperation in a Social Network Game. <i>Transactions of the Japanese Society for Artificial Intelligence</i> , 2015, , .	0.1	3