

Scott E Caplan

List of Publications by Year in descending order

Source: <https://exaly.com/author-pdf/4501829/publications.pdf>

Version: 2024-02-01

24
papers

5,231
citations

430442

18
h-index

642321

23
g-index

32
all docs

32
docs citations

32
times ranked

3370
citing authors

#	ARTICLE	IF	CITATIONS
1	Problematic Internet use and psychosocial well-being: development of a theory-based cognitive-behavioral measurement instrument. <i>Computers in Human Behavior</i> , 2002, 18, 553-575.	5.1	877
2	Theory and measurement of generalized problematic Internet use: A two-step approach. <i>Computers in Human Behavior</i> , 2010, 26, 1089-1097.	5.1	671
3	Relations Among Loneliness, Social Anxiety, and Problematic Internet Use. <i>Cyberpsychology, Behavior and Social Networking</i> , 2007, 10, 234-242.	2.2	629
4	Who plays, how much, and why? Debunking the stereotypical gamer profile. <i>Journal of Computer-Mediated Communication</i> , 2008, 13, 993-1018.	1.7	498
5	A Social Skill Account of Problematic Internet Use. <i>Journal of Communication</i> , 2005, 55, 721-736.	2.1	418
6	Problematic Internet use and psychosocial well-being among MMO players. <i>Computers in Human Behavior</i> , 2009, 25, 1312-1319.	5.1	314
7	Looking for Gender: Gender Roles and Behaviors Among Online Gamers. <i>Journal of Communication</i> , 2009, 59, 700-725.	2.1	259
8	Bringing theory to research on computer-mediated comforting communication. <i>Computers in Human Behavior</i> , 2007, 23, 985-998.	5.1	134
9	Can You Hear Me Now? The Impact of Voice in an Online Gaming Community. <i>Human Communication Research</i> , 2007, 33, 427-449.	1.9	114
10	Positive metacognitions about Internet use: The mediating role in the relationship between emotional dysregulation and problematic use. <i>Addictive Behaviors</i> , 2016, 59, 84-88.	1.7	105
11	Beyond Excessive Use: The Interaction between Cognitive and Behavioral Symptoms of Problematic Internet Use. <i>Communication Research Reports</i> , 2006, 23, 265-271.	1.0	81
12	A cognitive-behavioral model of problematic online gaming in adolescents aged 12-22 years. <i>Computers in Human Behavior</i> , 2013, 29, 202-209.	5.1	76
13	Social anxiety and computer-mediated communication during initial interactions: Implications for the hyperpersonal perspective. <i>Computers in Human Behavior</i> , 2009, 25, 475-482.	5.1	74
14	Psychometric validation of the Generalized Problematic Internet Use Scale 2 in a Portuguese sample. <i>Computers in Human Behavior</i> , 2016, 63, 823-833.	5.1	49
15	The role of facework in younger and older adults' evaluations of social support messages. <i>Communication Quarterly</i> , 1999, 47, 245-264.	0.7	41
16	Online Disinhibition. <i>Journal of Media Psychology</i> , 2015, 27, 170-177.	0.7	40
17	Telling It Like It Is: The Adaptive Function of Narratives in Coping With Loss in Later Life. <i>Health Communication</i> , 2005, 17, 233-251.	1.8	24
18	Presidential Debate Viewing and Michael Moore's <i>Fahrenheit 9/11</i> : A Study of Affect-as-Transfer and Passionate Reasoning. <i>Media Psychology</i> , 2007, 9, 673-694.	2.1	17

#	ARTICLE	IF	CITATIONS
19	A Social Skill Account of Problematic Internet Use. , 0, .		8
20	Public perceptions of media performance at the beginning of the war on terrorism. Communication Research Reports, 2004, 21, 299-309.	1.0	5
21	An Analysis of the Relative Influences of Fahrenheit 9/11 and Presidential Debate Viewing on Shifting Confidence in President George W. Bush. Communication Research Reports, 2006, 23, 209-216.	1.0	4
22	Behavioral Responses to Phone Snubbing. Communication Reports, 2021, 34, 26-36.	0.6	4
23	Online Dating and Conjugal Bereavement. Death Studies, 2010, 34, 575-605.	1.8	3
24	Cyberbully-in-chief: exploring Donald Trump's aggressive communication behavior on Twitter. Atlantic Journal of Communication, 2023, 31, 342-353.	0.7	0