

Jesse Fox

List of Publications by Year in descending order

Source: <https://exaly.com/author-pdf/4798072/publications.pdf>

Version: 2024-02-01

48
papers

6,384
citations

117453

34
h-index

233125

45
g-index

49
all docs

49
docs citations

49
times ranked

4760
citing authors

#	ARTICLE	IF	CITATIONS
1	Assessing the effects of gamification in the classroom: A longitudinal study on intrinsic motivation, social comparison, satisfaction, effort, and academic performance. <i>Computers and Education</i> , 2015, 80, 152-161.	5.1	1,004
2	The dark side of social networking sites: An exploration of the relational and psychological stressors associated with Facebook use and affordances. <i>Computers in Human Behavior</i> , 2015, 45, 168-176.	5.1	509
3	Increasing Saving Behavior Through Age-Progressed Renderings of the Future Self. <i>Journal of Marketing Research</i> , 2011, 48, S23-S37.	3.0	458
4	Virtual Self-Modeling: The Effects of Vicarious Reinforcement and Identification on Exercise Behaviors. <i>Media Psychology</i> , 2009, 12, 1-25.	2.1	396
5	The Dark Triad and trait self-objectification as predictors of men's use and self-presentation behaviors on social networking sites. <i>Personality and Individual Differences</i> , 2015, 76, 161-165.	1.6	325
6	Sexism in online video games: The role of conformity to masculine norms and social dominance orientation. <i>Computers in Human Behavior</i> , 2014, 33, 314-320.	5.1	219
7	The embodiment of sexualized virtual selves: The Proteus effect and experiences of self-objectification via avatars. <i>Computers in Human Behavior</i> , 2013, 29, 930-938.	5.1	197
8	Distinguishing technologies for social interaction: The perceived social affordances of communication channels scale. <i>Communication Monographs</i> , 2017, 84, 298-318.	1.9	195
9	Queer identity online: Informal learning and teaching experiences of LGBTQ individuals on social media. <i>Computers in Human Behavior</i> , 2016, 65, 635-642.	5.1	184
10	Leaderboards in a virtual classroom: A test of stereotype threat and social comparison explanations for women's math performance. <i>Computers and Education</i> , 2014, 78, 66-77.	5.1	182
11	Women's experiences with general and sexual harassment in online video games: Rumination, organizational responsiveness, withdrawal, and coping strategies. <i>New Media and Society</i> , 2017, 19, 1290-1307.	3.1	177
12	Building a Stronger CASA: Extending the Computers Are Social Actors Paradigm. <i>Human-Machine Communication</i> , 2020, 1, 71-86.	1.1	173
13	Virtual Experiences, Physical Behaviors: The Effect of Presence on Imitation of an Eating Avatar. <i>Presence: Teleoperators and Virtual Environments</i> , 2009, 18, 294-303.	0.3	164
14	Avatars Versus Agents: A Meta-Analysis Quantifying the Effect of Agency on Social Influence. <i>Human-Computer Interaction</i> , 2015, 30, 401-432.	3.1	164
15	Selective Self-Presentation and Social Comparison Through Photographs on Social Networking Sites. <i>Cyberpsychology, Behavior, and Social Networking</i> , 2016, 19, 593-600.	2.1	162
16	The role of Facebook in romantic relationship development. <i>Journal of Social and Personal Relationships</i> , 2013, 30, 771-794.	1.4	127
17	Perpetuating online sexism offline: Anonymity, interactivity, and the effects of sexist hashtags on social media. <i>Computers in Human Behavior</i> , 2015, 52, 436-442.	5.1	108
18	Relational dialectics and social networking sites: The role of Facebook in romantic relationship escalation, maintenance, conflict, and dissolution. <i>Computers in Human Behavior</i> , 2014, 35, 527-534.	5.1	101

#	ARTICLE	IF	CITATIONS
19	Social Networking Sites in Romantic Relationships: Attachment, Uncertainty, and Partner Surveillance on Facebook. <i>Cyberpsychology, Behavior, and Social Networking</i> , 2014, 17, 3-7.	2.1	97
20	Queer Identity Management and Political Self-Expression on Social Networking Sites: A Co-Cultural Approach to the Spiral of Silence. <i>Journal of Communication</i> , 2015, 65, 79-100.	2.1	97
21	Men's harassment behavior in online video games: Personality traits and game factors. <i>Aggressive Behavior</i> , 2016, 42, 513-521.	1.5	73
22	Romantic Relationship Development in the Age of Facebook: An Exploratory Study of Emerging Adults' Perceptions, Motives, and Behaviors. <i>Cyberpsychology, Behavior, and Social Networking</i> , 2013, 16, 3-7.	2.1	72
23	Framing Virtual Experiences. <i>Communication Research</i> , 2015, 42, 839-863.	3.9	72
24	Romantic Partner Monitoring After Breakups: Attachment, Dependence, Distress, and Post-Dissolution Online Surveillance via Social Networking Sites. <i>Cyberpsychology, Behavior, and Social Networking</i> , 2015, 18, 491-498.	2.1	66
25	Relationship Development with Humanoid Social Robots: Applying Interpersonal Theories to Human-Robot Interaction. <i>Cyberpsychology, Behavior, and Social Networking</i> , 2021, 24, 294-299.	2.1	65
26	Sexualized Avatars Lead to Women's Self-Objectification and Acceptance of Rape Myths. <i>Psychology of Women Quarterly</i> , 2015, 39, 349-362.	1.3	64
27	The need to achieve: Players' perceptions and uses of extrinsic meta-game reward systems for video game consoles. <i>Computers in Human Behavior</i> , 2017, 71, 516-524.	5.1	57
28	Lifetime Video Game Consumption, Interpersonal Aggression, Hostile Sexism, and Rape Myth Acceptance. <i>Journal of Interpersonal Violence</i> , 2016, 31, 1912-1931.	1.3	54
29	Player experiences in a massively multiplayer online game: A diary study of performance, motivation, and social interaction. <i>New Media and Society</i> , 2018, 20, 4056-4073.	3.1	54
30	Virtual Virgins and Vamps: The Effects of Exposure to Female Characters' Sexualized Appearance and Gaze in an Immersive Virtual Environment. <i>Sex Roles</i> , 2009, 61, 147-157.	1.4	53
31	Using a serious game to communicate risk and minimize psychological distance regarding environmental pollution. <i>Telematics and Informatics</i> , 2020, 46, 101320.	3.5	52
32	Persuasive avatars: The effects of customizing a virtual salesperson's appearance on brand liking and purchase intentions. <i>International Journal of Human Computer Studies</i> , 2015, 84, 33-40.	3.7	50
33	Fear of Isolation and Perceived Affordances: The Spiral of Silence on Social Networking Sites Regarding Police Discrimination. <i>Mass Communication and Society</i> , 2018, 21, 533-554.	1.2	46
34	Romantic Relationship Stages and Social Networking Sites: Uncertainty Reduction Strategies and Perceived Relational Norms on Facebook. <i>Cyberpsychology, Behavior, and Social Networking</i> , 2014, 17, 685-691.	2.1	34
35	Sex role stereotyping is hard to kill: A field experiment measuring social responses to user characteristics and behavior in an online multiplayer first-person shooter game. <i>Computers in Human Behavior</i> , 2014, 35, 148-156.	5.1	34
36	Transportability and Presence as Predictors of Avatar Identification Within Narrative Video Games. <i>Cyberpsychology, Behavior, and Social Networking</i> , 2016, 19, 283-287.	2.1	34

#	ARTICLE	IF	CITATIONS
37	Playing for Love in a Romantic Video Game: Avatar Identification, Parasocial Relationships, and Chinese Women's Romantic Beliefs. <i>Mass Communication and Society</i> , 2016, 19, 197-215.	1.2	29
38	Effects of taking selfies on women's self-objectification, mood, self-esteem, and social aggression toward female peers. <i>Body Image</i> , 2021, 36, 193-200.	1.9	27
39	Race in Virtual Environments: Competitive Versus Cooperative Games with Black or White Avatars. <i>Cyberpsychology, Behavior, and Social Networking</i> , 2014, 17, 235-240.	2.1	26
40	Social Media's Role in Romantic Partners' Retroactive Jealousy: Social Comparison, Uncertainty, and Information Seeking. <i>Social Media and Society</i> , 2018, 4, 205630511880031.	1.5	21
41	Inferences About Avatars: Sexism, Appropriateness, Anthropomorphism, and the Objectification of Female Virtual Representations. <i>Journal of Computer-Mediated Communication</i> , 2015, 20, 554-569.	1.7	17
42	Avatars. , 2013, , 255-271.		14
43	Using Virtual Doppelg�angers to Increase Personal Relevance of Health Risk Communication. <i>Lecture Notes in Computer Science</i> , 2014, , 1-12.	1.0	13
44	Open Science, Closed Doors? Countering Marginalization through an Agenda for Ethical, Inclusive Research in Communication. <i>Journal of Communication</i> , 0, , .	2.1	11
45	Avatars. , 0, , 695-702.		10
46	7. The Dark Side of Social Networking Sites in Romantic Relationships. , 2015, , 78-89.		7
47	Romantic relationship dissolution on social networking sites: Self-Presentation and public accounts of breakups on Facebook. <i>Journal of Social and Personal Relationships</i> , 2021, 38, 3732-3751.	1.4	6
48	Recommendations for Designing Maximally Effective and Persuasive Health Agents. <i>Lecture Notes in Computer Science</i> , 2014, , 178-181.	1.0	3