

Jesse Fox

List of Publications by Year in descending order

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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 | 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 |
| 2 | 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 |
| 3 | 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 |
| 4 | 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 |
| 5 | Building a Stronger CASA: Extending the Computers Are Social Actors Paradigm. <i>Human-Machine Communication</i> , 2020, 1, 71-86. | 1.1 | 173 |
| 6 | 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 |
| 7 | 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 |
| 8 | 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 |
| 9 | 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 |
| 10 | 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 |
| 11 | Distinguishing technologies for social interaction: The perceived social affordances of communication channels scale. <i>Communication Monographs</i> , 2017, 84, 298-318. | 1.9 | 195 |
| 12 | Men's harassment behavior in online video games: Personality traits and game factors. <i>Aggressive Behavior</i> , 2016, 42, 513-521. | 1.5 | 73 |
| 13 | 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 |
| 14 | 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 |
| 15 | 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 |
| 16 | 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 |
| 17 | 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 |
| 18 | 7. The Dark Side of Social Networking Sites in Romantic Relationships. , 2015, , 78-89. | | 7 |

| # | ARTICLE | IF | CITATIONS |
|----|---|-----|-----------|
| 19 | 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 |
| 20 | 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 |
| 21 | 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 |
| 22 | 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 |
| 23 | 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 |
| 24 | Framing Virtual Experiences. <i>Communication Research</i> , 2015, 42, 839-863. | 3.9 | 72 |
| 25 | 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 |
| 26 | 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 |
| 27 | 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 |
| 28 | 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 |
| 29 | 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 |
| 30 | 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 |
| 31 | 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 |
| 32 | 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 |
| 33 | 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 |
| 34 | 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 |
| 35 | 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 |
| 36 | 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 |

| # | ARTICLE | IF | CITATIONS |
|----|--|-----|-----------|
| 37 | Using Virtual DoppelgÄngers to Increase Personal Relevance of Health Risk Communication. Lecture Notes in Computer Science, 2014, , 1-12. | 1.0 | 13 |
| 38 | Recommendations for Designing Maximally Effective and Persuasive Health Agents. Lecture Notes in Computer Science, 2014, , 178-181. | 1.0 | 3 |
| 39 | The embodiment of sexualized virtual selves: The Proteus effect and experiences of self-objectification via avatars. Computers in Human Behavior, 2013, 29, 930-938. | 5.1 | 197 |
| 40 | The role of Facebook in romantic relationship development. Journal of Social and Personal Relationships, 2013, 30, 771-794. | 1.4 | 127 |
| 41 | Romantic Relationship Development in the Age of Facebook: An Exploratory Study of Emerging Adults' Perceptions, Motives, and Behaviors. Cyberpsychology, Behavior, and Social Networking, 2013, 16, 3-7. | 2.1 | 72 |
| 42 | Avatars. , 2013, , 255-271. | | 14 |
| 43 | Increasing Saving Behavior Through Age-Progressed Renderings of the Future Self. Journal of Marketing Research, 2011, 48, S23-S37. | 3.0 | 458 |
| 44 | Virtual Experiences, Physical Behaviors: The Effect of Presence on Imitation of an Eating Avatar. Presence: Teleoperators and Virtual Environments, 2009, 18, 294-303. | 0.3 | 164 |
| 45 | Virtual Virgins and Vamps: The Effects of Exposure to Female Charactersâ€™ Sexualized Appearance and Gaze in an Immersive Virtual Environment. Sex Roles, 2009, 61, 147-157. | 1.4 | 53 |
| 46 | Virtual Self-Modeling: The Effects of Vicarious Reinforcement and Identification on Exercise Behaviors. Media Psychology, 2009, 12, 1-25. | 2.1 | 396 |
| 47 | Open Science, Closed Doors? Countering Marginalization through an Agenda for Ethical, Inclusive Research in Communication. Journal of Communication, 0, , . | 2.1 | 11 |
| 48 | Avatars. , 0, , 695-702. | | 10 |