

Jens Kjeldgaard-Christiansen

List of Publications by Year in descending order

Source: <https://exaly.com/author-pdf/4918963/publications.pdf>

Version: 2024-02-01

20
papers

144
citations

1478505

6
h-index

1199594

12
g-index

21
all docs

21
docs citations

21
times ranked

56
citing authors

#	ARTICLE	IF	CITATIONS
1	Pandemic practice: Horror fans and morbidly curious individuals are more psychologically resilient during the COVID-19 pandemic. <i>Personality and Individual Differences</i> , 2021, 168, 110397.	2.9	41
2	Do dark personalities prefer dark characters? A personality psychological approach to positive engagement with fictional villainy. <i>Poetics</i> , 2021, 85, 101511.	1.3	5
3	“We are legion” Possession myth as a lens for understanding cultural and psychological evolution.. <i>Evolutionary Behavioral Sciences</i> , 2021, 15, 1-9.	0.8	1
4	Relatable Motives and Righteous Causes; or, Why the Sympathetic Antihero is Not a Moral Psychological Mystery. <i>Projections (New York)</i> , 2021, 15, 47-67.	0.4	0
5	Audiovisual Media. <i>Evolutionary Studies in Imaginative Culture</i> , 2021, 5, 135-138.	0.2	0
6	Splintering the gamer’s dilemma: moral intuitions, motivational assumptions, and action prototypes. <i>Ethics and Information Technology</i> , 2020, 22, 93-102.	3.8	8
7	An Evolutionary Approach to Horror Media. , 2020, , 538-547.		0
8	Horror, personality, and threat simulation: A survey on the psychology of scary media.. <i>Evolutionary Behavioral Sciences</i> , 2020, 14, 213-230.	0.8	35
9	“Unbreakable, Incorruptible, Unyielding” Doom as an Agency Simulator. , 2020, , 235-253.		1
10	A Structure of Antipathy. <i>Projections (New York)</i> , 2019, 13, 67-90.	0.4	1
11	Threat simulation in virtual limbo: An evolutionary approach to horror video games. <i>Journal of Gaming and Virtual Worlds</i> , 2019, 11, 119-138.	0.4	7
12	Johannes Breuer, Daniel Pietschmann, Benny Liebold, and Benjamin P. Lange, eds. <i>Evolutionary Psychology and Digital Games: Digital Hunter-Gatherers</i> . <i>Evolutionary Studies in Imaginative Culture</i> , 2019, 3, 97-100.	0.2	1
13	Disney’s Shifting Visions of Villainy from the 1990s to the 2010s: A Biocultural Analysis. <i>Evolutionary Studies in Imaginative Culture</i> , 2019, 3, 1-16.	0.2	6
14	Social Signals and Antisocial Essences: The Function of Evil Laughter in Popular Culture. <i>Journal of Popular Culture</i> , 2018, 51, 1214-1233.	0.1	4
15	Title is missing!. <i>Evolutionary Studies in Imaginative Culture</i> , 2018, 2, 117.	0.2	0
16	Studying English at Aarhus University. <i>Leviathan Interdisciplinary Journal in English</i> , 2018, , 1-5.	0.0	0
17	Boudry, Maarten, and Massimo Pigliucci. 2017. <i>Science Unlimited? The Challenges of Scientism.. Evolutionary Studies in Imaginative Culture</i> , 2018, 2, 111-114.	0.2	0
18	The Bad Breaks of Walter White: An Evolutionary Approach to the Fictional Antihero. <i>Evolutionary Studies in Imaginative Culture</i> , 2017, 1, 103-120.	0.2	7

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19	The Bad Breaks of Walter White: An Evolutionary Approach to the Fictional Antihero. <i>Evolutionary Studies in Imaginative Culture</i> , 2017, 1, 103-120.	0.2	2
20	Evil origins: A Darwinian genealogy of the popcultural villain.. <i>Evolutionary Behavioral Sciences</i> , 2016, 10, 109-122.	0.8	24