

Eui Jun Jeong

List of Publications by Year in descending order

Source: <https://exaly.com/author-pdf/5133230/publications.pdf>

Version: 2024-02-01

23
papers

603
citations

1039880

9
h-index

887953

17
g-index

24
all docs

24
docs citations

24
times ranked

598
citing authors

#	ARTICLE	IF	CITATIONS
1	Social Activities, Self-Efficacy, Game Attitudes, and Game Addiction. <i>Cyberpsychology, Behavior, and Social Networking</i> , 2011, 14, 213-221.	2.1	150
2	Brand Logo Placements in Violent Games. <i>Journal of Advertising</i> , 2011, 40, 59-72.	4.1	62
3	Pathological Gaming in Young Adolescents: A Longitudinal Study Focused on Academic Stress and Self-Control in South Korea. <i>Journal of Youth and Adolescence</i> , 2019, 48, 2333-2342.	1.9	57
4	Psychosocial effects of SNS use: A longitudinal study focused on the moderation effect of social capital. <i>Computers in Human Behavior</i> , 2017, 69, 108-119.	5.1	54
5	Are there optimal levels of arousal to memory? Effects of arousal, centrality, and familiarity on brand memory in video games. <i>Computers in Human Behavior</i> , 2012, 28, 285-291.	5.1	50
6	Why Do Some People Become Addicted to Digital Games More Easily? A Study of Digital Game Addiction from a Psychosocial Health Perspective. <i>International Journal of Human-Computer Interaction</i> , 2017, 33, 199-214.	3.3	48
7	The Role of Individuals'™ Need for Online Social Interactions and Interpersonal Incompetence in Digital Game Addiction. <i>International Journal of Human-Computer Interaction</i> , 2020, 36, 449-463.	3.3	43
8	Effects of Interactivity in Educational Games: A Mediating Role of Social Presence on Learning Outcomes. <i>International Journal of Human-Computer Interaction</i> , 2011, 27, 620-633.	3.3	35
9	Sensory realism and mediated aggression in video games. <i>Computers in Human Behavior</i> , 2012, 28, 1840-1848.	5.1	32
10	A Study of Digital Game Addiction from Aggression, Loneliness and Depression Perspectives. , 2016, , .		16
11	Disruptive behaviors in online games: Effects of moral positioning, competitive motivation, and aggression in "League of Legends". <i>Social Behavior and Personality</i> , 2019, 47, 1-9.	0.3	8
12	A Study of Online Portal Users'™ Loyalty From Core Service, Additional Value-added Service and Switching Barriers Perspectives. <i>Information Systems Management</i> , 2015, 32, 136-152.	3.2	7
13	Pathological gaming: a longitudinal study from the perspectives of mental health problems and social stress model. <i>Journal of General Psychology</i> , 2023, 150, 323-343.	1.6	6
14	The effects of realistic controller and real-life exposure to gun on psychology of violent video game players. , 2011, , .		5
15	Game Addiction from Psychosocial Health Perspective. , 2015, , .		4
16	Pathological gaming in South Korean adolescents from the perspectives of self-esteem and self-control. <i>Social Behavior and Personality</i> , 2021, 49, 1-11.	0.3	4
17	Exploring the Influence of Parenting Style on Adolescents'™ Maladaptive Game Use through Aggression and Self-Control. <i>Sustainability</i> , 2021, 13, 4589.	1.6	4
18	Brand Memory, Attitude, and State Aggression in Violent Games: Focused on the Roles of Arousal, Negative Affect, and Spatial Presence. , 2015, , .		3

#	ARTICLE	IF	CITATIONS
19	Why Do Some Users Become Enticed to Cheating in Competitive Online Games? An Empirical Study of Cheating Focused on Competitive Motivation, Self-Esteem, and Aggression. <i>Frontiers in Psychology</i> , 2021, 12, 768825.	1.1	3
20	A Longitudinal Study of Game Perceptions from the Perspective of Yin-Yang Theory. , 2007, , .		2
21	Role of Internal Health Belief, Catharsis Seeking, and Self-Efficacy in Game Players' Aggression. , 2016, , .		2
22	Exploring the Mechanism of Pathological Gaming in Adolescents: Focused on the Mediation Paths and Latent Group Comparison. <i>Frontiers in Psychology</i> , 2021, 12, 756328.	1.1	2
23	Therapeutic role of player self-efficacy in online gaming. <i>Social Behavior and Personality</i> , 2017, 45, 1475-1484.	0.3	1