Eui Jun Jeong

List of Publications by Year
in descending order

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	Pathological gaming: a longitudinal study from the perspectives of mental health problems and social stress model. Journal of General Psychology, 2023, 150, 323-343.	1.6	6
2	Pathological gaming in South Korean adolescents from the perspectives of self-esteem and self-control. Social Behavior and Personality, 2021, 49, 1-11.	0.3	4
3	Exploring the Influence of Parenting Style on Adolescents' Maladaptive Game Use through Aggression and Self-Control. Sustainability, 2021, 13, 4589.	1.6	4
4	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. Frontiers in Psychology, 2021, 12, 768825.	1.1	3
5	Exploring the Mechanism of Pathological Gaming in Adolescents: Focused on the Mediation Paths and Latent Group Comparison. Frontiers in Psychology, 2021, 12, 756328.	1.1	2
6	The Role of Individuals' Need for Online Social Interactions and Interpersonal Incompetence in Digital Game Addiction. International Journal of Human-Computer Interaction, 2020, 36, 449-463.	3.3	43
7	Pathological Gaming in Young Adolescents: A Longitudinal Study Focused on Academic Stress and Self-Control in South Korea. Journal of Youth and Adolescence, 2019, 48, 2333-2342.	1.9	57
8	Disruptive behaviors in online games: Effects of moral positioning, competitive motivation, and aggression in "League of Legends". Social Behavior and Personality, 2019, 47, 1-9.	0.3	8
9	Psychosocial effects of SNS use: A longitudinal study focused on the moderation effect of social capital. Computers in Human Behavior, 2017, 69, 108-119.	5.1	54
10	Why Do Some People Become Addicted to Digital Games More Easily? A Study of Digital Game Addiction from a Psychosocial Health Perspective. International Journal of Human-Computer Interaction, 2017, 33, 199-214.	3.3	48
11	Therapeutic role of player self-efficacy in online gaming. Social Behavior and Personality, 2017, 45, 1475-1484.	0.3	1
12	A Study of Digital Game Addiction from Aggression, Loneliness and Depression Perspectives. , 2016, , .		16
13	Role of Internal Health Belief, Catharsis Seeking, and Self-Efficacy in Game Players' Aggression. , 2016, , .		2
14	A Study of Online Portal Users' Loyalty From Core Service, Additional Value-added Service and Switching Barriers Perspectives. Information Systems Management, 2015, 32, 136-152.	3.2	7
15	Brand Memory, Attitude, and State Aggression in Violent Games: Focused on the Roles of Arousal, Negative Affect, and Spatial Presence. , 2015, , .		3
16	Game Addiction from Psychosocial Health Perspective. , 2015, , .		4
17	Sensory realism and mediated aggression in video games. Computers in Human Behavior, 2012, 28, 1840-1848.	5.1	32
18	Are there optimal levels of arousal to memory? Effects of arousal, centrality, and familiarity on brand memory in video games. Computers in Human Behavior, 2012, 28, 285-291.	5.1	50

#	Article	IF	Citations
19	Brand Logo Placements in Violent Games. Journal of Advertising, 2011, 40, 59-72.	4.1	62
20	The effects of realistic controller and real-life exposure to gun on psychology of violent video game players. , 2011, , .		5
21	Social Activities, Self-Efficacy, Game Attitudes, and Game Addiction. Cyberpsychology, Behavior, and Social Networking, 2011, 14, 213-221.	2.1	150
22	Effects of Interactivity in Educational Games: A Mediating Role of Social Presence on Learning Outcomes. International Journal of Human-Computer Interaction, 2011, 27, 620-633.	3.3	35
23	A Longitudinal Study of Game Perceptions from the Perspective of Yin-Yang Theory. , 2007, , .		2