Nicolas Michinov

List of Publications by Year
in descending order

49 papers	1,463 citations	567281 15 h-index	345221 36 g-index
54 all docs	54 docs citations	54 times ranked	1226 citing authors

#	Article	IF	Citations
1	Does social dominance generate prejudice? Integrating individual and contextual determinants of intergroup cognitions.. Journal of Personality and Social Psychology, 2003, 84, 697-721.	2.8	305
2	Procrastination, participation, and performance in online learning environments. Computers and Education, 2011, 56, 243-252.	8.3	261
3	Improving productivity and creativity in online groups through social comparison process: New evidence for asynchronous electronic brainstorming. Computers in Human Behavior, 2005, 21, 11-28.	8.5	136
4	Investigating the relationship between transactive memory and performance in collaborative learning. Learning and Instruction, 2009, 19, 43-54.	3.2	65
5	Social Identity, Group Processes, and Performance in Synchronous Computer-Mediated Communication.. Group Dynamics, 2004, 8, 27-39.	1.2	64
6	Is Electronic Brainstorming or Brainwriting the Best Way to Improve Creative Performance in Groups? An Overlooked Comparison of Two Idea‐Generation Techniques. Journal of Applied Social Psychology, 2012, 42, E222.	2.0	53
7	Face-to-face contact at the midpoint of an online collaboration: Its impact on the patterns of participation, interaction, affect, and behavior over time. Computers and Education, 2008, 50, 1540-1557.	8.3	49
8	Social Comparison, Perceived Control, and Occupational Burnout. Applied Psychology, 2005, 54, 99-118.	7.1	43
9	The eyes of creativity: Impact of social comparison and individual creativity on performance and attention to others' ideas during electronic brainstorming. Computers in Human Behavior, 2015, 42, 57-67.	8.5	42
10	A meta -analysis of the effect of Peer Instruction on learning gain: Identification of informational and cultural moderators. International Journal of Educational Research, 2017, 86, 66-77.	2.2	40
11	Social dominance orientation, prejudice, and discrimination: A new computer-based method for studying discriminatory behaviors. Behavior Research Methods, 2005, 37, 91-98.	4.0	37
12	Effects of Stereoscopic Display on Learning and User Experience in an Educational Virtual Environment. International Journal of Human-Computer Interaction, 2017, 33, 115-122.	4.8	33
13	The similarity hypothesis: a test of the moderating role of social comparison orientation. European Journal of Social Psychology, 2001, 31, 549-555.	2.4	27
14	Identifying a transition period at the midpoint of an online collaborative activity: a study among adult learners. Computers in Human Behavior, 2007, 23, 1355-1371.	8.5	24
15	A step further in Peer Instruction: Using the Stepladder technique to improve learning. Computers and Education, 2015, 91, 1-13.	8.3	24
16	Stay at home! When personality profiles influence mental health and creativity during the COVID-19 lockdown. Current Psychology, 2023, 42, 5650-5661.	2.8	21
17	The recognition of emotions beyond facial expressions: Comparing emoticons specifically designed to convey basic emotions with other modes of expression. Computers in Human Behavior, 2021, 118, 106689.	8.5	18
18	Comparing the effectiveness of peer instruction to individual learning during a chromatography course. Journal of Computer Assisted Learning, 2015, 31, 722-733.	5.1	15

#	Article	IF	Citations
19	When emotional intelligence predicts team performance: Further validation of the short version of the Workgroup Emotional Intelligence Profile. Current Psychology, 2020, , 1.	2.8	15
20	Work-From-Home During COVID-19 Lockdown: When Employees' Well-Being and Creativity Depend on Their Psychological Profiles. Frontiers in Psychology, 2022, 13, .	2.1	14
21	Social gaming is inSIDE: Impact of anonymity and group identity on performance in a team game-based learning environment. Computers and Education, 2015, 82, 84-95.	8.3	13
22	Measuring latent ties on Facebook: A novel approach to studying their prevalence and relationship with bridging social capital. Technology in Society, 2019, 59, 101176.	9.4	13
23	WHEN DOWNWARD COMPARISON PRODUCES NEGATIVE AFFECT: THE SENSE OF CONTROL AS A MODERATOR. Social Behavior and Personality, 2001, 29, 427-444.	0.6	12
24	Identifying Flow in Video Games. International Journal of Gaming and Computer-Mediated Simulations, 2016, 8, 19-38.	1.1	12
25	Applying the SIDE model to brainwriting: The impact of intergroup comparison and anonymity on creative performance. Journal of Applied Social Psychology, 2018, 48, 351-359.	2.0	12
26	Improving student engagement during in-person classes by using functionalities of a digital learning environment. Computers and Education, 2022, 183, 104496.	8.3	12
27	UPWARD OR DOWNWARD COMPARISON AFTER FAILURE. THE ROLE OF DIAGNOSTIC INFORMATION. Social Behavior and Personality, 1997, 25, 389-398.	0.6	9
28	Social Comparison Orientation Moderates the Effects of Group Membership on the Similarity-Attraction Relationship. Journal of Social Psychology, 2011, 151, 754-766.	1.5	9
29	Study of some determinants of social comparison strategies using a new methodological tool: towards a dynamic approach. European Journal of Social Psychology, 1996, 26, 981-999.	2.4	8
30	Private message me s'il vous plait : Preferences for personal and masspersonal communications on Facebook among American and French students. Computers in Human Behavior, 2017, 70, 143-152.	8.5	7
31	Social Comparison and Affect: A Study Among Elderly Women. Journal of Social Psychology, 2007, 147, 175-189.	1.5	6
32	Guiding the use of collective feedback displayed on heatmaps to reduce group conformity and improve learning in Peer Instruction. Journal of Computer Assisted Learning, 2020, 36, 1026-1037.	5.1	6
33	Effects of gender role and task content on performance in same-gender dyads: Transactive memory as a potential mediator. European Journal of Psychology of Education, 2009, 24, 155-168.	2.6	5
34	Cultural Differences in Garnering Social Capital on Facebook: French People Prefer Close Ties and Americans Prefer Distant Ties. Journal of Intercultural Communication Research, 2017, 46, 579-593.	0.9	5
35	Group Size and Peer Learning: Peer Discussions in Different Group Size Influence Learning in a Biology Exercise Performed on a Tablet With Stylus. Frontiers in Education, 2021, 6, .	2.1	5
36	The recognition of emotions conveyed by emoticons and emojis: A systematic literature review.. Technology Mind and Behavior, 2022, 3, .	1.7	5

#	ARTICLE	IF	CITATIONS
37	How can students' academic performance in statistics be improved? Testing the influence of social and temporal-self comparison feedback in a web-based training environment. Interactive Learning Environments, 2017, 25, 35-47.	6.4	4
38	The use of Electronic Brainstorming for Collecting Ideas in Scientific Research Teams. , 2012, , 157-172.		4
39	Socio-Emotional Competencies and School Performance in Adolescence: What Role for School Adjustment?. Frontiers in Psychology, 2021, 12, 640661.	2.1	3
40	Upward Persistence and Downward Desistence: Some Reactions to Social-Comparison Deprivation after a Threat. European Psychologist, 2001, 6, 112-122.	3.1	3
41	Do open or closed postures boost creative performance? The effects of postural feedback on divergent and convergent thinking.. Psychology of Aesthetics, Creativity, and the Arts, 2022, 16, 504-518.	1.3	3
42	Jotting down notes or preparing for the future? Action identification and academic performance. Social Psychology of Education, 2013, 16, 151-164.	2.5	2
43	Identifying Social Forms of Flow in Multiuser Video Games. , 2017, , 32-64.		2
44	Coopérer à distance… un contexte équitable pour les filles et les garçons?. Revue Des Sciences De L'éducation, 0, 32, 261-282.	0.2	1
45	Can Sitting Postures Influence the Creative Mind? Positive Effect of Contractive Posture on Convergent-Integrative Thinking. Creativity Research Journal, 2024, 36, 58-69.	2.6	1
46	Cultural Diversity in Couples and Collective Performance: Using a Culture-Based Memory Game to Measure Transactive Memory. Psychological Reports, 2020, 123, 1176-1197.	1.7	0
47	Creativity in Scientific Research: Multidisciplinarity Fosters Depth of Ideas Among Scientists in Electronic "Brainwriting" Groups. Human Factors, 2023, 65, 1542-1553.	3.5	0
48	Concevoir des environnements virtuels éducatifs avec les utilisateurs finaux : Exemple du projet VirtualiTeach. Terminal, 2015, , .	0.2	0
49	Supplemental Material for The recognition of emotions conveyed by emoticons and emojis: A systematic literature review.. Technology Mind and Behavior, 2022, 3, .	1.7	0