

Elly A Konijn

List of Publications by Year in descending order

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64
papers

2,469
citations

257101

24
h-index

223531

46
g-index

69
all docs

69
docs citations

69
times ranked

1991
citing authors

#	ARTICLE	IF	CITATIONS
1	Is it painful? Playing violent video games affects brain responses to painful pictures: An event-related potential study.. <i>Psychology of Popular Media</i> , 2022, 11, 13-23.	1.0	6
2	Shaping film: A quantitative formal analysis of contemporary empathy-eliciting Hollywood cinema.. <i>Psychology of Aesthetics, Creativity, and the Arts</i> , 2022, 16, 704-718.	1.0	3
3	Social Robots for (Second) Language Learning in (Migrant) Primary School Children. <i>International Journal of Social Robotics</i> , 2022, 14, 827-843.	3.1	17
4	Do Robotic Tutors Compromise the Social-Emotional Development of Children?. <i>Frontiers in Robotics and AI</i> , 2022, 9, 734955.	2.0	3
5	Emotion Recognition and Inhibitory Control in Adolescent Players of Violent Video Games. <i>Journal of Research on Adolescence</i> , 2022, 32, 1404-1420.	1.9	2
6	How Physical Presence Overrides Emotional (Coping) Effects in HRI: Testing the Transfer of Emotions and Emotional Coping in Interaction with a Humanoid Social Robot. <i>International Journal of Social Robotics</i> , 2021, 13, 407-428.	3.1	3
7	Attitudes towards Social Robots in Education: Enthusiast, Practical, Troubled, Sceptic, and Mindfully Positive. <i>Robotics</i> , 2021, 10, 24.	2.1	13
8	When Figurative Frames Decrease Political Persuasion: The Case of Right-Wing Anti-Immigration Rhetoric. <i>Discourse Processes</i> , 2021, 58, 193-212.	1.1	5
9	Insensitive Players? A Relationship Between Violent Video Game Exposure and Recognition of Negative Emotions. <i>Frontiers in Psychology</i> , 2021, 12, 651759.	1.1	6
10	Mitigating Childrenâ€™s Pain and Anxiety during Blood Draw Using Social Robots. <i>Electronics (Switzerland)</i> , 2021, 10, 1211.	1.8	9
11	From <i>The Daily Show</i> to <i>Last Week Tonight</i>: A Quantitative Analysis of Discursive Integration in Satirical Television News. <i>Journalism Studies</i> , 2021, 22, 1181-1199.	1.2	10
12	Moral considerations on social robots in education: A multi-stakeholder perspective. <i>Computers and Education</i> , 2021, 174, 104317.	5.1	28
13	Robot Tutoring of Multiplication: Over One-Third Learning Gain for Most, Learning Loss for Some. <i>Robotics</i> , 2021, 10, 16.	2.1	8
14	Robot Tutors: Welcome or Ethically Questionable?. <i>Advances in Intelligent Systems and Computing</i> , 2020, , 376-386.	0.5	13
15	How online self-presentation affects well-being and body image: A systematic review. <i>Telematics and Informatics</i> , 2020, 47, 101316.	3.5	19
16	Robot tutor and pupilsâ€™ educational ability: Teaching the times tables. <i>Computers and Education</i> , 2020, 157, 103970.	5.1	38
17	Differential Facial Articulatory in Robots and Humans Elicit Different Levels of Responsiveness, Empathy, and Projected Feelings. <i>Robotics</i> , 2020, 9, 92.	2.1	9
18	Me, my selfie, and I: The relations between selfie behaviors, body image, self-objectification, and self-esteem in young women.. <i>Psychology of Popular Media</i> , 2020, 9, 3-13.	1.0	82

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19	Teachers' perspectives on social robots in education. , 2020, , .		18
20	Robots are Good for Profit: A Business Perspective on Robots in Education. , 2019, , .		6
21	Dating a Synthetic Character is Like Dating a Man. International Journal of Social Robotics, 2019, 11, 235-253.	3.1	9
22	Media use and brain development during adolescence. Nature Communications, 2018, 9, 588.	5.8	231
23	Perceptions of healthcare robots as a function of emotion-based coping: The importance of coping appraisals and coping strategies. Computers in Human Behavior, 2018, 85, 308-318.	5.1	21
24	Show your best self(ie): An exploratory study on selfie-related motivations and behavior in emerging adulthood. Telematics and Informatics, 2018, 35, 1392-1407.	3.5	50
25	Healthcare Studentsâ€™ Ethical Considerations of Care Robots in The Netherlands. Applied Sciences (Switzerland), 2018, 8, 1712.	1.3	7
26	Identifying Sustainable Population Segments Using a Multi-Domain Questionnaire. Social Marketing Quarterly, 2018, 24, 264-280.	0.9	20
27	Emotional labor among police officers: a diary study relating strain, emotional labor, and service performance. International Journal of Human Resource Management, 2017, 28, 852-879.	3.3	62
28	Boost Your Body: Self-Improvement Magazine Messages Increase Body Satisfaction in Young Adults. Health Communication, 2017, 32, 200-210.	1.8	31
29	The Effects of Metaphorical Framing on Political Persuasion: A Systematic Literature Review. Metaphor and Symbol, 2017, 32, 118-134.	0.4	93
30	Brain activation upon ideal-body media exposure and peer feedback in late adolescent girls. Cognitive, Affective and Behavioral Neuroscience, 2017, 17, 712-723.	1.0	11
31	â€œSkinny is prettier and normal: I want to be normalâ€œ”Perceived body image of non-Western ethnic minority children in the Netherlands. Body Image, 2017, 20, 74-86.	1.9	14
32	Figurative Framing: Shaping Public Discourse Through Metaphor, Hyperbole, and Irony. Communication Theory, 2016, 26, 410-430.	2.0	153
33	She said/he said: A peaceful debate on video game violence.. Psychology of Popular Media Culture, 2015, 4, 397-411.	2.6	14
34	Designing Robot Embodiments for Social Interaction: Affordances Topple Realism and Aesthetics. International Journal of Social Robotics, 2015, 7, 697-708.	3.1	28
35	Validating the Media, Morals, and Youth Questionnaire (MMaYQue): A Scale to Assess Media Preference and Moral Judgement of Antisocial Media Content. European Journal of Developmental Psychology, 2015, 12, 324-334.	1.0	1
36	Public Participation and Scientific Citizenship in the Science Museum in London: Visitorsâ€™ Perceptions of the Museum as a Broker. Visitor Studies, 2015, 18, 131-149.	0.6	13

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37	Adolescents' Media Exposure May Increase Their Cyberbullying Behavior: A Longitudinal Study. <i>Journal of Adolescent Health</i> , 2015, 56, 203-208.	1.2	44
38	Making ads less complex, yet more creative and persuasive: the effects of conventional metaphors and irony in print advertising. <i>International Journal of Advertising</i> , 2015, 34, 515-532.	4.2	62
39	Possible Solution to Publication Bias Through Bayesian Statistics, Including Proper Null Hypothesis Testing. <i>Communication Methods and Measures</i> , 2015, 9, 280-302.	3.0	19
40	The In-between Machine - The Unique Value Proposition of a Robot or Why we are Modelling the Wrong Things. , 2015, , .		12
41	Robots Humanize Care - Moral Concerns Versus Witnessed Benefits for the Elderly. , 2015, , .		9
42	Counteracting Media's Thin-Body Ideal for Adolescent Girls: Informing Is More Effective Than Warning. <i>Media Psychology</i> , 2014, 17, 154-184.	2.1	34
43	Cyberbullying Behavior and Adolescents' Use of Media with Antisocial Content: A Cyclic Process Model. <i>Cyberpsychology, Behavior, and Social Networking</i> , 2014, 17, 74-81.	2.1	64
44	Negotiated media effects. Peer feedback modifies effects of media's thin-body ideal on adolescent girls. <i>Appetite</i> , 2014, 73, 172-182.	1.8	44
45	YouTube as a Research Tool: Three Approaches. <i>Cyberpsychology, Behavior, and Social Networking</i> , 2013, 16, 695-701.	2.1	45
46	Gaming addiction, definition and measurement: A large-scale empirical study. <i>Computers in Human Behavior</i> , 2013, 29, 2150-2155.	5.1	62
47	Science Centers and Public Participation. <i>Science Communication</i> , 2013, 35, 419-448.	1.8	18
48	Rejected by peers' Attracted to antisocial media content: Rejection-based anger impairs moral judgment among adolescents.. <i>Developmental Psychology</i> , 2013, 49, 1165-1173.	1.2	21
49	Weight Information Labels on Media Models Reduce Body Dissatisfaction in Adolescent Girls. <i>Journal of Adolescent Health</i> , 2012, 50, 600-606.	1.2	22
50	'We don't need no education' Video game preferences, video game motivations, and aggressiveness among adolescent boys of different educational ability levels. <i>Journal of Adolescence</i> , 2012, 35, 153-162.	1.2	31
51	Emotional labor among trainee police officers: The interpersonal role of positive emotions. <i>Journal of Positive Psychology</i> , 2011, 6, 163-172.	2.6	17
52	A healthy dose of trust: The relationship between interpersonal trust and health. <i>Personal Relationships</i> , 2011, 18, 668-676.	0.9	69
53	Age and Violent-Content Labels Make Video Games Forbidden Fruits for Youth. <i>Pediatrics</i> , 2009, 123, 870-876.	1.0	81
54	Emotions Bias Perceptions of Realism in Audiovisual Media: Why We May Take Fiction for Real. <i>Discourse Processes</i> , 2009, 46, 309-340.	1.1	29

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55	World Leaders As Movie Characters? Perceptions of George W. Bush, Tony Blair, Osama bin Laden, and Saddam Hussein. <i>Media Psychology</i> , 2007, 9, 157-177.	2.1	14
56	I wish I were a warrior: The role of wishful identification in the effects of violent video games on aggression in adolescent boys.. <i>Developmental Psychology</i> , 2007, 43, 1038-1044.	1.2	291
57	Requirements change: Fears dictate the must haves; desires the won't haves. <i>Journal of Systems and Software</i> , 2007, 80, 328-355.	3.3	14
58	Affective affordances: Improving interface character engagement through interaction. <i>International Journal of Human Computer Studies</i> , 2006, 64, 874-888.	3.7	68
59	The Appeal of Violent Video Games to Lower Educated Aggressive Adolescent Boys from Two Countries. <i>Cyberpsychology, Behavior and Social Networking</i> , 2006, 9, 638-641.	2.2	59
60	Some Like It Bad: Testing a Model for Perceiving and Experiencing Fictional Characters. <i>Media Psychology</i> , 2005, 7, 107-144.	2.1	161
61	Reality-Based Genre Preferences Do Not Direct Personal Involvement. <i>Discourse Processes</i> , 2004, 38, 219-246.	1.1	11
62	Perceiving and experiencing fictional characters: An integrative account1. <i>Japanese Psychological Research</i> , 2003, 45, 250-268.	0.4	46
63	Spotlight on spectators: Emotions in the theater. <i>Discourse Processes</i> , 1999, 28, 169-194.	1.1	23
64	Actors and Emotions: A Psychological Perspective. <i>Theatre Research International</i> , 1995, 20, 132-140.	0.0	5