Zhaojun Teng

List of Publications by Year in descending order

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623734 580821 24 807 14 25 citations g-index h-index papers 25 25 25 772 docs citations times ranked citing authors all docs

#	Article	IF	CITATIONS
1	Depression and anxiety symptoms associated with internet gaming disorder before and during the COVID-19 pandemic: A longitudinal study. Journal of Behavioral Addictions, 2021, 10, 169-180.	3.7	155
2	The relationships between rumination and core executive functions: A meta-analysis. Depression and Anxiety, 2017, 34, 37-50.	4.1	117
3	Internet gaming disorder and psychosocial well-being: A longitudinal study of older-aged adolescents and emerging adults. Addictive Behaviors, 2020, 110, 106530.	3.0	62
4	A longitudinal study of link between exposure to violent video games and aggression in Chinese adolescents: The mediating role of moral disengagement Developmental Psychology, 2019, 55, 184-195.	1.6	52
5	A meta-analysis of the relationship between self-esteem and aggression among Chinese students. Aggression and Violent Behavior, 2015, 21, 45-54.	2.1	46
6	Different Effects of Paternal and Maternal Attachment on Psychological Health Among Chinese Secondary School Students. Journal of Child and Family Studies, 2016, 25, 2998-3008.	1.3	44
7	Violent video game exposure and (Cyber)bullying perpetration among Chinese youth: The moderating role of trait aggression and moral identity. Computers in Human Behavior, 2020, 104, 106193.	8.5	39
8	Parent–adolescent attachment and peer attachment associated with Internet Gaming Disorder: A longitudinal study of first-year undergraduate students. Journal of Behavioral Addictions, 2020, 9, 116-128.	3.7	35
9	Hope as Mediator Between Teacher–Student Relationships and Life Satisfaction Among Chinese Adolescents: A Between- and Within-Person Effects Analysis. Journal of Happiness Studies, 2019, 20, 2367-2383.	3.2	27
10	Longitudinal association between school climate and depressive symptoms: The mediating role of psychological suzhi School Psychology, 2020, 35, 267-276.	2.4	26
11	Online Gaming, Internet Addiction, and Aggression in Chinese Male Students: The Mediating Role of Low Self-Control. International Journal of Psychological Studies, 2014, 6, .	0.2	25
12	The influence of perceived social support on hope: A longitudinal study of older-aged adolescents in China. Children and Youth Services Review, 2020, 119, 105616.	1.9	24
13	Moral disengagement and bullying perpetration: A longitudinal study of the moderating effect of school climate School Psychology, 2020, 35, 99-109.	2.4	23
14	Violent video game exposure and moral disengagement in early adolescence: The moderating effect of moral identity. Computers in Human Behavior, 2017, 77, 54-62.	8.5	18
15	Is prosocial video game exposure related to prosociality? An ERP study based on a prosocial help needed decision task. Computers in Human Behavior, 2018, 79, 30-39.	8.5	15
16	Short-term effects of prosocial video games on aggression: an event-related potential study. Frontiers in Behavioral Neuroscience, 2015, 9, 193.	2.0	14
17	A cross-lagged model of the relationship between violent video game exposure and moral disengagement in middle school and high school students. Children and Youth Services Review, 2017, 81, 117-123.	1.9	14
18	Facilitation or disengagement? Attention bias in facial affect processing after short-term violent video game exposure. PLoS ONE, 2017, 12, e0172940.	2.5	12

ZHAOJUN TENG

#	Article	IF	CITATION
19	Longitudinal Link Between Bullying Victimization and Bullying Perpetration: A Multilevel Moderation Analysis of Perceived School Climate. Journal of Interpersonal Violence, 2022, 37, NP12238-NP12259.	2.0	10
20	The Role of Neuroticism in the Relation between Self-Esteem and Aggressive Emotion among 1085 Chinese Adolescents. Psychology, 2013, 04, 729-735.	0.5	9
21	Psychological <i>suzhi</i> and academic achievement in Chinese adolescents: A 2â€year longitudinal study. British Journal of Educational Psychology, 2021, 91, 638-657.	2.9	9
22	School climate and bullying victimization among adolescents: A moderated mediation model. Children and Youth Services Review, 2021, 131, 106218.	1.9	9
23	Violent video game exposure and bullying in early adolescence: A longitudinal study examining moderation of trait aggressiveness and moral identity Psychology of Violence, 2022, 12, 149-159.	1.5	9
24	Parenting Style and Cyber-Aggression in Chinese Youth: The Role of Moral Disengagement and Moral Identity. Frontiers in Psychology, 2021, 12, 621878.	2.1	7