

Markus Kaakinen

List of Publications by Citations

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The third column is the impact factor (IF) of the journal, and the fourth column is the number of citations of the article.

50
papers

713
citations

15
h-index

24
g-index

55
ext. papers

1,007
ext. citations

3.9
avg, IF

5.05
L-index

#	Paper	IF	Citations
50	Regulation and Trust: 3-Month Follow-up Study on COVID-19 Mortality in 25 European Countries. <i>JMIR Public Health and Surveillance</i> , 2020 , 6, e19218	11.4	103
49	Did the risk of exposure to online hate increase after the November 2015 Paris attacks? A group relations approach. <i>Computers in Human Behavior</i> , 2018 , 78, 90-97	7.7	45
48	Shared identity and shared information in social media: development and validation of the identity bubble reinforcement scale. <i>Media Psychology</i> , 2020 , 23, 25-51	2.9	41
47	Pro-Anorexia and Anti-Pro-Anorexia Videos on YouTube: Sentiment Analysis of User Responses. <i>Journal of Medical Internet Research</i> , 2015 , 17, e256	7.6	40
46	Do routine activities help predict young adults' online harassment: A multi-nation study. <i>Criminology and Criminal Justice</i> , 2017 , 17, 418-432	1.2	37
45	Problem gambling and psychological distress: a cross-national perspective on the mediating effect of consumer debt and debt problems among emerging adults. <i>Harm Reduction Journal</i> , 2018 , 15, 45	4.6	32
44	Cybercrime Victimization and Subjective Well-Being: An Examination of the Buffering Effect Hypothesis Among Adolescents and Young Adults. <i>Cyberpsychology, Behavior, and Social Networking</i> , 2018 , 21, 129-137	4.4	23
43	Perceived Societal Fear and Cyberhate after the November 2015 Paris Terrorist Attacks. <i>Terrorism and Political Violence</i> , 2020 , 32, 1047-1066	1.2	23
42	COVID-19 crisis and digital stressors at work: A longitudinal study on the Finnish working population. <i>Computers in Human Behavior</i> , 2021 , 122, 106853	7.7	23
41	Excessive Gambling and Online Gambling Communities. <i>Journal of Gambling Studies</i> , 2018 , 34, 1313-1325	5	22
40	Social capital and online hate production: A four country survey. <i>Crime, Law and Social Change</i> , 2018 , 69, 25-39	1.1	21
39	Loneliness and online gambling-community participation of young social media users. <i>Computers in Human Behavior</i> , 2019 , 95, 136-145	7.7	20
38	Cyberbullying victimization at work: Social media identity bubble approach. <i>Computers in Human Behavior</i> , 2020 , 109, 106363	7.7	20
37	The Association Between Social Media Use and Hazardous Alcohol Use Among Youths: A Four-Country Study. <i>Alcohol and Alcoholism</i> , 2020 , 55, 86-95	3.5	20
36	Peer Group Identification as Determinant of Youth Behavior and the Role of Perceived Social Support in Problem Gambling. <i>Journal of Gambling Studies</i> , 2019 , 35, 15-30	3	17
35	Addictive behaviors and psychological distress among adolescents and emerging adults: A mediating role of peer group identification. <i>Addictive Behaviors Reports</i> , 2018 , 7, 75-81	3.7	15
34	Professional social media usage: Work engagement perspective. <i>New Media and Society</i> , 2021 , 23, 2303-2326	3.26	14

33	The Role of Perceived Loneliness in Youth Addictive Behaviors: Cross-National Survey Study. <i>JMIR Mental Health</i> , 2020 , 7, e14035	6	14
32	Gambling patterns and associated risk and protective factors among Finnish young people. <i>NAD Nordic Studies on Alcohol and Drugs</i> , 2019 , 36, 161-176	1.1	13
31	Does Social Belonging to Primary Groups Protect Young People From the Effects of Pro-Suicide Sites?. <i>Crisis</i> , 2016 , 37, 31-41	2.8	12
30	The Role of Virtual Communities in Gambling and Gaming Behaviors: A Systematic Review. <i>Journal of Gambling Studies</i> , 2021 , 37, 165-187	3	12
29	The Role of Political Activity in the Formation of Online Identity Bubbles. <i>Policy and Internet</i> , 2019 , 11, 396-417	2.6	11
28	Care Workers' Readiness for Robotization: Identifying Psychological and Socio-Demographic Determinants. <i>International Journal of Social Robotics</i> , 2020 , 12, 79-90	4	11
27	. <i>IEEE Access</i> , 2019 , 7, 148108-148118	3.5	10
26	Sharing a work team with robots: The negative effect of robot co-workers on in-group identification with the work team. <i>Computers in Human Behavior</i> , 2021 , 115, 106585	7.7	10
25	Does Augmented Reality Affect Sociability, Entertainment, and Learning? A Field Experiment. <i>Applied Sciences (Switzerland)</i> , 2020 , 10, 1392	2.6	9
24	Proeating disorder websites and subjective well-being: A four-country study on young people. <i>International Journal of Eating Disorders</i> , 2017 , 50, 50-57	6.3	9
23	How Does Social Capital Associate With Being a Victim of Online Hate? Survey Evidence From the United States, the United Kingdom, Germany, and Finland. <i>Policy and Internet</i> , 2018 , 10, 302-323	2.6	7
22	Young people who access harm-advocating online content: A four-country survey. <i>Cyberpsychology</i> , 2016 , 10,	3.2	7
21	Online Relationships and Social Media Interaction in Youth Problem Gambling: A Four-Country Study. <i>International Journal of Environmental Research and Public Health</i> , 2020 , 17,	4.6	7
20	Professional Social Media Usage and Work Engagement Among Professionals in Finland Before and During the COVID-19 Pandemic: Four-Wave Follow-Up Study. <i>Journal of Medical Internet Research</i> , 2021 , 23, e29036	7.6	6
19	Victimization and Exposure to Pro-Self-Harm and Pro-Suicide Websites: A Cross-National Study. <i>Suicide and Life-Threatening Behavior</i> , 2017 , 47, 14-26	3.9	5
18	Young people and gambling content in social media: An experimental insight. <i>Drug and Alcohol Review</i> , 2020 , 39, 152-161	3.2	5
17	Situational and Individual Risk Factors for Cybercrime Victimization in a Cross-national Context. <i>International Journal of Offender Therapy and Comparative Criminology</i> , 2020 , 306624X20981041	1.3	5
16	Online identities and social influence in social media gambling exposure: A four-country study on young people. <i>Telematics and Informatics</i> , 2021 , 60, 101582	8.1	5

15	Disquieted by Online Hate: Negative Experiences of Finnish Adolescents and Young Adults. <i>European Journal on Criminal Policy and Research</i> , 2020 , 26, 23-37	1.2	5
14	Regulation and Trust: 3-Month Follow-up Study on COVID-19 Mortality in 25 European Countries (Preprint)		4
13	The role of online group norms and social identity in youth problem gambling. <i>Computers in Human Behavior</i> , 2021 , 122, 106828	7.7	4
12	Online Peers and Offline Highs: An Examination of Online Peer Groups, Social Media Homophily, and Substance Use. <i>Journal of Psychoactive Drugs</i> , 2021 , 53, 345-354	3.6	4
11	The conceptualisation of pupils' problems by Finnish and Norwegian primary school teachers: performance, welfare and behaviour. <i>Teachers and Teaching: Theory and Practice</i> , 2017 , 23, 704-716	2	3
10	Social Ecological Model of Problem Gambling: A Cross-National Survey Study of Young People in the United States, South Korea, Spain, and Finland. <i>International Journal of Environmental Research and Public Health</i> , 2021 , 18,	4.6	3
9	The role of impulsivity, social relations online and offline, and compulsive Internet use in cyberaggression: A four-country study. <i>New Media and Society</i> , 146144482110094	3.8	3
8	Online dating applications and risk of youth victimization: A lifestyle exposure perspective. <i>Aggressive Behavior</i> , 2021 , 47, 530-543	2.8	3
7	Impulsivity, internalizing symptoms, and online group behavior as determinants of online hate. <i>PLoS ONE</i> , 2020 , 15, e0231052	3.7	3
6	Illicit Drug Purchases via Social Media Among American Young People. <i>Lecture Notes in Computer Science</i> , 2020 , 278-288	0.9	2
5	Emotions in Online Gambling Communities: A Multilevel Sentiment Analysis. <i>Lecture Notes in Computer Science</i> , 2020 , 542-550	0.9	1
4	Shared identity and shared information in social media: development and validation of the identity bubble reinforcement scale		1
3	Online Hate and Zeitgeist of Fear: A Five-Country Longitudinal Analysis of Hate Exposure and Fear of Terrorism After the Paris Terrorist Attacks in 2015. <i>Political Psychology</i> , 2021 , 42, 1019	3.6	1
2	Cybercrime Victimization and Polyvictimisation in Finland: Prevalence and Risk Factors. <i>European Journal on Criminal Policy and Research</i> , 1	1.2	1
1	Life Satisfaction and Online-Gambling Communities: A Cross-National Study of Gambling Activities Among Young Finnish, American, South Korean and Spanish People. <i>Journal of Gambling Studies</i> , 2021 , 1	3	0