

# Rene Weber

## List of Publications by Year in descending order

Source: <https://exaly.com/author-pdf/6342259/publications.pdf>

Version: 2024-02-01

81  
papers

2,786  
citations

185998

28  
h-index

205818

48  
g-index

89  
all docs

89  
docs citations

89  
times ranked

1946  
citing authors

#	ARTICLE	IF	CITATIONS
1	Does Playing Violent Video Games Induce Aggression? Empirical Evidence of a Functional Magnetic Resonance Imaging Study. <i>Media Psychology</i> , 2006, 8, 39-60.	2.1	199
2	Toward brain correlates of natural behavior: fMRI during violent video games. <i>Human Brain Mapping</i> , 2006, 27, 948-956.	1.9	172
3	Neural contributions to flow experience during video game playing. <i>Social Cognitive and Affective Neuroscience</i> , 2012, 7, 485-495.	1.5	151
4	Theorizing Flow and Media Enjoyment as Cognitive Synchronization of Attentional and Reward Networks. <i>Communication Theory</i> , 2009, 19, 397-422.	2.0	133
5	An Agenda for Open Science in Communication. <i>Journal of Communication</i> , 2021, 71, 1-26.	2.1	111
6	A Critical Assessment of Null Hypothesis Significance Testing in Quantitative Communication Research. <i>Human Communication Research</i> , 2008, 34, 171-187.	1.9	110
7	Testing Equivalence in Communication Research: Theory and Application. <i>Communication Methods and Measures</i> , 2012, 6, 190-213.	3.0	102
8	“They May Be Pixels, But They’re MY Pixels:” Developing a Metric of Character Attachment in Role-Playing Video Games. <i>Cyberpsychology, Behavior and Social Networking</i> , 2008, 11, 515-518.	2.2	85
9	Testing a Dual-Process Model of Media Enjoyment and Appreciation. <i>Journal of Communication</i> , 2014, 64, 397-416.	2.1	84
10	A Communication Researchers’™ Guide to Null Hypothesis Significance Testing and Alternatives. <i>Human Communication Research</i> , 2008, 34, 188-209.	1.9	82
11	Facilitating Game Play: How Others Affect Performance at and Enjoyment of Video Games. <i>Media Psychology</i> , 2013, 16, 39-64.	2.1	79
12	What Do We Really Know About First-Person-Shooter Games? An Event-Related, High-Resolution Content Analysis. <i>Journal of Computer-Mediated Communication</i> , 2009, 14, 1016-1037.	1.7	68
13	The extended Moral Foundations Dictionary (eMFD): Development and applications of a crowd-sourced approach to extracting moral intuitions from text. <i>Behavior Research Methods</i> , 2021, 53, 232-246.	2.3	60
14	Does intrinsic reward motivate cognitive control? a naturalistic-fMRI study based on the synchronization theory of flow. <i>Cognitive, Affective and Behavioral Neuroscience</i> , 2018, 18, 902-924.	1.0	59
15	Scaring the Already Scared: Some Problems With HIV/AIDS Fear Appeals in Namibia. <i>Journal of Communication</i> , 2009, 59, 317-344.	2.1	57
16	Reward system and temporal pole contributions to affective evaluation during a first person shooter video game. <i>BMC Neuroscience</i> , 2011, 12, 66.	0.8	57
17	Sixty years of quantitative communication research summarized: lessons from 149 meta-analyses. <i>Annals of the International Communication Association</i> , 2018, 42, 105-124.	2.8	56
18	How Reliable Are Neuromarketers’ Measures of Advertising Effectiveness?. <i>Journal of Advertising Research</i> , 2015, 55, 176-191.	1.0	54

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19	Neural Predictors of Message Effectiveness during Counterarguing in Antidrug Campaigns. <i>Communication Monographs</i> , 2015, 82, 4-30.	1.9	51
20	Repeated Exposure to Daytime Soap Opera and Shifts in Moral Judgment Toward Social Convention. <i>Journal of Broadcasting and Electronic Media</i> , 2010, 54, 621-640.	0.8	43
21	Repeated Exposure to Narrative Entertainment and the Salience of Moral Intuitions. <i>Journal of Communication</i> , 2014, 64, 501-520.	2.1	43
22	The limited capacity model of motivated mediated message processing: looking to the future. <i>Annals of the International Communication Association</i> , 2018, 42, 291-315.	2.8	41
23	The limited capacity model of motivated mediated message processing: taking stock of the past. <i>Annals of the International Communication Association</i> , 2018, 42, 270-290.	2.8	41
24	Brain Imaging in Communication Research: A Practical Guide to Understanding and Evaluating fMRI Studies. <i>Communication Methods and Measures</i> , 2015, 9, 5-29.	3.0	40
25	Predicting Media Appeal From Instinctive Moral Values. <i>Mass Communication and Society</i> , 2013, 16, 325-346.	1.2	39
26	Soap Opera Exposure and Enjoyment: A Longitudinal Test of Disposition Theory. <i>Media Psychology</i> , 2008, 11, 462-487.	2.1	35
27	Extracting Latent Moral Information from Text Narratives: Relevance, Challenges, and Solutions. <i>Communication Methods and Measures</i> , 2018, 12, 119-139.	3.0	32
28	Bridging Media Psychology and Cognitive Neuroscience. <i>Journal of Media Psychology</i> , 2015, 27, 146-156.	0.7	32
29	Neural networks underlying affective states in a multimodal virtual environment: contributions to boredom. <i>Frontiers in Human Neuroscience</i> , 2013, 7, 820.	1.0	31
30	Measuring Interactivity in Video Games. <i>Communication Methods and Measures</i> , 2014, 8, 79-115.	3.0	30
31	Network Neuroscience Reveals Distinct Neuromarkers of Flow During Media Use. <i>Journal of Communication</i> , 2018, 68, 872-895.	2.1	28
32	Demography and investment behavior of pension funds: evidence for Switzerland. <i>Journal of Pension Economics and Finance</i> , 2007, 6, 313-337.	0.6	27
33	“Violence Is a Many-Splintered Thing”: The Importance of Realism, Justification, and Graphicness in Understanding Perceptions of and Preferences for Violent Films and Video Games. <i>Projections (New)</i> 1 0.784314 27 / Over	0.784314	27
34	Repeated Play Reduces Video Games™ Ability to Elicit Guilt: Evidence from a Longitudinal Experiment. <i>Media Psychology</i> , 2017, 20, 267-290.	2.1	26
35	Individual and cultural variations in direct communication style. <i>International Journal of Intercultural Relations</i> , 2012, 36, 179-187.	1.0	24
36	Central serotonin modulates neural responses to virtual violent actions in emotion regulation networks. <i>Brain Structure and Function</i> , 2018, 223, 3327-3345.	1.2	23

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37	Responses to Matsunaga: To Adjust or Not to Adjust Alpha in Multiple Testing: That is the Question. Guidelines for Alpha Adjustment as Response to O'Keefe's and Matsunaga's Critiques. <i>Communication Methods and Measures</i> , 2007, 1, 281-289.	3.0	22
38	Quetiapine modulates functional connectivity in brain aggression networks. <i>NeuroImage</i> , 2013, 75, 20-26.	2.1	22
39	A Multilevel Analysis of Antimarijuana Public Service Announcement Effectiveness. <i>Communication Monographs</i> , 2013, 80, 302-330.	1.9	22
40	Violence-related content in video game may lead to functional connectivity changes in brain networks as revealed by fMRI-ICA in young men. <i>Neuroscience</i> , 2016, 320, 247-258.	1.1	21
41	The persuasion network is modulated by drug-use risk and predicts anti-drug message effectiveness. <i>Social Cognitive and Affective Neuroscience</i> , 2017, 12, 1902-1915.	1.5	21
42	Undisclosed Flexibility in Computing and Reporting Structural Equation Models in Communication Science. <i>Communication Methods and Measures</i> , 2015, 9, 208-232.	3.0	20
43	Serotonergic Contributions to Human Brain Aggression Networks. <i>Frontiers in Neuroscience</i> , 2019, 13, 42.	1.4	20
44	The Thrill Is Gone, but You Might Not Know: Habituation and Generalization of Biophysiological and Self-reported Arousal Responses to Video Games. <i>Communication Monographs</i> , 2015, 82, 64-87.	1.9	19
45	Stories Collectively Engage Listeners's Brains: Enhanced Intersubject Correlations during Reception of Personal Narratives. <i>Journal of Communication</i> , 2021, 71, 332-355.	2.1	18
46	Think science!. <i>Computers in Entertainment</i> , 2004, 2, 11-11.	1.2	16
47	Brandishing Guns in American Media: Two Studies Examining How Often and in What Context Firearms Appear on Television and in Popular Video Games. <i>Journal of Broadcasting and Electronic Media</i> , 2004, 48, 584-606.	0.8	15
48	Modality-Specific Effects of Perceptual Load in Multimedia Processing. <i>Media and Communication</i> , 2019, 7, 149-165.	1.1	15
49	A Graph-Learning Approach for Detecting Moral Conflict in Movie Scripts. <i>Media and Communication</i> , 2020, 8, 164-179.	1.1	15
50	Player Types and Quality Perceptions. <i>International Journal of Gaming and Computer-Mediated Simulations</i> , 2009, 1, 66-89.	0.9	14
51	iCoRe: The GDELT Interface for the Advancement of Communication Research. <i>Computational Communication Research</i> , 2019, 1, 13-44.	1.2	12
52	Biology and Brains – Methodological Innovations in Communication Science: Introduction to the Special Issue. <i>Communication Methods and Measures</i> , 2015, 9, 1-4.	3.0	11
53	Taking messages into the magnet: Method-theory synergy in communication neuroscience. <i>Communication Monographs</i> , 2018, 85, 81-102.	1.9	11
54	A Roadmap for Computational Communication Research. <i>Computational Communication Research</i> , 2019, 1, 1-11.	1.2	11

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55	Think Aloud during fMRI: Neuronal Correlates of Subjective Experience in Video Games. Lecture Notes in Computer Science, 2008, , 132-138.	1.0	11
56	Network Dynamics of Attention During a Naturalistic Behavioral Paradigm. Frontiers in Human Neuroscience, 2018, 12, 182.	1.0	10
57	Video Game Violence and Interactivity: Effect or Equivalence?. Journal of Communication, 2020, 70, 219-244.	2.1	10
58	Dynamic Transactions Between News Frames and Sociopolitical Events: An Integrative, Hidden Markov Model Approach. Journal of Communication, 2020, 70, 335-355.	2.1	9
59	Charting a Future for fMRI in Communication Science. Communication Methods and Measures, 2019, 13, 1-18.	3.0	8
60	Reflections on extracting moral foundations from media content. Communication Monographs, 2021, 88, 371-379.	1.9	8
61	Unresolved Heterogeneity in Meta-Analysis: Combined Construct Invalidity, Confounding, and Other Challenges to Understanding Mean Effect Sizes. Human Communication Research, 2020, 46, 343-354.	1.9	7
62	Brain, Mind, and Media. Journal of Media Psychology, 2015, 27, 89-92.	0.7	7
63	Advancing the Model of Intuitive Morality and Exemplars. , 2020, , 456-469.		7
64	Does Regional Variation in Pathogen Prevalence Predict the Moralization of Language in COVID-19 News?. Journal of Language and Social Psychology, 2021, 40, 653-676.	1.2	7
65	Things we know about media and morality. Nature Human Behaviour, 2018, 2, 315-315.	6.2	6
66	Real-time noise cancellation for speech acquired in interactive functional magnetic resonance imaging studies. Journal of Magnetic Resonance Imaging, 2010, 32, 705-713.	1.9	5
67	Individual Differences in Brain Responses: New Opportunities for Tailoring Health Communication Campaigns. Frontiers in Human Neuroscience, 2020, 14, 565973.	1.0	5
68	Creative Interactivity. , 2015, , 285-299.		5
69	Semantic video analysis for psychological research on violence in computer games. , 2007, , .		4
70	The Spiral of Violence: Equity of Violent Reprisal in Professional Wrestling and its Dispositional and Motivational Features. Journal of Broadcasting and Electronic Media, 2009, 53, 56-75.	0.8	4
71	Communication Theory and Research in the Age of New Media: A Conversation from the CM Caf�. Communication Monographs, 2012, 79, 256-267.	1.9	4
72	Moral Clarity in Narratives Elicits Greater Cooperation than Moral Ambiguity. Media Psychology, 2017, 20, 533-556.	2.1	4

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73	Reconceptualizing Physical Sex as a Continuum: Are There Sex Differences in Video Game Preference?. Mass Communication and Society, 2020, 23, 421-451.	1.2	4
74	Selective reward responses to violent success events during video games. Brain Structure and Function, 2020, 225, 57-69.	1.2	3
75	A Practical Introduction to Network Neuroscience for Communication Researchers. Communication Methods and Measures, 2021, 15, 60-79.	3.0	3
76	Character Attachment in Games as Moderator for Learning. , 2009, , 593-605.		3
77	Representations of Racial Minorities in Popular Movies. Computational Communication Research, 2022, 4, .	1.2	3
78	â€œBrain, Mind, and Media: Neuroscience Meets Media Psychologyâ€ Journal of Media Psychology, 2013, 25, 202-202.	0.7	1
79	The State of the Art and the Future of Functional Magnetic Resonance Imaging in Communication Research. , 2020, , 279-292.		1
80	Innovative health interventions at the intersection of neuroimaging and multimedia design. , 2020, , 333-351.		0
81	What Players Like About Video Games. , 0, , 232-254.		0