## Maurizio Cardaci

List of Publications by Year in descending order

Source: https://exaly.com/author-pdf/6548034/publications.pdf

Version: 2024-02-01

24 papers 461 citations

840776 11 h-index 713466 21 g-index

24 all docs

24 docs citations

times ranked

24

508 citing authors

#	Article	IF	CITATIONS
1	Time perspective and Facebook addiction: The moderating role of neuroticism. Current Psychology, 2022, 41, 8811-8820.	2.8	9
2	The relationship between fear of COVID-19 and intention to get vaccinated. The serial mediation roles of existential anxiety and conspiracy beliefs. Personality and Individual Differences, 2022, 184, 111188.	2.9	57
3	Do Mental Health and Vitality Mediate the Relationship between Perceived Control over Time and Fear of COVID-19? A Survey in an Italian Sample. Journal of Clinical Medicine, 2021, 10, 3516.	2.4	5
4	Does Attentional Style Moderate the Relationship between Time Perspective and Social Network Addiction? A Cross-Sectional Study on a Sample of Social Networking Sites Users. Journal of Clinical Medicine, 2021, 10, 3983.	2.4	5
5	Neuroticism and Fear of COVID-19. The Interplay Between Boredom, Fantasy Engagement, and Perceived Control Over Time. Frontiers in Psychology, 2020, $11,574393$ .	2.1	46
6	The Italian version of the Thinking About Life Experiences Questionnaire and its relationship with gender, age, and life events on Facebook. Applied Cognitive Psychology, 2020, 34, 472-488.	1.6	3
7	Development and Maintenance of Self-Disclosure on Facebook: The Role of Personality Traits. SAGE Open, 2019, 9, 215824401985694.	1.7	11
8	The Reciprocal Influences among Motivation, Personality Traits, and Game Habits for Playing PokÃ@mon GO. International Journal of Human-Computer Interaction, 2019, 35, 1303-1311.	4.8	20
9	Autobiographical memory, personality, and Facebook mementos. Europe's Journal of Psychology, 2019, 15, 614-636.	1.3	9
10	The Italian Version of the Cognitive Style Indicator and its Association with Decision-Making Preferences. Creativity Research Journal, 2018, 30, 85-94.	2.6	4
11	The Dimensions of Facebook Addiction as Measured by Facebook Addiction Italian Questionnaire and Their Relationships with Individual Differences. Cyberpsychology, Behavior, and Social Networking, 2017, 20, 251-258.	3.9	29
12	Early usage of PokÃ@mon Go and its personality correlates. Computers in Human Behavior, 2017, 72, 163-169.	8.5	47
13	Effects of the benzodiazepine inverse agonist FG7142 on the structure of anxiety-related behavior of male Wistar rats tested in hole board. Psychopharmacology, 2017, 234, 381-391.	3.1	22
14	Preferential Biases for Texts That Include Neuroscientific Jargon. Psychological Reports, 2016, 118, 793-803.	1.7	3
15	Personality Variables as Predictors of Facebook Usage. Psychological Reports, 2014, 114, 528-539.	1.7	45
16	Differences in achievement not in intelligence in the north and south of Italy: Comments on. Learning and Individual Differences, 2012, 22, 128-132.	2.7	12
17	Facebook as a Small World: a topological hypothesis. Social Network Analysis and Mining, 2012, 2, 163-167.	2.8	15
18	Facilitating Effect of Natural Frequencies: Size Does Not Matter. Perceptual and Motor Skills, 2009, 108, 422-430.	1.3	3

#	Article	IF	CITATION
19	A fuzzy approach to the evaluation of image complexity. Fuzzy Sets and Systems, 2009, 160, 1474-1484.	2.7	55
20	A Study of Temporal Estimation From the Perspective of the Mental Clock Model. Journal of General Psychology, 2009, 136, 117-128.	2.8	5
21	Artificial organisms as tools for the development of psychological theory: Tolman's lesson. Cognitive Processing, 2007, 8, 261-277.	1.4	2
22	Animation attracts: The attraction effect in an on-line shopping environment. Psychology and Marketing, 2006, 23, 799-811.	8.2	31
23	RETHINKING OF THE HEURISTIC-ANALYTIC DUAL PROCESS THEORY: A COMMENT ON WADA AND NITTONO (2004) AND THE REASONING PROCESS IN THE WASON SELECTION TASK. Perceptual and Motor Skills, 2005, 101, 192.	1.3	0
24	Relations among Perceived Self-Efficacy, Self-Esteem, and School Achievement. Psychological Reports, 2003, 92, 745-754.	1.7	23