

Rachel Kowert

List of Publications by Year in descending order

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Version: 2024-02-01

24
papers

989
citations

566801

15
h-index

887659

17
g-index

35
all docs

35
docs citations

35
times ranked

847
citing authors

#	ARTICLE	IF	CITATIONS
1	The Psychology of Digital Games. , 2021, , 187-199.		1
2	Editorial: Digital Games and Mental Health. <i>Frontiers in Psychology</i> , 2021, 12, 713107.	1.1	1
3	The one-and-a-half sided parasocial relationship: The curious case of live streaming. <i>Computers in Human Behavior Reports</i> , 2021, 4, 100150.	2.3	23
4	Dark Participation in Games. <i>Frontiers in Psychology</i> , 2020, 11, 598947.	1.1	29
5	A Longitudinal Analysis of Gaming- and Non-Gaming-Related Friendships and Social Support among Social Online Game Players. <i>Media Psychology</i> , 2018, 21, 288-307.	2.1	37
6	Connection, meaning, and distraction: A qualitative study of video game play and mental health recovery in veterans treated for mental and/or behavioral health problems. <i>Social Science and Medicine</i> , 2018, 216, 124-132.	1.8	70
7	Video Games Are Not Socially Isolating. , 2018, , 185-195.		5
8	Homo Inclusens: Surveying DiGRA's Diversity. <i>Transactions of the Digital Games Research Association</i> , 2018, 4, .	0.6	3
9	The role of social identity and online social capital on psychosocial outcomes in MMO players. <i>Computers in Human Behavior</i> , 2017, 74, 215-223.	5.1	69
10	Women Are From FarmVille, Men Are From ViceCity. , 2017, , 136-150.		17
11	Multiplayer and Beyond. , 2017, , 1-8.		0
12	The Impact of Video Game Play on Human (and Orc) Creativity. , 2015, , 39-60.		16
13	Sexist Games=Sexist Gamers? A Longitudinal Study on the Relationship Between Video Game Use and Sexist Attitudes. <i>Cyberpsychology, Behavior, and Social Networking</i> , 2015, 18, 197-202.	2.1	41
14	When the ball stops, the fun stops too: The impact of social inclusion on video game enjoyment. <i>Computers in Human Behavior</i> , 2015, 53, 131-139.	5.1	18
15	Psychosocial causes and consequences of online video game play. <i>Computers in Human Behavior</i> , 2015, 45, 51-58.	5.1	64
16	Playing for social comfort: Online video game play as a social accommodator for the insecurely attached. <i>Computers in Human Behavior</i> , 2015, 53, 556-566.	5.1	58
17	No Black and White in Video Game Land! Why we need to Move Beyond Simple Explanations in the Video Game Debate. , 2015, , 176-189.		2
18	Unpopular, Overweight, and Socially Inept: Reconsidering the Stereotype of Online Gamers. <i>Cyberpsychology, Behavior, and Social Networking</i> , 2014, 17, 141-146.	2.1	81

#	ARTICLE	IF	CITATIONS
19	The Relationship Between Online Video Game Involvement and Gaming-Related Friendships Among Emotionally Sensitive Individuals. <i>Cyberpsychology, Behavior, and Social Networking</i> , 2014, 17, 447-453.	2.1	61
20	Social gaming, lonely life? The impact of digital game play on adolescents'™ social circles. <i>Computers in Human Behavior</i> , 2014, 36, 385-390.	5.1	70
21	(A)Social reputation: Exploring the relationship between online video game involvement and social competence. <i>Computers in Human Behavior</i> , 2013, 29, 1872-1878.	5.1	57
22	Attachment style, social skills, and Facebook use amongst adults. <i>Computers in Human Behavior</i> , 2013, 29, 1142-1149.	5.1	190
23	Geek or Chic? Emerging Stereotypes of Online Gamers. <i>Bulletin of Science, Technology and Society</i> , 2012, 32, 471-479.	1.1	63
24	What role can videogames play in the COVID-19 pandemic?. <i>Emerald Open Research</i> , 0, 2, 34.	0.0	7