

Cade McCall

List of Publications by Citations

Source: <https://exaly.com/author-pdf/7538337/cade-mccall-publications-by-citations.pdf>

Version: 2024-04-28

This document has been generated based on the publications and citations recorded by exaly.com. For the latest version of this publication list, visit the link given above.

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

45
papers

1,183
citations

19
h-index

34
g-index

47
ext. papers

1,409
ext. citations

3.9
avg, IF

4.88
L-index

#	Paper	IF	Citations
45	The animal and human neuroendocrinology of social cognition, motivation and behavior. <i>Nature Neuroscience</i> , 2012 , 15, 681-8	25.5	233
44	What Can Virtual Reality Teach Us About Prosocial Tendencies in Real and Virtual Environments?. <i>Media Psychology</i> , 2008 , 11, 259-282	2.9	90
43	Culture and the body: East-West differences in visceral perception. <i>Journal of Personality and Social Psychology</i> , 2012 , 102, 718-28	6.5	65
42	The malleability of men's gender self-concept. <i>Self and Identity</i> , 2007 , 6, 173-188	1.7	60
41	Mere presence is not enough: Responsive support in a virtual world. <i>Journal of Experimental Social Psychology</i> , 2012 , 48, 37-44	2.6	58
40	Proxemic behaviors as predictors of aggression towards Black (but not White) males in an immersive virtual environment. <i>Social Influence</i> , 2009 , 4, 138-154	0.5	49
39	Differential Effects of Attention-, Compassion-, and Socio-Cognitively Based Mental Practices on Self-Reports of Mindfulness and Compassion. <i>Mindfulness</i> , 2017 , 8, 1488-1512	2.9	48
38	Facing off with unfair others: introducing proxemic imaging as an implicit measure of approach and avoidance during social interaction. <i>PLoS ONE</i> , 2015 , 10, e0117532	3.7	47
37	Effects of a priori liking on the elicitation of mimicry. <i>Experimental Psychology</i> , 2010 , 57, 412-8	1.5	47
36	Cognitive flexibility, heart rate variability, and resilience predict fine-grained regulation of arousal during prolonged threat. <i>Psychophysiology</i> , 2016 , 53, 880-90	4.1	40
35	Paying for loot boxes is linked to problem gambling, regardless of specific features like cash-out and pay-to-win. <i>Computers in Human Behavior</i> , 2020 , 102, 181-191	7.7	38
34	Compassion meditators show less anger, less punishment, and more compensation of victims in response to fairness violations. <i>Frontiers in Behavioral Neuroscience</i> , 2014 , 8, 424	3.5	30
33	How, When, and Why to Use Digital Experimental Virtual Environments to Study Social Behavior. <i>Social and Personality Psychology Compass</i> , 2009 , 3, 744-758	3	27
32	Does it matter if a computer jokes 2011 ,		27
31	Presence relates to distinct outcomes in two virtual environments employing different learning modalities. <i>Cyberpsychology, Behavior and Social Networking</i> , 2009 , 12, 263-8		26
30	Physiophenomenology in retrospect: Memory reliably reflects physiological arousal during a prior threatening experience. <i>Consciousness and Cognition</i> , 2015 , 38, 60-70	2.6	23
29	Multidimensional Evaluation of Virtual Reality Paradigms in Clinical Neuropsychology: Application of the VR-Check Framework. <i>Journal of Medical Internet Research</i> , 2020 , 22, e16724	7.6	22

28	Testing communication strategies to convey genomic concepts using virtual reality technology. <i>Journal of Health Communication</i> , 2009 , 14, 384-99	2.5	21
27	Construction managers' perceptions of construction safety practices in small and large firms: a qualitative investigation. <i>Work</i> , 2004 , 23, 233-43	1.6	21
26	The relationship between individual variation in macroscale functional gradients and distinct aspects of ongoing thought. <i>NeuroImage</i> , 2020 , 220, 117072	7.9	19
25	Introducing the Wunderkammer as a tool for emotion research: Unconstrained gaze and movement patterns in three emotionally evocative virtual worlds. <i>Computers in Human Behavior</i> , 2016 , 59, 93-107	7.7	18
24	Becoming us and them: Social learning and intergroup bias. <i>Social and Personality Psychology Compass</i> , 2018 , 12, e12384	3	16
23	Mapping Social Interactions: The Science of Proxemics. <i>Current Topics in Behavioral Neurosciences</i> , 2017 , 30, 295-308	3.4	16
22	Construction workers' perceptions of management safety practices: a qualitative investigation. <i>Work</i> , 2004 , 23, 245-56	1.6	16
21	Testing the effects of educational strategies on comprehension of a genomic concept using virtual reality technology. <i>Patient Education and Counseling</i> , 2009 , 77, 224-30	3.1	14
20	Unobtrusive tracking of interpersonal orienting and distance predicts the subjective quality of social interactions. <i>Royal Society Open Science</i> , 2020 , 7, 191815	3.3	13
19	Leveraging Collaborative Virtual Environment Technology for Inter-Population Research on Persuasion in a Classroom Setting. <i>Presence: Teleoperators and Virtual Environments</i> , 2009 , 18, 361-369	2.9	12
18	The Effects of Witness Viewpoint Distance, Angle, and Choice on Eyewitness Accuracy in Police Lineups Conducted in Immersive Virtual Environments. <i>Presence: Teleoperators and Virtual Environments</i> , 2008 , 17, 242-255	2.9	11
17	Strategies for effective education in a jail setting: the Tuberculosis Prevention Project. <i>Health Promotion Practice</i> , 2003 , 4, 422-9	1.8	11
16	Mimicking disliked others: Effects of a priori liking on the mimicry-liking link. <i>European Journal of Social Psychology</i> , 2009 , 40, n/a-n/a	2.9	10
15	The impact of social isolation and changes in work patterns on ongoing thought during the first COVID-19 lockdown in the United Kingdom. <i>Proceedings of the National Academy of Sciences of the United States of America</i> , 2021 , 118,	11.5	10
14	Power Moves Beyond Complementarity: A Staring Look Elicits Avoidance in Low Power Perceivers and Approach in High Power Perceivers. <i>Personality and Social Psychology Bulletin</i> , 2017 , 43, 1188-1201	4.1	9
13	Attitudes trigger motor behavior through conditioned associations: neural and behavioral evidence. <i>Social Cognitive and Affective Neuroscience</i> , 2012 , 7, 841-9	4	9
12	The effect of lip and arm synchronization on embodiment: A pilot study 2017 ,		6
11	Socioaffective versus sociocognitive mental trainings differentially affect emotion regulation strategies. <i>Emotion</i> , 2019 , 19, 1329-1342	4.1	6

10	Exploring patterns of ongoing thought under naturalistic and conventional task-based conditions. <i>Consciousness and Cognition</i> , 2021 , 93, 103139	2.6	6
9	Toward an Integration of the Learning and Communication Perspectives in Computer-Supported Instructional Communication. <i>Journal of Media Psychology</i> , 2013 , 25, 180-189	1.2	2
8	Avatars with faces of real people: A construction method for scientific experiments in virtual reality. <i>Behavior Research Methods</i> , 2021 , 1	6.1	2
7	Social Cognition in the Cyborg Age: Embodiment and the Internet. <i>Psychological Inquiry</i> , 2013 , 24, 314-320		1
6	Affective reactions to facial identity in a prosopagnosic patient. <i>Cognition and Emotion</i> , 2008 , 22, 977-983	3	1
5	A neuroscientific approach to exploring fundamental questions in VR. <i>IS&T International Symposium on Electronic Imaging</i> , 2018 , 2018, 435-1-435-6	1	1
4	Face Identification in the Laboratory and in Virtual Worlds. <i>Journal of Applied Research in Memory and Cognition</i> , 2021 ,	2.3	1
3	The Effects of Virtual Agent Humor and Gaze Behavior on Human-Virtual Agent Proxemics. <i>Lecture Notes in Computer Science</i> , 2011 , 458-459	0.9	0
2	Parents reinforce the formation of first impressions in conversation with their children. <i>PLoS ONE</i> , 2021 , 16, e0256118	3.7	0
1	Procedural (in)justice in children: Children choose procedures that favor their ingroup.. <i>Journal of Experimental Child Psychology</i> , 2021 , 215, 105313	2.3	