

Cade McCall

List of Publications by Year in Descending Order

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Version: 2024-04-28

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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.

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	Procedural (in)justice in children: Children choose procedures that favor their ingroup.. <i>Journal of Experimental Child Psychology</i> , 2021 , 215, 105313	2.3	
44	Exploring patterns of ongoing thought under naturalistic and conventional task-based conditions. <i>Consciousness and Cognition</i> , 2021 , 93, 103139	2.6	6
43	Parents reinforce the formation of first impressions in conversation with their children. <i>PLoS ONE</i> , 2021 , 16, e0256118	3.7	0
42	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
41	Face Identification in the Laboratory and in Virtual Worlds. <i>Journal of Applied Research in Memory and Cognition</i> , 2021 ,	2.3	1
40	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
39	The relationship between individual variation in macroscale functional gradients and distinct aspects of ongoing thought. <i>NeuroImage</i> , 2020 , 220, 117072	7.9	19
38	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
37	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
36	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
35	Socioaffective versus sociocognitive mental trainings differentially affect emotion regulation strategies. <i>Emotion</i> , 2019 , 19, 1329-1342	4.1	6
34	Becoming us and them: Social learning and intergroup bias. <i>Social and Personality Psychology Compass</i> , 2018 , 12, e12384	3	16
33	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
32	The effect of lip and arm synchronization on embodiment: A pilot study 2017 ,		6
31	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
30	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
29	Mapping Social Interactions: The Science of Proxemics. <i>Current Topics in Behavioral Neurosciences</i> , 2017 , 30, 295-308	3.4	16

28	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
27	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
26	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
25	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
24	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
23	Social Cognition in the Cyborg Age: Embodiment and the Internet. <i>Psychological Inquiry</i> , 2013 , 24, 314-320		1
22	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
21	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
20	The animal and human neuroendocrinology of social cognition, motivation and behavior. <i>Nature Neuroscience</i> , 2012 , 15, 681-8	25.5	233
19	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
18	Attitudes trigger motor behavior through conditioned associations: neural and behavioral evidence. <i>Social Cognitive and Affective Neuroscience</i> , 2012 , 7, 841-9	4	9
17	Does it matter if a computer jokes 2011 ,		27
16	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
15	Effects of a priori liking on the elicitation of mimicry. <i>Experimental Psychology</i> , 2010 , 57, 412-8	1.5	47
14	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
13	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
12	Testing communication strategies to convey genomic concepts using virtual reality technology. <i>Journal of Health Communication</i> , 2009 , 14, 384-99	2.5	21
11	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

10	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
9	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
8	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
7	Affective reactions to facial identity in a prosopagnosic patient. <i>Cognition and Emotion</i> , 2008 , 22, 977-983	3.3	1
6	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
5	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
4	The malleability of men's gender self-concept. <i>Self and Identity</i> , 2007 , 6, 173-188	1.7	60
3	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
2	Construction workers' perceptions of management safety practices: a qualitative investigation. <i>Work</i> , 2004 , 23, 245-56	1.6	16
1	Strategies for effective education in a jail setting: the Tuberculosis Prevention Project. <i>Health Promotion Practice</i> , 2003 , 4, 422-9	1.8	11