

Leonard Reinecke

List of Publications by Year in descending order

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Version: 2024-02-01

65
papers

4,499
citations

147566

31
h-index

168136

53
g-index

77
all docs

77
docs citations

77
times ranked

3284
citing authors

#	ARTICLE	IF	CITATIONS
1	How and when do mobile media demands impact well-being? Explicating the Integrative Model of Mobile Media Use and Need Experiences (IM ³ UNE). <i>Mobile Media and Communication</i> , 2022, 10, 251-271.	3.1	17
2	Media use and avoidance experiences during social distancing.. <i>Technology Mind and Behavior</i> , 2022, 3, .	1.1	2
3	Supplemental Material for Media use and avoidance experiences during social distancing.. <i>Technology Mind and Behavior</i> , 2022, 3, .	1.1	0
4	Self-regulation as a key boundary condition in the relationship between social media use and well-being. <i>Current Opinion in Psychology</i> , 2022, 45, 101296.	2.5	20
5	Feeling Authentic on Social Media: Subjective Authenticity Across Instagram Stories and Posts. <i>Social Media and Society</i> , 2022, 8, 205630512210862.	1.5	17
6	Computer-Mediated Communication, Social Media, and Mental Health: A Conceptual and Empirical Meta-Review. <i>Communication Research</i> , 2021, 48, 1182-1209.	3.9	158
7	The relationship between online vigilance and affective well-being in everyday life: Combining smartphone logging with experience sampling. <i>Media Psychology</i> , 2021, 24, 581-605.	2.1	48
8	Too Much or Too Little Messaging? Situational Determinants of Guilt About Mobile Messaging. <i>Journal of Computer-Mediated Communication</i> , 2021, 26, 72-90.	1.7	14
9	Self-control and need satisfaction in primetime: Television, social media, and friends can enhance regulatory resources via perceived autonomy and competence.. <i>Psychology of Popular Media</i> , 2021, 10, 212-222.	1.0	8
10	Mobile (Self-)Socialization: The Role of Mobile Media and Communication in Autonomy and Relationship Development in Adolescence. <i>Mass Communication and Society</i> , 2021, 24, 867-891.	1.2	5
11	Overcoming challenges and leveraging opportunities. <i>Media Psychology</i> , 2021, 24, 1-5.	2.1	1
12	Permanently Onlineâ€”Always Stressed Out? The Effects of Permanent Connectedness on Stress Experiences. <i>Human Communication Research</i> , 2021, 47, 132-165.	1.9	24
13	Media for Coping During COVID-19 Social Distancing: Stress, Anxiety, and Psychological Well-Being. <i>Frontiers in Psychology</i> , 2020, 11, 577639.	1.1	88
14	Unterhaltung online. , 2019, , 231-255.		0
15	Just One More Episode: Predictors of Procrastination with Television and Implications for Sleep Quality. <i>Mass Communication and Society</i> , 2019, 22, 654-685.	1.2	10
16	Harder, Better, Faster, Stronger? The Relationship between Cognitive Task Demands in Video Games and Recovery Experiences. <i>Mobile Media and Communication</i> , 2019, 7, 166-175.	1.1	17
17	Gender Differences in Escapist Uses of Sexually Explicit Internet Material: Results from a German Probability Sample. <i>Sexuality and Culture</i> , 2018, 22, 1171-1188.	1.1	15
18	Permanently online and permanently procrastinating? The mediating role of Internet use for the effects of trait procrastination on psychological health and well-being. <i>New Media and Society</i> , 2018, 20, 862-880.	3.1	41

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19	Watching Online Videos at Work: The Role of Positive and Meaningful Affect for Recovery Experiences and Well-Being at the Workplace. <i>Mass Communication and Society</i> , 2018, 21, 345-367.	1.2	28
20	Feeling interruptedâ€”Being responsive: How online messages relate to affect at work. <i>Journal of Organizational Behavior</i> , 2018, 39, 369-383.	2.9	91
21	Insights Into Aspects Behind Internet-Related Disorders in Adolescents: The Interplay of Personality and Symptoms of Adjustment Disorders. <i>Journal of Adolescent Health</i> , 2018, 62, 234-240.	1.2	30
22	Mind-Wandering and Mindfulness as Mediators of the Relationship Between Online Vigilance and Well-Being. <i>Cyberpsychology, Behavior, and Social Networking</i> , 2018, 21, 761-767.	2.1	27
23	Permanently online and permanently connected: Development and validation of the Online Vigilance Scale. <i>PLoS ONE</i> , 2018, 13, e0205384.	1.1	68
24	Binge-Watching and Psychological Well-Being: Media Use Between Lack of Control and Perceived Autonomy. <i>Communication Research Reports</i> , 2018, 35, 392-401.	1.0	55
25	The Relationship Between Trait Procrastination, Internet Use, and Psychological Functioning: Results From a Community Sample of German Adolescents. <i>Frontiers in Psychology</i> , 2018, 9, 913.	1.1	30
26	Procrastination out of Habit? The Role of Impulsive Versus Reflective Media Selection in Procrastinatory Media Use. <i>Media Psychology</i> , 2018, 21, 640-668.	2.1	59
27	Coping with Stress or Losing Control? Facebook-induced Strains Among Emerging Adults as a Consequence of Escapism versus Procrastination. , 2018, , 167-186.		11
28	Unterhaltung online. , 2018, , 1-25.		0
29	Digital Stress over the Life Span: The Effects of Communication Load and Internet Multitasking on Perceived Stress and Psychological Health Impairments in a German Probability Sample. <i>Media Psychology</i> , 2017, 20, 90-115.	2.1	195
30	Corrigendum to â€œâ€œFacebocrastinationâ€? Predictors of using Facebook for procrastination and its effects on students' well-beingâ€•[<i>Computers in Human Behavior</i> 64 (2016) 65â€”76]. <i>Computers in Human Behavior</i> , 2017, 76, 601.	5.1	3
31	A Cross-Cultural Perspective on the Privacy Calculus. <i>Social Media and Society</i> , 2017, 3, 205630511668803.	1.5	86
32	No place for negative emotions? The effects of message valence, communication channel, and social distance on usersâ€™ willingness to respond to SNS status updates. <i>Computers in Human Behavior</i> , 2017, 75, 704-713.	5.1	34
33	Media Use and Well-Being. <i>Journal of Media Psychology</i> , 2017, 29, 111-114.	0.7	6
34	Media-induced recovery: The effects of positive versus negative media stimuli on recovery experience, cognitive performance, and energetic arousal.. <i>Psychology of Popular Media Culture</i> , 2017, 6, 174-191.	2.6	20
35	Methodological Challenges of POPC for Communication Research. , 2017, , 29-39.		4
36	Procrastination, Distress and Life Satisfaction across the Age Range â€” A German Representative Community Study. <i>PLoS ONE</i> , 2016, 11, e0148054.	1.1	115

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37	Slacking Off or Winding Down? An Experience Sampling Study on the Drivers and Consequences of Media Use for Recovery Versus Procrastination. <i>Human Communication Research</i> , 2016, 42, 441-461.	1.9	93
38	The German version of the Perceived Stress Scale " psychometric characteristics in a representative German community sample. <i>BMC Psychiatry</i> , 2016, 16, 159.	1.1	393
39	"Facebocrastination"? Predictors of using Facebook for procrastination and its effects on students' well-being. <i>Computers in Human Behavior</i> , 2016, 64, 65-76.	5.1	166
40	Media Use and Well-Being: New Perspectives on the Risks and Benefits of Media Exposure. <i>Journal of Media Psychology</i> , 2016, 28, 94-95.	0.7	0
41	From Mood to Meaning: The Changing Model of the User in Entertainment Research. <i>Communication Theory</i> , 2015, 25, 447-453.	2.0	65
42	Influence of Social Support Received in Online and Offline Contexts on Satisfaction With Social Support and Satisfaction With Life: A Longitudinal Study. <i>Media Psychology</i> , 2015, 18, 74-105.	2.1	126
43	Entertainment 2.0? The Role of Intrinsic and Extrinsic Need Satisfaction for the Enjoyment of Facebook Use. <i>Journal of Communication</i> , 2014, 64, 417-438.	2.1	117
44	Media Entertainment and Well-Being-Linking Hedonic and Eudaimonic Entertainment Experience to Media-Induced Recovery and Vitality. <i>Journal of Communication</i> , 2014, 64, 456-478.	2.1	97
45	Authenticity and well-being on social network sites: A two-wave longitudinal study on the effects of online authenticity and the positivity bias in SNS communication. <i>Computers in Human Behavior</i> , 2014, 30, 95-102.	5.1	286
46	The Guilty Couch Potato: The Role of Ego Depletion in Reducing Recovery Through Media Use. <i>Journal of Communication</i> , 2014, 64, 569-589.	2.1	103
47	The interplay of intrinsic need satisfaction and Facebook specific motives in explaining addictive behavior on Facebook. <i>Computers in Human Behavior</i> , 2014, 39, 376-386.	5.1	157
48	The reciprocal effects of social network site use and the disposition for self-disclosure: A longitudinal study. <i>Computers in Human Behavior</i> , 2013, 29, 1102-1112.	5.1	156
49	The social side of gaming: How playing online computer games creates online and offline social support. <i>Computers in Human Behavior</i> , 2012, 28, 832-839.	5.1	314
50	Characterizing Mood Management as Need Satisfaction: The Effects of Intrinsic Needs on Selective Exposure and Mood Repair. <i>Journal of Communication</i> , 2012, 62, 437-453.	2.1	126
51	The Pleasures of Success: Game-Related Efficacy Experiences as a Mediator Between Player Performance and Game Enjoyment. <i>Cyberpsychology, Behavior, and Social Networking</i> , 2011, 14, 555-557.	2.1	95
52	Media Enjoyment as Need Satisfaction: The Contribution of Hedonic and Nonhedonic Needs. <i>Journal of Communication</i> , 2011, 61, 1025-1042.	2.1	132
53	Entertaining Media Use and the Satisfaction of Recovery Needs: Recovery Outcomes Associated With the Use of Interactive and Noninteractive Entertaining Media. <i>Media Psychology</i> , 2011, 14, 192-215.	2.1	94
54	The Social Web as a Shelter for Privacy and Authentic Living. , 2011, , 61-73.		34

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55	Bernadette Kneidinger (2010): Facebook und Co. Eine soziologische Analyse von Interaktionsformen in Online Social Networks. Wiesbaden: VS. Medien Und Kommunikationswissenschaft, 2011, 59, 589-590.	0.5	3
56	Avatar Creation and Video Game Enjoyment. Journal of Media Psychology, 2010, 22, 171-184.	0.7	164
57	Medienpsychologie. , 2010, , 229-248.		2
58	Creating Virtual Alter Egos or Superheroines? Gamers' Strategies of Avatar Creation in Terms of Gender and Sex. International Journal of Gaming and Computer-Mediated Simulations, 2009, 1, 52-76.	0.9	37
59	Games and Recovery. Journal of Media Psychology, 2009, 21, 126-142.	0.7	177
60	Games at Work: The Recreational Use of Computer Games During Working Hours. Cyberpsychology, Behavior and Social Networking, 2009, 12, 461-465.	2.2	78
61	In a Working Mood?. Journal of Media Psychology, 2008, 20, 3-14.	0.7	25
62	Community-Building with Web-Based Systems ? Investigating a Hybrid Community of Students. Computer Supported Cooperative Work, 2004, 13, 471-499.	1.9	25
63	E-community-building in wilnf-central. , 2003, , .		10
64	E-community-building in wilnf-central[2] (abstract only). ACM SIGGROUP Bulletin, 2003, 24, 4-4.	0.4	0
65	Playing Myself or Playing to Win?. , 0, , 329-352.		3