

Christopher J Ferguson

List of Publications by Year in descending order

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60
papers

6,316
citations

172386

29
h-index

133188

59
g-index

61
all docs

61
docs citations

61
times ranked

6383
citing authors

#	ARTICLE	IF	CITATIONS
1	An effect size primer: A guide for clinicians and researchers.. Professional Psychology: Research and Practice, 2009, 40, 532-538.	0.6	2,350
2	Publication bias in psychological science: Prevalence, methods for identifying and controlling, and implications for the use of meta-analyses.. Psychological Methods, 2012, 17, 120-128.	2.7	376
3	Do Angry Birds Make for Angry Children? A Meta-Analysis of Video Game Influences on Children's and Adolescents' Aggression, Mental Health, Prosocial Behavior, and Academic Performance. Perspectives on Psychological Science, 2015, 10, 646-666.	5.2	334
4	The Public Health Risks of Media Violence: A Meta-Analytic Review. Journal of Pediatrics, 2009, 154, 759-763.	0.9	281
5	Social Media Use and Mental Health among Young Adults. Psychiatric Quarterly, 2018, 89, 307-314.	1.1	255
6	Violent Video Games and Aggression. Criminal Justice and Behavior, 2008, 35, 311-332.	1.1	247
7	Much ado about nothing: The misestimation and overinterpretation of violent video game effects in Eastern and Western nations: Comment on Anderson et al. (2010).. Psychological Bulletin, 2010, 136, 174-178.	5.5	232
8	Spanking, corporal punishment and negative long-term outcomes: A meta-analytic review of longitudinal studies. Clinical Psychology Review, 2013, 33, 196-208.	6.0	218
9	Concurrent and Prospective Analyses of Peer, Television and Social Media Influences on Body Dissatisfaction, Eating Disorder Symptoms and Life Satisfaction in Adolescent Girls. Journal of Youth and Adolescence, 2014, 43, 1-14.	1.9	164
10	Video Games and Youth Violence: A Prospective Analysis in Adolescents. Journal of Youth and Adolescence, 2011, 40, 377-391.	1.9	156
11	Violent video games and the Supreme Court: Lessons for the scientific community in the wake of Brown v. Entertainment Merchants Association.. American Psychologist, 2013, 68, 57-74.	3.8	139
12	The school shooting/violent video game link: causal relationship or moral panic?. Journal of Investigative Psychology and Offender Profiling, 2008, 5, 25-37.	0.4	128
13	The pleasure is momentary the expense damnable?. Aggression and Violent Behavior, 2009, 14, 323-329.	1.2	120
14	A longitudinal test of video game violence influences on dating and aggression: A 3-year longitudinal study of adolescents. Journal of Psychiatric Research, 2012, 46, 141-146.	1.5	110
15	Video game addiction: The push to pathologize video games.. Professional Psychology: Research and Practice, 2017, 48, 378-389.	0.6	95
16	The influence of television and video game use on attention and school problems: A multivariate analysis with other risk factors controlled. Journal of Psychiatric Research, 2011, 45, 808-813.	1.5	89
17	Examining the validity of the modified Taylor competitive reaction time test of aggression. Journal of Experimental Criminology, 2009, 5, 121-137.	1.9	79
18	Not Worth the Fuss After All? Cross-sectional and Prospective Data on Violent Video Game Influences on Aggression, Visuospatial Cognition and Mathematics Ability in a Sample of Youth. Journal of Youth and Adolescence, 2013, 42, 109-122.	1.9	59

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19	The influence of solitary and cooperative violent video game play on aggressive and prosocial behavior. <i>Computers in Human Behavior</i> , 2013, 29, 2573-2578.	5.1	59
20	Everything in Moderation: Moderate Use of Screens Unassociated with Child Behavior Problems. <i>Psychiatric Quarterly</i> , 2017, 88, 797-805.	1.1	57
21	Pathological Gaming in Young Adolescents: A Longitudinal Study Focused on Academic Stress and Self-Control in South Korea. <i>Journal of Youth and Adolescence</i> , 2019, 48, 2333-2342.	1.9	57
22	Aggressive Video Games are Not a Risk Factor for Future Aggression in Youth: A Longitudinal Study. <i>Journal of Youth and Adolescence</i> , 2019, 48, 1439-1451.	1.9	55
23	Reexamining the Findings of the American Psychological Association's 2015 Task Force on Violent Media: A Meta-Analysis. <i>Perspectives on Psychological Science</i> , 2020, 15, 1423-1443.	5.2	52
24	Punishment and Rehabilitation Attitudes toward Sex Offenders Versus Nonsexual Offenders. <i>Journal of Aggression, Maltreatment and Trauma</i> , 2011, 20, 395-414.	0.9	43
25	Pornography and Sexual Aggression: Can Meta-Analysis Find a Link?. <i>Trauma, Violence, and Abuse</i> , 2022, 23, 278-287.	3.9	43
26	Do longitudinal studies support long-term relationships between aggressive game play and youth aggressive behaviour? A meta-analytic examination. <i>Royal Society Open Science</i> , 2020, 7, 200373.	1.1	43
27	Do Policy Statements on Media Effects Faithfully Represent the Science?. <i>Advances in Methods and Practices in Psychological Science</i> , 2019, 2, 12-25.	5.4	37
28	Pay No Attention to That Data Behind the Curtain. <i>Perspectives on Psychological Science</i> , 2015, 10, 683-691.	5.2	36
29	Violent Video Games Don't Increase Hostility in Teens, but They Do Stress Girls Out. <i>Psychiatric Quarterly</i> , 2016, 87, 49-56.	1.1	34
30	Saturday Night's Alright for Fighting: Antisocial Traits, Fighting, and Weapons Carrying in a Large Sample of Youth. <i>Psychiatric Quarterly</i> , 2010, 81, 293-302.	1.1	32
31	The Impact of Degree of Exposure to Violent Video Games, Family Background, and Other Factors on Youth Violence. <i>Journal of Youth and Adolescence</i> , 2017, 46, 388-400.	1.9	32
32	Awareness of Risk Factors for Digital Game Addiction: Interviewing Players and Counselors. <i>International Journal of Mental Health and Addiction</i> , 2014, 12, 585-599.	4.4	31
33	Digital poison? Three studies examining the influence of violent video games on youth. <i>Computers in Human Behavior</i> , 2015, 50, 399-410.	5.1	26
34	Aggressive video games research emerges from its replication crisis (Sort of). <i>Current Opinion in Psychology</i> , 2020, 36, 1-6.	2.5	24
35	Providing a lower-bound estimate for psychology's "crud factor": The case of aggression.. <i>Professional Psychology: Research and Practice</i> , 2021, 52, 620-626.	0.6	22
36	Are Associations Between "Sexist" Video Games and Decreased Empathy Toward Women Robust? A Reanalysis of Gabbiadini et al. 2016. <i>Journal of Youth and Adolescence</i> , 2017, 46, 2446-2459.	1.9	21

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37	Genetic, Maternal, School, Intelligence, and Media Use Predictors of Adult Criminality: A Longitudinal Test of the Catalyst Model in Adolescence through Early Adulthood. <i>Journal of Aggression, Maltreatment and Trauma</i> , 2013, 22, 447-460.	0.9	20
38	The Influence of Heritability, Neuroticism, Maternal Warmth and Media Use on Disordered Eating Behaviors: A Prospective Analysis of Twins. <i>Psychiatric Quarterly</i> , 2012, 83, 353-360.	1.1	17
39	Love Is a Battlefield: Risk Factors and Gender Disparities for Domestic Violence among Mexican Americans. <i>Journal of Aggression, Maltreatment and Trauma</i> , 2011, 20, 227-236.	0.9	14
40	Manufacturing consensus in a diverse field of scholarly opinions: A comment on Bushman, Gollwitzer, and Cruz (2015).. <i>Psychology of Popular Media Culture</i> , 2015, 4, 222-229.	2.6	14
41	Violent and non-violent virtual reality video games: Influences on affect, aggressive cognition, and aggressive behavior. Two pre-registered experiments. <i>Journal of Experimental Social Psychology</i> , 2021, 95, 104119.	1.3	13
42	Is reading "banned" books associated with behavior problems in young readers? The influence of controversial young adult books on the psychological well-being of adolescents.. <i>Psychology of Aesthetics, Creativity, and the Arts</i> , 2014, 8, 354-362.	1.0	12
43	Does the Internet Make the World Worse? Depression, Aggression and Polarization in the Social Media Age. <i>Bulletin of Science, Technology and Society</i> , 2021, 41, 116-135.	1.1	11
44	Positive Female Role-Models Eliminate Negative Effects of Sexually Violent Media. <i>Journal of Communication</i> , 2012, 62, 888-899.	2.1	10
45	Video games, frustration, violence, and virtual reality: Two studies. <i>British Journal of Social Psychology</i> , 2021, , .	1.8	10
46	Selling violent video game solutions: A look inside the APA's internal notes leading to the creation of the APA's 2005 resolution on violence in video games and interactive media. <i>International Journal of Law and Psychiatry</i> , 2018, 57, 77-84.	0.5	8
47	Sexualised video games, sexist attitudes and empathy towards victims of rape: Correlational evidence for a relationship is minimal in an online study. <i>Criminal Behaviour and Mental Health</i> , 2020, 30, 16-27.	0.4	8
48	A Preregistered Longitudinal Analysis of Aggressive Video Games and Aggressive Behavior in Chinese Youth. <i>Psychiatric Quarterly</i> , 2019, 90, 843-847.	1.1	6
49	Examining homicides and suicides nationally: Economic factors, guns and video games. <i>International Journal of Psychology</i> , 2021, 56, 812-823.	1.7	6
50	Gun ownership, poverty, and mental health associations with crime: A cross-state comparison. <i>Criminology and Criminal Justice</i> , 2023, 23, 257-272.	1.0	5
51	An Exploratory Study of Environmental Stress in Four High Violent Crime Cities: What Sets Them Apart?. <i>Crime and Delinquency</i> , 2022, 68, 2092-2114.	1.1	5
52	Judgments of culpability in a filicide scenario. <i>International Journal of Law and Psychiatry</i> , 2008, 31, 41-50.	0.5	4
53	The Association between Sexist Games and Diminished Empathy Remains Tenuous: Lessons from Gabbiadini et al. (2017) and Gabbiadini et al. (2016) Regarding Sensationalism and Accuracy in Media Research. <i>Journal of Youth and Adolescence</i> , 2017, 46, 2467-2474.	1.9	4
54	Prosocial Video Game Content, Empathy and Cognitive Ability in a Large Sample of Youth. <i>Journal of Youth and Adolescence</i> , 2022, 51, 62-73.	1.9	4

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55	Pride and prejudice and zombiesâ€™ and statistics: Effects of powerful female role-models in media on attitudes towards women, and female viewer anxiety. <i>Current Psychology</i> , 2020, , 1.	1.7	3
56	Video Games During the Time of the Plague. <i>Psychological Inquiry</i> , 2020, 31, 242-246.	0.4	2
57	Does sexualization in video games cause harm in players? A meta-analytic examination. <i>Computers in Human Behavior</i> , 2022, 135, 107341.	5.1	2
58	Stress and Violence in Video Games: Their Influence on Aggression. <i>Trends in Psychology</i> , 2022, 30, 497-512.	0.7	1
59	Impact of Different Genres of Background Music on a Memory Test. <i>Journal of Individual Differences</i> , 2022, 43, 188-193.	0.5	1
60	Teaching Media Psychology. <i>Springer International Handbooks of Education</i> , 2021, , 1-21.	0.1	0