

Christopher J Ferguson

List of Publications by Year in descending order

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Version: 2024-02-01

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 | 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 |
| 2 | Pornography and Sexual Aggression: Can Meta-Analysis Find a Link?. <i>Trauma, Violence, and Abuse</i> , 2022, 23, 278-287. | 3.9 | 43 |
| 3 | 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 |
| 4 | Stress and Violence in Video Games: Their Influence on Aggression. <i>Trends in Psychology</i> , 2022, 30, 497-512. | 0.7 | 1 |
| 5 | 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 |
| 6 | Impact of Different Genres of Background Music on a Memory Test. <i>Journal of Individual Differences</i> , 2022, 43, 188-193. | 0.5 | 1 |
| 7 | 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 |
| 8 | Teaching Media Psychology. <i>Springer International Handbooks of Education</i> , 2021, , 1-21. | 0.1 | 0 |
| 9 | Examining homicides and suicides c <scp>rossâ€œnationally</scp>: Economic factors, guns and video games. <i>International Journal of Psychology</i> , 2021, 56, 812-823. | 1.7 | 6 |
| 10 | Providing a lower-bound estimate for psychologyâ€™s â€œcrud factorâ€œ: The case of aggression.. <i>Professional Psychology: Research and Practice</i> , 2021, 52, 620-626. | 0.6 | 22 |
| 11 | Video games, frustration, violence, and virtual reality: Two studies. <i>British Journal of Social Psychology</i> , 2021, , . | 1.8 | 10 |
| 12 | 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 |
| 13 | 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 |
| 14 | 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 |
| 15 | Video Games During the Time of the Plague. <i>Psychological Inquiry</i> , 2020, 31, 242-246. | 0.4 | 2 |
| 16 | Reexamining the Findings of the American Psychological Associationâ€™s 2015 Task Force on Violent Media: A Meta-Analysis. <i>Perspectives on Psychological Science</i> , 2020, 15, 1423-1443. | 5.2 | 52 |
| 17 | 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 |
| 18 | Aggressive video games research emerges from its replication crisis (Sort of). <i>Current Opinion in Psychology</i> , 2020, 36, 1-6. | 2.5 | 24 |

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|----|---|-----|-----------|
| 19 | 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 |
| 20 | 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 |
| 21 | 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 |
| 22 | 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 |
| 23 | 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 |
| 24 | 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 |
| 25 | Social Media Use and Mental Health among Young Adults. <i>Psychiatric Quarterly</i> , 2018, 89, 307-314. | 1.1 | 255 |
| 26 | Everything in Moderation: Moderate Use of Screens Unassociated with Child Behavior Problems. <i>Psychiatric Quarterly</i> , 2017, 88, 797-805. | 1.1 | 57 |
| 27 | 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 |
| 28 | 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 |
| 29 | 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 |
| 30 | Video game addiction: The push to pathologize video games.. <i>Professional Psychology: Research and Practice</i> , 2017, 48, 378-389. | 0.6 | 95 |
| 31 | 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 |
| 32 | 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 |
| 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 | Pay No Attention to That Data Behind the Curtain. <i>Perspectives on Psychological Science</i> , 2015, 10, 683-691. | 5.2 | 36 |
| 35 | 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. <i>Perspectives on Psychological Science</i> , 2015, 10, 646-666. | 5.2 | 334 |
| 36 | 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 |

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|----|--|-----|-----------|
| 37 | Concurrent and Prospective Analyses of Peer, Television and Social Media Influences on Body Dissatisfaction, Eating Disorder Symptoms and Life Satisfaction in Adolescent Girls. <i>Journal of Youth and Adolescence</i> , 2014, 43, 1-14. | 1.9 | 164 |
| 38 | 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 |
| 39 | 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. <i>Journal of Youth and Adolescence</i> , 2013, 42, 109-122. | 1.9 | 59 |
| 40 | 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 |
| 41 | Spanking, corporal punishment and negative long-term outcomes: A meta-analytic review of longitudinal studies. <i>Clinical Psychology Review</i> , 2013, 33, 196-208. | 6.0 | 218 |
| 42 | Violent video games and the Supreme Court: Lessons for the scientific community in the wake of <i>Brown v. Entertainment Merchants Association</i> .. <i>American Psychologist</i> , 2013, 68, 57-74. | 3.8 | 139 |
| 43 | 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 |
| 44 | Publication bias in psychological science: Prevalence, methods for identifying and controlling, and implications for the use of meta-analyses.. <i>Psychological Methods</i> , 2012, 17, 120-128. | 2.7 | 376 |
| 45 | Positive Female Role-Models Eliminate Negative Effects of Sexually Violent Media. <i>Journal of Communication</i> , 2012, 62, 888-899. | 2.1 | 10 |
| 46 | 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 |
| 47 | A longitudinal test of video game violence influences on dating and aggression: A 3-year longitudinal study of adolescents. <i>Journal of Psychiatric Research</i> , 2012, 46, 141-146. | 1.5 | 110 |
| 48 | 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 |
| 49 | The influence of television and video game use on attention and school problems: A multivariate analysis with other risk factors controlled. <i>Journal of Psychiatric Research</i> , 2011, 45, 808-813. | 1.5 | 89 |
| 50 | Video Games and Youth Violence: A Prospective Analysis in Adolescents. <i>Journal of Youth and Adolescence</i> , 2011, 40, 377-391. | 1.9 | 156 |
| 51 | 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 |
| 52 | Saturday Nightâ€™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 |
| 53 | Much ado about nothing: The misestimation and overinterpretation of violent video game effects in Eastern and Western nations: Comment on Anderson et al. (2010).. <i>Psychological Bulletin</i> , 2010, 136, 174-178. | 5.5 | 232 |
| 54 | The Public Health Risks of Media Violence: A Meta-Analytic Review. <i>Journal of Pediatrics</i> , 2009, 154, 759-763. | 0.9 | 281 |

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|----|---|-----|-----------|
| 55 | Examining the validity of the modified Taylor competitive reaction time test of aggression. <i>Journal of Experimental Criminology</i> , 2009, 5, 121-137. | 1.9 | 79 |
| 56 | The pleasure is momentaryâ€¦ the expense damnable?. <i>Aggression and Violent Behavior</i> , 2009, 14, 323-329. | 1.2 | 120 |
| 57 | An effect size primer: A guide for clinicians and researchers.. <i>Professional Psychology: Research and Practice</i> , 2009, 40, 532-538. | 0.6 | 2,350 |
| 58 | The school shooting/violent video game link: causal relationship or moral panic?. <i>Journal of Investigative Psychology and Offender Profiling</i> , 2008, 5, 25-37. | 0.4 | 128 |
| 59 | Judgments of culpability in a filicide scenario. <i>International Journal of Law and Psychiatry</i> , 2008, 31, 41-50. | 0.5 | 4 |
| 60 | Violent Video Games and Aggression. <i>Criminal Justice and Behavior</i> , 2008, 35, 311-332. | 1.1 | 247 |