

# Thorsten Quandt

## List of Publications by Year in descending order

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Version: 2024-02-01

98  
papers

5,019  
citations

117453

34  
h-index

106150

65  
g-index

127  
all docs

127  
docs citations

127  
times ranked

3293  
citing authors

#	ARTICLE	IF	CITATIONS
1	PARTICIPATORY JOURNALISM PRACTICES IN THE MEDIA AND BEYOND. <i>Journalism Practice</i> , 2008, 2, 326-342.	1.5	461
2	Scholarsâ€™ open debate paper on the World Health Organization ICD-11 Gaming Disorder proposal. <i>Journal of Behavioral Addictions</i> , 2017, 6, 267-270.	1.9	426
3	Working towards an international consensus on criteria for assessing internet gaming disorder: a critical commentary on Petry <i>et al</i> . (2014). <i>Addiction</i> , 2016, 111, 167-175.	1.7	373
4	Problematic computer game use among adolescents, younger and older adults. <i>Addiction</i> , 2013, 108, 592-599.	1.7	295
5	A weak scientific basis for gaming disorder: Let us err on the side of caution. <i>Journal of Behavioral Addictions</i> , 2018, 7, 1-9.	1.9	249
6	Dark Participation. <i>Media and Communication</i> , 2018, 6, 36-48.	1.1	204
7	(NO) NEWS ON THE WORLD WIDE WEB?. <i>Journalism Studies</i> , 2008, 9, 717-738.	1.2	158
8	Psychosocial well-being and social media engagement: The mediating roles of social comparison orientation and fear of missing out. <i>New Media and Society</i> , 2019, 21, 1486-1505.	3.1	144
9	Press CRTT to measure aggressive behavior: The unstandardized use of the competitive reaction time task in aggression research.. <i>Psychological Assessment</i> , 2014, 26, 419-432.	1.2	122
10	Social Relations and Cyberbullying: The Influence of Individual and Structural Attributes on Victimization and Perpetration via the Internet. <i>Human Communication Research</i> , 2013, 39, 101-126.	1.9	119
11	To dwell among gamers: Investigating the relationship between social online game use and gaming-related friendships. <i>Computers in Human Behavior</i> , 2014, 35, 107-115.	5.1	94
12	Peer Influence, Internet use and Cyberbullying: A Comparison of Different Context Effects among German Adolescents. <i>Journal of Children and Media</i> , 2013, 7, 446-462.	1.0	83
13	Longitudinal patterns of problematic computer game use among adolescents and adultsâ€™ a 2â€™year panel study. <i>Addiction</i> , 2014, 109, 1910-1917.	1.7	83
14	Unpopular, Overweight, and Socially Inept: Reconsidering the Stereotype of Online Gamers. <i>Cyberpsychology, Behavior, and Social Networking</i> , 2014, 17, 141-146.	2.1	81
15	Beyond the â€™core-gamerâ€™ Genre preferences and gratifications in computer games. <i>Computers in Human Behavior</i> , 2015, 44, 293-298.	5.1	78
16	AMERICAN AND GERMAN ONLINE JOURNALISTS AT THE BEGINNING OF THE 21ST CENTURY. <i>Journalism Studies</i> , 2006, 7, 171-186.	1.2	70
17	Social gaming, lonely life? The impact of digital game play on adolescentsâ€™ social circles. <i>Computers in Human Behavior</i> , 2014, 36, 385-390.	5.1	70
18	More Than Stories With Buttons: Narrative, Mechanics, and Context as Determinants of Player Experience in Digital Games. <i>Journal of Communication</i> , 2014, 64, 521-542.	2.1	69

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19	Violent video games and physical aggression: Evidence for a selection effect among adolescents.. Psychology of Popular Media Culture, 2015, 4, 305-328.	2.6	66
20	Psychosocial causes and consequences of online video game play. Computers in Human Behavior, 2015, 45, 51-58.	5.1	64
21	EXPLORING THE POLITICAL-ECONOMIC FACTORS OF PARTICIPATORY JOURNALISM. Journalism Practice, 2010, 4, 285-296.	1.5	63
22	The Relationship Between Online Video Game Involvement and Gaming-Related Friendships Among Emotionally Sensitive Individuals. Cyberpsychology, Behavior, and Social Networking, 2014, 17, 447-453.	2.1	61
23	Sore losers? A reexamination of the frustration-“aggression hypothesis for colocated video game play.. Psychology of Popular Media Culture, 2015, 4, 126-137.	2.6	55
24	The Gray Haired Gaming Generation. Games and Culture, 2009, 4, 27-46.	1.7	51
25	Digital Games Research: A Survey Study on an Emerging Field and Its Prevalent Debates. Journal of Communication, 2015, 65, 975-996.	2.1	50
26	What’s left of trust in a network society? An evolutionary model and critical discussion of trust and societal communication. European Journal of Communication, 2012, 27, 7-21.	1.1	49
27	Word Counts and Topic Models. Digital Journalism, 2016, 4, 75-88.	2.5	48
28	Comment Sections as Targets of Dark Participation? Journalists’s Evaluation and Moderation of Deviant User Comments. Journalism Studies, 2019, 20, 2014-2033.	1.2	47
29	The Role of Online Communication in Long-Term Cyberbullying Involvement Among Girls and Boys. Journal of Youth and Adolescence, 2016, 45, 1931-1945.	1.9	44
30	The Individual or the Group: A Multilevel Analysis of Cyberbullying in School Classes. Human Communication Research, 2015, 41, 535-556.	1.9	43
31	Sexist Games=Sexist Gamers? A Longitudinal Study on the Relationship Between Video Game Use and Sexist Attitudes. Cyberpsychology, Behavior, and Social Networking, 2015, 18, 197-202.	2.1	41
32	Investigating sexual harassment in online video games: How personality and context factors are related to toxic sexual behaviors against fellow players. Aggressive Behavior, 2020, 46, 127-135.	1.5	40
33	Comparing apples and oranges? Evidence for pace of action as a confound in research on digital games and aggression.. Psychology of Popular Media Culture, 2015, 4, 112-125.	2.6	39
34	The Moral Gatekeeper? Moderation and Deletion of User-Generated Content in a Leading News Forum. Media and Communication, 2018, 6, 58-69.	1.1	39
35	The Coronavirus Pandemic as a Critical Moment for Digital Journalism. Digital Journalism, 2021, 9, 1199-1207.	2.5	39
36	Longitudinal patterns of involvement in cyberbullying: Results from a Latent Transition Analysis. Computers in Human Behavior, 2017, 66, 7-15.	5.1	37

#	ARTICLE	IF	CITATIONS
37	A Longitudinal Analysis of Gaming- and Non-Gaming-Related Friendships and Social Support among Social Online Game Players. <i>Media Psychology</i> , 2018, 21, 288-307.	2.1	37
38	Virtual reality technology and game enjoyment: The contributions of natural mapping and need satisfaction. <i>Computers in Human Behavior</i> , 2022, 132, 107242.	5.1	35
39	Stepping back to advance: Why IGD needs an intensified debate instead of a consensus. <i>Journal of Behavioral Addictions</i> , 2017, 6, 121-123.	1.9	29
40	Journalisten im Netz. , 2005, , .		28
41	LIVING IN THE RISK SOCIETY. <i>Journalism Studies</i> , 2006, 7, 336-347.	1.2	27
42	Investigating problematic social media and game use in a nationally representative sample of adolescents and younger adults. <i>Behaviour and Information Technology</i> , 2021, 40, 776-789.	2.5	26
43	Living in the Mediatope: A Multimethod Study on the Evolution of Media Technologies in the Domestic Environment. <i>Information Society</i> , 2010, 26, 330-345.	1.7	25
44	The interplay of gaming disorder, gaming motivations, and the dark triad. <i>Journal of Behavioral Addictions</i> , 2020, 9, 491-496.	1.9	25
45	COVID-19: Technology, Social Connections, Loneliness, and Leisure Activities: An International Study Protocol. <i>Frontiers in Sociology</i> , 2020, 5, 574811.	1.0	24
46	Validating the Digital Games Motivation Scale for Comparative Research Between Countries. <i>Communication Research Reports</i> , 2017, 34, 37-47.	1.0	22
47	Demystifying Social Bots: On the Intelligence of Automated Social Media Actors. <i>Social Media and Society</i> , 2020, 6, 205630512093926.	1.5	22
48	The Slippery Path to Total Presence: How Omnidirectional Virtual Reality Treadmills Influence the Gaming Experience. <i>Media and Communication</i> , 2021, 9, 5-16.	1.1	22
49	Digital games in laboratory experiments: Controlling a complex stimulus through modding.. <i>Psychology of Popular Media Culture</i> , 2016, 5, 52-65.	2.6	21
50	Observing the Dynamics of the Online News Ecosystem. <i>Journalism Studies</i> , 2018, 19, 79-104.	1.2	20
51	Digital war: An empirical analysis of narrative elements in military first-person shooters. <i>Journal of Gaming and Virtual Worlds</i> , 2012, 4, 215-237.	0.1	18
52	Militaristic Attitudes and the Use of Digital Games. <i>Games and Culture</i> , 2013, 8, 392-407.	1.7	17
53	Online sexual engagement and psychosocial well-being: The mediating role of sexual victimization experiences. <i>Computers in Human Behavior</i> , 2019, 98, 102-110.	5.1	17
54	How to Cope with Dark Participation: Moderation Practices in German Newsrooms. <i>Digital Journalism</i> , 2020, 8, 904-924.	2.5	17

#	ARTICLE	IF	CITATIONS
55	Doing It Together: Citizen Participation In The Professional News Making Process. Observatorio, 2007, 1, .	0.1	17
56	â€œAnd all of a sudden my life was goneâ€   â€ A biographical analysis of highly engaged adult gamers. New Media and Society, 2015, 17, 1154-1169.	3.1	16
57	Neues Medium, alter Journalismus? Eine vergleichende Inhaltsanalyse tagesaktueller Print- und Online-Nachrichtenangebote. , 2008, , 131-155.		14
58	Dark social media participation and well-being. Current Opinion in Psychology, 2022, 45, 101284.	2.5	12
59	Wer informiert uns, wer unterhÃlt uns? Die Organisation Ãffentlicher Kommunikation und die Folgen fÃ¼r Kommunikations- und Medienberufe. Medien Und Kommunikationswissenschaft, 2002, 50, 45-62.	0.5	11
60	Corrective Actions in the Information Disorder. The Role of Presumed Media Influence and Hostile Media Perceptions for the Countering of Distorted User-Generated Content. Political Communication, 2021, 38, 773-791.	2.3	10
61	Internet-Journalismus. , 2019, , 59-79.		10
62	The interplay of the Dark Triad and social media use motives to social media disorder. Personality and Individual Differences, 2022, 187, 111402.	1.6	9
63	Die Herausforderung einer Modellierung von Mikro-Meso- Makro-Links in der Kommunikationswissenschaft. , 2011, , 9-22.		8
64	Bedrohte Deliberation. Information Warfare und Desinformation als Bedrohung digitaler Ãffentlichkeiten. Communicatio Socialis, 2019, 52, 147-158.	0.0	8
65	Bad News Travels Fastest: A Computational Approach to Predictors of Immediacy in Digital Journalism Ecosystems. Digital Journalism, 2019, 7, 910-931.	2.5	6
66	Can We Hide in Shadows When the Times are Dark?. Media and Communication, 2021, 9, 84-87.	1.1	6
67	Tunnel Vision or Desensitization?. Journal of Media Psychology, 2014, 26, 176-188.	0.7	6
68	Gender, Gaming Motives, and Genre: Comparing Singaporean, German, and American Players. IEEE Transactions on Games, 2022, 14, 456-465.	1.2	5
69	Relational Trust and Distrust: Ingredients of Face-to-Face and Media-based Communication. Progress in IS, 2016, , 27-49.	0.5	5
70	Go for games: Managerial career networks in creative industries. Creative Industries Journal, 2013, 6, 129-150.	1.1	4
71	Book lovers, bibliophiles, and fetishists: The social benefits of heavy book usage.. Psychology of Popular Media Culture, 2016, 5, 356-371.	2.6	4
72	The Social Impact of Online Games: The Case of Germany. , 2009, , 75-97.		4

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73	A Computational Approach to Analyzing the Twitter Debate on Gaming Disorder. Media and Communication, 2020, 8, 205-218.	1.1	4
74	Netzwerkansätze: Potenziale für die Journalismusforschung. , 2007, , 371-392.		4
75	Introduction: Global Perspectives on Journalism and the Coronavirus Pandemic. Journalism Studies, 2022, 23, 545-550.	1.2	4
76	Lost in the stream? Professional efficacy perceptions of journalists in the context of dark participation. Journalism, 2022, 23, 1846-1863.	1.8	3
77	Journalism theory: Developments in German speaking countries. Ecquid Novi: African Journalism Studies, 2005, 26, 228-246.	0.6	3
78	Use and Assessment of Sources in Conspiracy Theorists'™ Communities. Lecture Notes in Computer Science, 2020, , 25-32.	1.0	3
79	Aggression and Preference for First-Person Shooter and Action Games: Data From a Large-Scale Survey of German Gamers Aged 14 and Above. Communication Research Reports, 2014, 31, 183-196.	1.0	2
80	Digital Games and Well-Being: An Overview. , 2020, , 1-21.		2
81	The Markets of Manipulation: The Trading of Social Bots on Clearnet and Darknet Markets. Lecture Notes in Computer Science, 2020, , 89-100.	1.0	2
82	No Black and White in Video Game Land! Why we need to Move Beyond Simple Explanations in the Video Game Debate. , 2015, , 176-189.		2
83	Real Life in Virtual Games: Computerspiele und (Jugend-)Kultur. , 2010, , 187-207.		2
84	Investigating the Problematic Use of Sexually Explicit Internet Content: A Survey Study among German Internet Users. , 2021, 28, 127-151.		2
85	A Longitudinal Study on Online Sexual Engagement, Victimization, and Psychosocial Well-Being. Frontiers in Psychology, 2021, 12, 674072.	1.1	2
86	Examining the Interplay of Smartphone Use Disorder, Mental Health, and Physical Symptoms. Frontiers in Public Health, 2022, 10, 834835.	1.3	2
87	Gaming Addiction"Underdefined, Overestimated?. Digitale Kultur Und Kommunikation, 2020, , 47-59.	0.1	1
88	Vom Redakteur zum Content-Manager?. , 2003, , 257-279.		1
89	Digitale Spiele und (Jugend-)Kultur. , 2014, , 231-250.		1
90	Theory review. Journalism Studies, 2006, 7, 334-335.	1.2	0

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91	Kenneth C. Killebrew: Managing media convergence. Pathways to journalistic cooperation. Publizistik, 2007, 52, 237-237.	0.3	0
92	Stephen Quinn: Convergent journalism. The fundamentals of multimedia reporting. Publizistik, 2007, 52, 237-237.	0.3	0
93	Stephen Quinn: Conversations on convergence. Insidersâ€™ views on news production in the 21st century. Publizistik, 2007, 52, 237-242.	0.3	0
94	Kerstin Engels: Kommunikationsarbeit in Online-Medien. Zur beruflichen Entwicklung kommunikativer Erwerbstätigkeiten â€“ Eine explorative Studie aus institutionentheoretischer Sicht. Wiesbaden, 2003. Medien Und Kommunikationswissenschaft, 2004, 52, 467-469.	0.5	0
95	Convergence and Cross-Platform Content Production. , 2009, , 150-164.		0
96	Jürgen Fritz / Claudia Lampert / Jan-Hinrik Schmidt / Tanja Witting (Hrsg.) (2011): Kompetenzen und exzessive Nutzung bei Computerspielern â€“ gefordert, gefährdet, gefährdet. Berlin: Vistas. Medien Und Kommunikationswissenschaft, 2012, 60, 290-293.	0.5	0
97	Mediale Sichtbarkeit der WahlbewerberInnen und der Themen der Bundestagswahl 2013. Studies in Communication and Media, 2017, 6, 262-299.	0.3	0
98	Internet-Journalismus. , 2018, , 1-21.		0