

Thorsten Quandt

List of Publications by Year in descending order

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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	Gender, Gaming Motives, and Genre: Comparing Singaporean, German, and American Players. IEEE Transactions on Games, 2022, 14, 456-465.	1.2	5
2	Lost in the stream? Professional efficacy perceptions of journalists in the context of dark participation. Journalism, 2022, 23, 1846-1863.	1.8	3
3	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
4	Dark social media participation and well-being. Current Opinion in Psychology, 2022, 45, 101284.	2.5	12
5	Introduction: Global Perspectives on Journalism and the Coronavirus Pandemic. Journalism Studies, 2022, 23, 545-550.	1.2	4
6	Virtual reality technology and game enjoyment: The contributions of natural mapping and need satisfaction. Computers in Human Behavior, 2022, 132, 107242.	5.1	35
7	Examining the Interplay of Smartphone Use Disorder, Mental Health, and Physical Symptoms. Frontiers in Public Health, 2022, 10, 834835.	1.3	2
8	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
9	Can We Hide in Shadows When the Times are Dark?. Media and Communication, 2021, 9, 84-87.	1.1	6
10	The Slippery Path to Total Presence: How Omnidirectional Virtual Reality Treadmills Influence the Gaming Experience. Media and Communication, 2021, 9, 5-16.	1.1	22
11	Investigating problematic social media and game use in a nationally representative sample of adolescents and younger adults. Behaviour and Information Technology, 2021, 40, 776-789.	2.5	26
12	The Coronavirus Pandemic as a Critical Moment for Digital Journalism. Digital Journalism, 2021, 9, 1199-1207.	2.5	39
13	Investigating the Problematic Use of Sexually Explicit Internet Content: A Survey Study among German Internet Users. , 2021, 28, 127-151.		2
14	A Longitudinal Study on Online Sexual Engagement, Victimization, and Psychosocial Well-Being. Frontiers in Psychology, 2021, 12, 674072.	1.1	2
15	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
16	Demystifying Social Bots: On the Intelligence of Automated Social Media Actors. Social Media and Society, 2020, 6, 205630512093926.	1.5	22
17	COVID-19: Technology, Social Connections, Loneliness, and Leisure Activities: An International Study Protocol. Frontiers in Sociology, 2020, 5, 574811.	1.0	24
18	Gaming Addiction – Underdefined, Overestimated?. Digitale Kultur Und Kommunikation, 2020, , 47-59.	0.1	1

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19	How to Cope with Dark Participation: Moderation Practices in German Newsrooms. <i>Digital Journalism</i> , 2020, 8, 904-924.	2.5	17
20	Digital Games and Well-Being: An Overview. , 2020, , 1-21.		2
21	The Markets of Manipulation: The Trading of Social Bots on Clearnet and Darknet Markets. <i>Lecture Notes in Computer Science</i> , 2020, , 89-100.	1.0	2
22	The interplay of gaming disorder, gaming motivations, and the dark triad. <i>Journal of Behavioral Addictions</i> , 2020, 9, 491-496.	1.9	25
23	A Computational Approach to Analyzing the Twitter Debate on Gaming Disorder. <i>Media and Communication</i> , 2020, 8, 205-218.	1.1	4
24	Use and Assessment of Sources in Conspiracy Theoristsâ€™ Communities. <i>Lecture Notes in Computer Science</i> , 2020, , 25-32.	1.0	3
25	Bad News Travels Fastest: A Computational Approach to Predictors of Immediacy in Digital Journalism Ecosystems. <i>Digital Journalism</i> , 2019, 7, 910-931.	2.5	6
26	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
27	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
28	Comment Sections as Targets of Dark Participation? Journalistsâ€™ Evaluation and Moderation of Deviant User Comments. <i>Journalism Studies</i> , 2019, 20, 2014-2033.	1.2	47
29	Internet-Journalismus. , 2019, , 59-79.		10
30	Bedrohte Deliberation. Information Warfare und Desinformation als Bedrohung digitaler Ã–ffentlichkeiten. <i>Communicatio Socialis</i> , 2019, 52, 147-158.	0.0	8
31	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
32	Observing the Dynamics of the Online News Ecosystem. <i>Journalism Studies</i> , 2018, 19, 79-104.	1.2	20
33	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
34	The Moral Gatekeeper? Moderation and Deletion of User-Generated Content in a Leading News Forum. <i>Media and Communication</i> , 2018, 6, 58-69.	1.1	39
35	Dark Participation. <i>Media and Communication</i> , 2018, 6, 36-48.	1.1	204
36	Internet-Journalismus. , 2018, , 1-21.		0

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37	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
38	Validating the Digital Games Motivation Scale for Comparative Research Between Countries. <i>Communication Research Reports</i> , 2017, 34, 37-47.	1.0	22
39	Scholars™ 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
40	Longitudinal patterns of involvement in cyberbullying: Results from a Latent Transition Analysis. <i>Computers in Human Behavior</i> , 2017, 66, 7-15.	5.1	37
41	Mediale Sichtbarkeit der WahlbewerberInnen und der Themen der Bundestagswahl 2013. <i>Studies in Communication and Media</i> , 2017, 6, 262-299.	0.3	0
42	Working towards an international consensus on criteria for assessing internet gaming disorder: a critical commentary on Petry et al. (2014). <i>Addiction</i> , 2016, 111, 167-175.	1.7	373
43	The Role of Online Communication in Long-Term Cyberbullying Involvement Among Girls and Boys. <i>Journal of Youth and Adolescence</i> , 2016, 45, 1931-1945.	1.9	44
44	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
45	Word Counts and Topic Models. <i>Digital Journalism</i> , 2016, 4, 75-88.	2.5	48
46	Relational Trust and Distrust: Ingredients of Face-to-Face and Media-based Communication. <i>Progress in IS</i> , 2016, , 27-49.	0.5	5
47	Book lovers, bibliophiles, and fetishists: The social benefits of heavy book usage.. <i>Psychology of Popular Media Culture</i> , 2016, 5, 356-371.	2.6	4
48	Sore losers? A reexamination of the frustration-aggression hypothesis for colocated video game play.. <i>Psychology of Popular Media Culture</i> , 2015, 4, 126-137.	2.6	55
49	Violent video games and physical aggression: Evidence for a selection effect among adolescents.. <i>Psychology of Popular Media Culture</i> , 2015, 4, 305-328.	2.6	66
50	The Individual or the Group: A Multilevel Analysis of Cyberbullying in School Classes. <i>Human Communication Research</i> , 2015, 41, 535-556.	1.9	43
51	Digital Games Research: A Survey Study on an Emerging Field and Its Prevalent Debates. <i>Journal of Communication</i> , 2015, 65, 975-996.	2.1	50
52	Sexist Games=Sexist Gamers? A Longitudinal Study on the Relationship Between Video Game Use and Sexist Attitudes. <i>Cyberpsychology, Behavior, and Social Networking</i> , 2015, 18, 197-202.	2.1	41
53	“And all of a sudden my life was gone” A biographical analysis of highly engaged adult gamers. <i>New Media and Society</i> , 2015, 17, 1154-1169.	3.1	16
54	Psychosocial causes and consequences of online video game play. <i>Computers in Human Behavior</i> , 2015, 45, 51-58.	5.1	64

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55	Beyond the "core-gamer" Genre preferences and gratifications in computer games. Computers in Human Behavior, 2015, 44, 293-298.	5.1	78
56	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
57	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
58	Press CRTT to measure aggressive behavior: The unstandardized use of the competitive reaction time task in aggression research.. Psychological Assessment, 2014, 26, 419-432.	1.2	122
59	Unpopular, Overweight, and Socially Inept: Reconsidering the Stereotype of Online Gamers. Cyberpsychology, Behavior, and Social Networking, 2014, 17, 141-146.	2.1	81
60	Longitudinal patterns of problematic computer game use among adolescents and adults—a 2-year panel study. Addiction, 2014, 109, 1910-1917.	1.7	83
61	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
62	More Than Stories With Buttons: Narrative, Mechanics, and Context as Determinants of Player Experience in Digital Games. Journal of Communication, 2014, 64, 521-542.	2.1	69
63	Social gaming, lonely life? The impact of digital game play on adolescents'™ social circles. Computers in Human Behavior, 2014, 36, 385-390.	5.1	70
64	To dwell among gamers: Investigating the relationship between social online game use and gaming-related friendships. Computers in Human Behavior, 2014, 35, 107-115.	5.1	94
65	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
66	Tunnel Vision or Desensitization?. Journal of Media Psychology, 2014, 26, 176-188.	0.7	6
67	Digitale Spiele und (Jugend-)Kultur. , 2014, , 231-250.		1
68	Problematic computer game use among adolescents, younger and older adults. Addiction, 2013, 108, 592-599.	1.7	295
69	Social Relations and Cyberbullying: The Influence of Individual and Structural Attributes on Victimization and Perpetration via the Internet. Human Communication Research, 2013, 39, 101-126.	1.9	119
70	Peer Influence, Internet use and Cyberbullying: A Comparison of Different Context Effects among German Adolescents. Journal of Children and Media, 2013, 7, 446-462.	1.0	83
71	Militaristic Attitudes and the Use of Digital Games. Games and Culture, 2013, 8, 392-407.	1.7	17
72	Go for games: Managerial career networks in creative industries. Creative Industries Journal, 2013, 6, 129-150.	1.1	4

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73	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
74	What's left of trust in a network society? An evolutionary model and critical discussion of trust and societal communication. <i>European Journal of Communication</i> , 2012, 27, 7-21.	1.1	49
75	Jürgen Fritz / Claudia Lampert / Jan-Hinrik Schmidt / Tanja Witting (Hrsg.) (2011): <i>Kompetenzen und exzessive Nutzung bei Computerspielern</i> – gefordert, gefährdet, gefährdet. Berlin: Vistas. <i>Medien Und Kommunikationswissenschaft</i> , 2012, 60, 290-293.	0.5	0
76	Die Herausforderung einer Modellierung von Mikro-Meso- Makro-Links in der Kommunikationswissenschaft. , 2011, , 9-22.		8
77	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
78	EXPLORING THE POLITICAL-ECONOMIC FACTORS OF PARTICIPATORY JOURNALISM. <i>Journalism Practice</i> , 2010, 4, 285-296.	1.5	63
79	Real Life in Virtual Games: Computerspiele und (Jugend-)Kultur. , 2010, , 187-207.		2
80	The Gray Haired Gaming Generation. <i>Games and Culture</i> , 2009, 4, 27-46.	1.7	51
81	The Social Impact of Online Games: The Case of Germany. , 2009, , 75-97.		4
82	Convergence and Cross-Platform Content Production. , 2009, , 150-164.		0
83	(NO) NEWS ON THE WORLD WIDE WEB?. <i>Journalism Studies</i> , 2008, 9, 717-738.	1.2	158
84	PARTICIPATORY JOURNALISM PRACTICES IN THE MEDIA AND BEYOND. <i>Journalism Practice</i> , 2008, 2, 326-342.	1.5	461
85	Neues Medium, alter Journalismus? Eine vergleichende Inhaltsanalyse tagesaktueller Print- und Online-Nachrichtengebote. , 2008, , 131-155.		14
86	Kenneth C. Killebrew: Managing media convergence. Pathways to journalistic cooperation. <i>Publizistik</i> , 2007, 52, 237-237.	0.3	0
87	Stephen Quinn: Convergent journalism. The fundamentals of multimedia reporting. <i>Publizistik</i> , 2007, 52, 237-237.	0.3	0
88	Stephen Quinn: Conversations on convergence. Insiders' views on news production in the 21st century. <i>Publizistik</i> , 2007, 52, 237-242.	0.3	0
89	Doing It Together: Citizen Participation In The Professional News Making Process. <i>Observatorio</i> , 2007, 1, .	0.1	17
90	Netzwerkansätze: Potenziale für die Journalismusforschung. , 2007, , 371-392.		4

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91	LIVING IN THE RISK SOCIETY. Journalism Studies, 2006, 7, 336-347.	1.2	27
92	Theory review. Journalism Studies, 2006, 7, 334-335.	1.2	0
93	AMERICAN AND GERMAN ONLINE JOURNALISTS AT THE BEGINNING OF THE 21ST CENTURY. Journalism Studies, 2006, 7, 171-186.	1.2	70
94	Journalisten im Netz. , 2005, , .		28
95	Journalism theory: Developments in German speaking countries. Ecquid Novi: African Journalism Studies, 2005, 26, 228-246.	0.6	3
96	Kerstin Engels: Kommunikationsarbeit in Online-Medien. Zur beruflichen Entwicklung kommunikativer Erwerbstätigkeiten â€œ Eine explorative Studie aus institutionentheoretischer Sicht. Wiesbaden, 2003. Medien Und Kommunikationswissenschaft, 2004, 52, 467-469.	0.5	0
97	Vom Redakteur zum Content-Manager?. , 2003, , 257-279.		1
98	Wer informiert uns, wer unterhÄlt uns? Die Organisation Äffentlicher Kommunikation und die Folgen fÄ¼r Kommunikations- und Medienberufe. Medien Und Kommunikationswissenschaft, 2002, 50, 45-62.	0.5	11