

Markus Appel

List of Publications by Year in descending order

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Version: 2024-02-01

51
papers

2,031
citations

361296

20
h-index

265120

42
g-index

51
all docs

51
docs citations

51
times ranked

1481
citing authors

#	ARTICLE	IF	CITATIONS
1	Just a joke? Can sexist comedy harm women's cognitive performance?. <i>Psychology of Aesthetics, Creativity, and the Arts</i> , 2023, 17, 608-618.	1.0	1
2	The Psychology of Personalization in Digital Environments: From Motivation to Well-Being – A Theoretical Integration. <i>Review of General Psychology</i> , 2023, 27, 26-40.	2.1	4
3	Exploring the myth of the chubby gamer: A meta-analysis on sedentary video gaming and body mass. <i>Social Science and Medicine</i> , 2022, 301, 112325.	1.8	33
4	The role of motivated science reception and numeracy in the context of the COVID-19 pandemic. <i>Public Understanding of Science</i> , 2022, 31, 19-34.	1.6	15
5	Human-Like Robots and the Uncanny Valley. <i>Zeitschrift Fur Psychologie / Journal of Psychology</i> , 2022, 230, 33-46.	0.7	22
6	Watching Videos on a Smartphone: Do Small Screens Impair Narrative Transportation?. <i>Media Psychology</i> , 2022, 25, 653-674.	2.1	3
7	Beliefs about the nature of knowledge shape responses to the pandemic: Epistemic beliefs, the Dark Factor of Personality, and COVID-19 related conspiracy ideation and behavior. <i>Journal of Personality</i> , 2022, 90, 937-955.	1.8	7
8	Mind-reading machines: Distinct user responses to thought-detecting and emotion-detecting robots.. <i>Technology Mind and Behavior</i> , 2022, 3, .	1.1	0
9	Supplemental Material for Mind-reading machines: Distinct user responses to thought-detecting and emotion-detecting robots.. <i>Technology Mind and Behavior</i> , 2022, 3, .	1.1	0
10	Power-Posing Robots: The Influence of a Humanoid Robot's Posture and Size on its Perceived Dominance, Competence, Eeriness, and Threat. <i>International Journal of Social Robotics</i> , 2022, 14, 1413-1422.	3.1	8
11	Affective resistance to narrative persuasion. <i>Journal of Business Research</i> , 2022, 149, 850-859.	5.8	2
12	How to deal with researcher harassment in the social sciences. <i>Nature Human Behaviour</i> , 2021, 5, 178-180.	6.2	6
13	User Responses to a Humanoid Robot Observed in Real Life, Virtual Reality, 3D and 2D. <i>Frontiers in Psychology</i> , 2021, 12, 633178.	1.1	18
14	The emotional robotic storyteller: On the influence of affect congruency on narrative transportation, robot perception, and persuasion. <i>Computers in Human Behavior</i> , 2021, 120, 106749.	5.1	21
15	The individual development of cultural identity and psychological well-being among adolescents with a migrant background in Austria: A longitudinal study.. <i>Cultural Diversity and Ethnic Minority Psychology</i> , 2021, 27, 684-695.	1.3	3
16	Model of Inspiring Media. <i>Journal of Media Psychology</i> , 2021, 33, 191-201.	0.7	20
17	Reviews, expectations, and the experience of stories. <i>Media Psychology</i> , 2020, 23, 365-390.	2.1	11
18	Are Social Media Ruining Our Lives? A Review of Meta-Analytic Evidence. <i>Review of General Psychology</i> , 2020, 24, 60-74.	2.1	113

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19	The uncanny of mind in a machine: Humanoid robots as tools, agents, and experiencers. <i>Computers in Human Behavior</i> , 2020, 102, 274-286.	5.1	85
20	Matter over mind? How the acceptance of digital entities depends on their appearance, mental prowess, and the interaction between both. <i>International Journal of Human Computer Studies</i> , 2020, 142, 102463.	3.7	31
21	Do computer games jeopardize educational outcomes? A prospective study on gaming times and academic achievement.. <i>Psychology of Popular Media</i> , 2020, 9, 69-82.	1.0	19
22	The mediating role of event-congruent emotions in narrative persuasion. <i>Poetics</i> , 2019, 77, 101385.	0.6	12
23	Shyness and social media use: A meta-analytic summary of moderating and mediating effects. <i>Computers in Human Behavior</i> , 2019, 98, 294-301.	5.1	21
24	Otakuiism and the Appeal of Sex Robots. <i>Frontiers in Psychology</i> , 2019, 10, 569.	1.1	24
25	Empowering Stories: Transportation into Narratives with Strong Protagonists Increases Self-Related Control Beliefs. <i>Discourse Processes</i> , 2019, 56, 575-598.	1.1	22
26	Are robots becoming unpopular? Changes in attitudes towards autonomous robotic systems in Europe. <i>Computers in Human Behavior</i> , 2019, 93, 53-61.	5.1	128
27	Repelled by virtue? The dark triad and eudaimonic narratives. <i>Media Psychology</i> , 2019, 22, 769-794.	2.1	24
28	Poignancy and Mediated Wisdom of Experience: Narrative Impacts on Willingness to Accept Delayed Rewards. <i>Communication Research</i> , 2019, 46, 333-354.	3.9	36
29	Self-transcendent Media Experiences: Taking Meaningful Media to a Higher Level. <i>Journal of Communication</i> , 2018, 68, 380-389.	2.1	136
30	Active on Facebook and Failing at School? Meta-Analytic Findings on the Relationship Between Online Social Networking Activities and Academic Achievement. <i>Educational Psychology Review</i> , 2018, 30, 651-677.	5.1	50
31	Mediated Wisdom of Experience Revisited: Delay Discounting, Acceptance of Death, and Closeness to Future Self. <i>Human Communication Research</i> , 2018, 44, 80-101.	1.9	19
32	Argument Strength and the Persuasiveness of Stories. <i>Discourse Processes</i> , 2018, 55, 371-386.	1.1	22
33	Narcissism and Social Networking Behavior: A Meta-Analysis. <i>Journal of Personality</i> , 2018, 86, 200-212.	1.8	66
34	The topography of the uncanny valley and individuals' need for structure: A nonlinear mixed effects analysis. <i>Journal of Research in Personality</i> , 2017, 68, 96-113.	0.9	24
35	Is computer gaming associated with cognitive abilities? A population study among German adolescents. <i>Intelligence</i> , 2017, 61, 19-28.	1.6	16
36	On the eeriness of service robots with emotional capabilities. , 2016, , .		10

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37	Examining Individual Differences in Interpersonal Influence: On the Psychometric Properties of the Generalized Opinion Leadership Scale (GOLS). <i>Journal of Psychology: Interdisciplinary and Applied</i> , 2016, 150, 88-101.	0.9	7
38	Meaning through fiction: Science fiction and innovative technologies.. <i>Psychology of Aesthetics, Creativity, and the Arts</i> , 2016, 10, 472-480.	1.0	26
39	Red Color and Risk-Taking Behavior in Online Environments. <i>PLoS ONE</i> , 2015, 10, e0134033.	1.1	29
40	The influence of stereotype threat on immigrants: review and meta-analysis. <i>Frontiers in Psychology</i> , 2015, 6, 900.	1.1	79
41	Science fiction reduces the eeriness of android robots: A field experiment. <i>Computers in Human Behavior</i> , 2015, 48, 156-162.	5.1	55
42	The Transportation Scale—Short Form (TS—SF). <i>Media Psychology</i> , 2015, 18, 243-266.	2.1	180
43	Stories can influence the self-concept. <i>Social Influence</i> , 2014, 9, 172-188.	0.9	43
44	Tell me your story, robot. Introducing an android as fiction character leads to higher perceived usefulness and adoption intention. , 2013, , .		6
45	The Persuasive Influence of a Fictional Character's Trustworthiness. <i>Journal of Communication</i> , 2013, , n/a-n/a.	2.1	13
46	Stereotypes and the Achievement Gap: Stereotype Threat Prior to Test Taking. <i>Educational Psychology Review</i> , 2012, 24, 609-635.	5.1	89
47	A Short Measure of the Need for Affect. <i>Journal of Personality Assessment</i> , 2012, 94, 418-426.	1.3	101
48	Stereotype threat impairs ability building: Effects on test preparation among women in science and technology. <i>European Journal of Social Psychology</i> , 2011, 41, 904-913.	1.5	85
49	A Story About a Stupid Person Can Make You Act Stupid (or Smart): Behavioral Assimilation (and) Tj ETQq1 1 0.784314 rgBT/Overlo 2.1 34	2.1	34
50	Transportation and Need for Affect in Narrative Persuasion: A Mediated Moderation Model. <i>Media Psychology</i> , 2010, 13, 101-135.	2.1	250
51	Creative artificial intelligence and narrative transportation.. <i>Psychology of Aesthetics, Creativity, and the Arts</i> , 0, , .	1.0	2