

# CITATION REPORT

List of articles citing

The effects of prosocial video games on prosocial behaviors: international evidence from correlational, longitudinal, and experimental studies

DOI: 10.1177/0146167209333045

Personality and Social Psychology Bulletin, 2009, 35, 752-63.

**Source:** <https://exaly.com/paper-pdf/45785179/citation-report.pdf>

**Version:** 2024-04-27

This report has been generated based on the citations recorded by exaly.com for the above article. For the latest version of this publication list, visit the link given above.

The third column is the impact factor (IF) of the journal, and the fourth column is the number of citations of the article.

#	Paper	IF	Citations
452	From the American Academy of Pediatrics: Policy statement--Media violence. <b>2009</b> , 124, 1495-503		109
451	Putting Social Psychology into Serious Games. <b>2009</b> , 3, 547-565		10
450	Prosocial video games reduce aggressive cognitions. <b>2009</b> , 45, 896-900		97
449	Correlates of video games playing among adolescents in an Islamic country. <b>2010</b> , 10, 286		44
448	Aggression. <b>2010</b> ,		32
447	Playing prosocial video games increases empathy and decreases schadenfreude. <b>2010</b> , 10, 796-802		148
446	Media pedagogics in converged environments of the future. <b>2010</b> ,		1
445	Health effects of media on children and adolescents. <b>2010</b> , 125, 756-67		290
444	Effects of prosocial video games on prosocial behavior. <b>2010</b> , 98, 211-21		217
443	Violent video game effects on aggression, empathy, and prosocial behavior in eastern and western countries: a meta-analytic review. <b>2010</b> , 136, 151-73		1171
442	Are motion picture ratings reliable and valid?. <b>2010</b> , 47, 423-4		1
441	Violent and nonviolent video games produce opposing effects on aggressive and prosocial outcomes. <b>2010</b> , 46, 934-942		75
440	Children, wired: for better and for worse. <b>2010</b> , 67, 692-701		103
439	Pathological video game use among youths: a two-year longitudinal study. <b>2011</b> , 127, e319-29		698
438	Effects of Prosocial Media on Social Behavior: When and Why Does Media Exposure Affect Helping and Aggression?. <b>2011</b> , 20, 251-255		88
437	A plea for caution: violent video games, the Supreme Court, and the role of science. <b>2011</b> , 86, 315-21		43
436	Playing prosocial video games increases the accessibility of prosocial thoughts. <b>2011</b> , 151, 121-8		53

435	"Turn that thing off!" parent and adolescent predictors of proactive media monitoring. <b>2011</b> , 34, 705-15		64
434	Exposure to music with prosocial lyrics reduces aggression: First evidence and test of the underlying mechanism. <b>2011</b> , 47, 28-36		38
433	Media Violence Associations with the Form and Function of Aggression among Elementary School Children. <b>2011</b> , 20, 213-232		13
432	The Multiple Dimensions of Video Game Effects. <b>2011</b> , 5, 75-81		81
431	Embodied Attitude Change: A Self-Validation Perspective. <b>2011</b> , 5, 1039-1050		6
430	Call of (civic) duty: Action games and civic behavior in a large sample of youth. <i>Computers in Human Behavior</i> , <b>2011</b> , 27, 770-775	7.7	81
429	The effects of collective MMORPG (Massively Multiplayer Online Role-Playing Games) play on gamers' online and offline social capital. <i>Computers in Human Behavior</i> , <b>2011</b> , 27, 2352-2363	7.7	105
428	The association between chronic exposure to video game violence and affective picture processing: an ERP study. <b>2011</b> , 11, 259-76		32
427	The effects of pathological gaming on aggressive behavior. <b>2011</b> , 40, 38-47		116
426	Effect of opponent type on moral emotions and responses to video game play. <b>2011</b> , 14, 695-8		16
425	Reappraising the situation and its impact on aggressive behavior. <i>Personality and Social Psychology Bulletin</i> , <b>2011</b> , 37, 1564-73	4.1	51
424	Parents' evaluation of media ratings a decade after the television ratings were introduced. <b>2011</b> , 128, 36-44		26
423	Bringing Empathy into Play: On the Effects of Empathy in Violent and Nonviolent Video Games. <b>2011</b> , 371-374		6
422	Edutainment Technologies. Educational Games and Virtual Reality/Augmented Reality Applications. <b>2011</b> ,		4
421	"My Avatar Behaves Well and this Feels Right" Ideal and Ought Selves in Video Gaming. <b>2011</b> , 39, 1175-1182		12
420	How the FDA forgot the evidence: the case of donepezil 23 mg. <b>2012</b> , 344, e1086		14
419	"Remain Calm. Be Kind." Effects of Relaxing Video Games on Aggressive and Prosocial Behavior. <b>2012</b> , 3, 88-92		29
418	Emotional competence and online game use in adolescents. <b>2012</b> , 30, 640-6; quiz 647-8		8

417	Attacking others online: The formation of cyberbullying in late adolescence.. <b>2012</b> , 1, 123-135		117
416	Reassessing media violence effects using a risk and resilience approach to understanding aggression.. <b>2012</b> , 1, 138-151		63
415	Examining Media Effects. <b>2012</b> ,		6
414	Is cheating a human function? The roles of presence, state hostility, and enjoyment in an unfair video game. <i>Computers in Human Behavior</i> , <b>2012</b> , 28, 2351-2358	7-7	9
413	Factorial invariance of the Personal Strengths Inventory-2 for children and adolescents across school level and gender. <b>2012</b> , 27, 451-465		7
412	Video games: good, bad, or other?. <b>2012</b> , 59, 647-58, viii		24
411	Prosocial effects of media. <b>2012</b> , 59, 635-45, viii		7
410	Children's hostile attribution bias is reduced after watching realistic playful fighting, and the effect is mediated by prosocial thoughts. <b>2012</b> , 113, 36-48		3
409	Cyber-dehumanization: Violent video game play diminishes our humanity. <b>2012</b> , 48, 486-491		61
408	Video games as moral educators?. <b>2012</b> , 32, 416-429		9
407	Effective Age Verification Techniques: Lessons to Be Learnt from the Online Gambling Industry. <b>2012</b> ,		2
406	Effects of Digital Game Play Among Young Singaporean Gamers: A Two-Wave Longitudinal Study. <b>2012</b> , 5,		1
405	Prosocial norms as a positive youth development construct: a conceptual review. <b>2012</b> , 2012, 832026		9
404	Effects of prosocial, neutral, and violent video games on college students' affect. <b>2012</b> , 38, 263-71		42
403	Effects of Prosocial, Neutral, and Violent Video Games on Children's Helpful and Hurtful Behaviors. <b>2012</b> , 38, 281-7		60
402	Associations between violent video gaming, empathic concern, and prosocial behavior toward strangers, friends, and family members. <b>2012</b> , 41, 636-49		40
401	How to ameliorate negative effects of violent video games on cooperation: Play it cooperatively in a team. <i>Computers in Human Behavior</i> , <b>2012</b> , 28, 1465-1470	7-7	62
400	Getting a High-Speed Family Connection: Associations Between Family Media Use and Family Connection. <b>2012</b> , 61, 426-440		88

399	Acting prosocially reduces retaliation: Effects of prosocial video games on aggressive behavior. <b>2012</b> , 42, 235-242	33
398	More than just fun and games: the longitudinal relationships between strategic video games, self-reported problem solving skills, and academic grades. <b>2013</b> , 42, 1041-52	133
397	Virtually justifiable homicide: the effects of prosocial contexts on the link between violent video games, aggression, and prosocial and hostile cognition. <b>2013</b> , 39, 346-54	19
396	Do Children Who Bully Their Peers Also Play Violent Video Games? A Canadian National Study. <b>2013</b> , 12, 297-318	29
395	Exposure to media with prosocial content reduces the propensity for reckless and risky driving. <b>2013</b> , 16, 583-594	20
394	Predicting Young Drivers' Car Crashes: The Role of Music Video Viewing and the Playing of Driving Games. Results from a Prospective Cohort Study. <b>2013</b> , 16, 88-114	11
393	Violent Video Games, Delinquency, and Youth Violence: New Evidence. <b>2013</b> , 11, 132-142	77
392	Skill Gap: Quantifying Violent Content in Video Game Play Between Variably Skilled Users. <b>2013</b> , 16, 829-846	9
391	Evaluating the effect of educational media exposure on aggression in early childhood. <b>2013</b> , 34, 38-44	30
390	Validity of Adults' Retrospective Memory for Early Television Viewing. <b>2013</b> , 7, 1-25	5
389	Identification Matters: A Moderated Mediation Model of Media Interactivity, Character Identification, and Video Game Violence on Aggression. <b>2013</b> , 63, 682-702	28
388	Video židimŲ uŲlasinŲ veiklos reikŲ subjektyviam tŲŲsavo vaikŲ paaugliŲsocialinio ir emocinio funkcionavimo vertinimui. <b>2013</b> , 12, 29-49	
387	Construct and Predictive Validity of a Brief MMO Player Motivation Scale. <b>2013</b> , 7, 287-306	3
386	Potentiating empathic growth: Generating imagery while reading fiction increases empathy and prosocial behavior.. <b>2013</b> , 7, 306-312	44
385	Read anything mean lately? associations between reading aggression in books and aggressive behavior in adolescents. <b>2013</b> , 39, 493-502	3
384	Do Video Games Promote Positive Youth Development?. <b>2013</b> , 28, 155-165	37
383	What Is Good Can Also Be Bad: The Prosocial and Antisocial In-Game Behaviors of Young Video Game Players. <b>2013</b> , 21, 149-163	9
382	The changing face of aggression: the effect of personalized avatars in a violent video game on levels of aggressive behavior. <b>2013</b> , 43, 1862-1868	25

381	Evidence-based guidelines for the informal use of computers by children to promote the development of academic, cognitive and social skills. <b>2013</b> , 56, 1349-62		19
380	Effects of playing video games on perceptions of one's humanity. <b>2013</b> , 153, 499-514		7
379	The Effect Internet Video Game on the Aggression in Individuals with Internet Game Play. <b>2013</b> , 52, 57		
378	Virtual superheroes: using superpowers in virtual reality to encourage prosocial behavior. <i>PLoS ONE</i> , <b>2013</b> , 8, e55003	3.7	173
377	I am right, you are wrong: how biased assimilation increases the perceived gap between believers and skeptics of violent video game effects. <i>PLoS ONE</i> , <b>2014</b> , 9, e93440	3.7	21
376	Have Your Parents Ever Complained That They Think You are "Addicted" to Video Games? Have You Ever Worried about it Yourself?. <b>2014</b> , 2,		0
375	Violent, Nonviolent, and Prosocial Gaming Effects on Teens' Civic Engagement. <b>2014</b> ,		2
374	Know Thy Player: An Integrated Model of Player Experience for Digital Games Research. <b>2014</b> , 362-387		9
373	A longitudinal study of risk-glorifying video games and behavioral deviance. <b>2014</b> , 107, 300-25		45
372	Social Play Spaces for Active Community Engagement. <b>2014</b> ,		1
371	Cross-Cultural Differences in Cyberbullying Behavior: A Short-Term Longitudinal Study. <b>2014</b> , 45, 300-313		84
370	Real-time hostile attribution measurement and aggression in children. <b>2014</b> , 40, 409-20		20
369	Plasticity of altruistic behavior in children. <b>2014</b> , 43, 75-88		10
368	Simulation games that integrate research, entertainment, and learning around ecosystem services. <b>2014</b> , 10, 195-201		34
367	Mediators and moderators of long-term effects of violent video games on aggressive behavior: practice, thinking, and action. <b>2014</b> , 168, 450-7		75
366	Gaming the Humanities. <b>2014</b> , 25, 189-215		7
365	Playing violent video games increases intergroup bias. <i>Personality and Social Psychology Bulletin</i> , <b>2014</b> , 40, 70-8	4.1	32
364	Protective effects of parental monitoring of children's media use: a prospective study. <b>2014</b> , 168, 479-84		99

363	â€œMedia Time = Family Timeâ€Positive Media Use in Families With Adolescents. <b>2014</b> , 29, 663-688		55
362	Missed Programs (You Can't TiVo This One): Why Psychologists Should Study Media. <b>2014</b> , 9, 180-95		28
361	Effects of cooperative gaming and avatar customization on subsequent spontaneous helping behavior. <i>Computers in Human Behavior</i> , <b>2014</b> , 33, 49-55	7.7	33
360	Video games do affect social outcomes: a meta-analytic review of the effects of violent and prosocial video game play. <i>Personality and Social Psychology Bulletin</i> , <b>2014</b> , 40, 578-89	4.1	357
359	Know thy avatar: the unintended effect of virtual-self representation on behavior. <b>2014</b> , 25, 1043-5		65
358	The Relationships Among Girlsâ€™Prosocial Video Gaming, Perspective-Taking, Sympathy, and Thoughts About Violence. <b>2014</b> , 41, 892-912		15
357	Media violence use as a risk factor for aggressive behaviour in adolescence. <b>2014</b> , 25, 71-106		55
356	Long-term relations among prosocial-media use, empathy, and prosocial behavior. <b>2014</b> , 25, 358-68		118
355	Virtually numbed: immersive video gaming alters real-life experience. <b>2014</b> , 21, 562-5		5
354	Video games and prosocial behavior: A study of the effects of non-violent, violent and ultra-violent gameplay. <i>Computers in Human Behavior</i> , <b>2014</b> , 41, 8-13	7.7	17
353	The benefits of playing video games. <b>2014</b> , 69, 66-78		945
352	The Development and Correlates of Prosocial Moral Behaviors.		52
351	â€œIt's not only a gameâ€Ethics, empathy and identification in game morality systems. <b>2014</b> , 3, 34-53		20
350	Smashing the Screen. <b>2015</b> , 486-501		
349	Media and Cognitive Development. <b>2015</b> , 1-46		21
348	SeX-Box: Exposure to sexist video games predicts benevolent sexism.. <b>2015</b> , 4, 47-55		35
347	Longitudinal relations between prosocial television content and adolescents' prosocial and aggressive behavior: The mediating role of empathic concern and self-regulation. <b>2015</b> , 51, 1317-28		21
346	Children and Digital Media. <b>2015</b> , 1-41		17

345	A price to pay: Turkish and Northern American retaliation for threats to personal and family honor. <b>2015</b> , 41, 594-607	19
344	SPSSI Research Summary on Media Violence. <b>2015</b> , 15, 4-19	27
343	Video Games and Malevolent Creativity: Does One Thing Lead to Another?. <b>2015</b> , 61-81	3
342	Video Games and Creativity. <b>2015</b> , 3-38	5
341	The Impact of Video Game Play on Human (and Orc) Creativity. <b>2015</b> , 39-60	9
340	When Cyberbullying and Bullying Meet Gaming: A systemic Review of the Literature. <b>2015</b> , 05,	2
339	Short-term effects of prosocial video games on aggression: an event-related potential study. <b>2015</b> , 9, 193	7
338	Structural Equation Modelling (SEM) Analysis of the Influence of Religious Films on Pro-social Behaviour of Audience. <b>2015</b> , 11,	0
337	The Contributions of Perceived Graphic and Enactive Realism to Enjoyment and Engagement in Active Video Games. <b>2015</b> , 11, 1-16	17
336	. <b>2015</b> ,	4
335	Media and Child Development. <b>2015</b> , 1-10	4
334	New Media and Learning in the 21st Century. <b>2015</b> ,	2
333	Impulsivity, self-regulation, and pathological video gaming among youth: testing a mediation model. <b>2015</b> , 27, NP2188-96	22
332	What Is a Good Skeptic to Do? The Case for Skepticism in the Media Violence Discussion. <b>2015</b> , 10, 674-6	7
331	Pay No Attention to That Data Behind the Curtain: On Angry Birds, Happy Children, Scholarly Squabbles, Publication Bias, and Why Betas Rule Metas. <b>2015</b> , 10, 683-91	31
330	Digital Games and Learning: Identifying Pathways of Influence. <b>2015</b> , 50, 335-348	12
329	Cutting Gordian Knots: Reducing Prejudice Through Attachment Security. <i>Personality and Social Psychology Bulletin</i> , <b>2015</b> , 41, 1560-74	4.1 23
328	The Development of Criminal and Antisocial Behavior. <b>2015</b> ,	10



327	Too good to care: The effect of skill on hostility and aggression following violent video game play. <i>Computers in Human Behavior</i> , <b>2015</b> , 48, 219-225	7.7	19
326	Well-Being in Contemporary Society. <b>2015</b> ,		2
325	Pathological video-gaming among youth: A prospective study examining dynamic protective factors. <b>2015</b> , 23, 301-308		62
324	Virtually compliant: Immersive video gaming increases conformity to false computer judgments. <b>2015</b> , 22, 1111-6		3
323	Effect of movie violence on mood, stress, appetite perception and food preferences in a random population. <b>2015</b> , 69, 972-3		13
322	Assessing Helping and Hurting Behaviors Through the Tangram Help/Hurt Task. <i>Personality and Social Psychology Bulletin</i> , <b>2015</b> , 41, 1345-62	4.1	34
321	Are Serious Games a Good Strategy for Pharmacy Education?. <b>2015</b> , 79, 47		64
320	Eliciting Behavior From Interactive Narratives: Isolating the Role of Agency in Connecting With and Modeling Characters. <b>2015</b> , 59, 76-93		2
319	Moral positioning in video games and its relation with dispositional traits: The emergence of a social dimension. <i>Computers in Human Behavior</i> , <b>2015</b> , 50, 1-8	7.7	24
318	Videospellen: de positieve effecten. <b>2015</b> , 36, 1-22		
317	Active Videogaming for Individuals with Severe Movement Disorders: Results from a Community Study. <b>2015</b> , 4, 190-4		6
316	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. <b>2015</b> , 10, 646-66		244
315	Cognitively Sustainable ICT with Ubiquitous Mobile Services - Challenges and Opportunities. <b>2015</b> ,		1
314	Media violence exposure and physical aggression in fifth-grade children. <b>2015</b> , 15, 82-8		21
313	Playing for social comfort: Online video game play as a social accommodator for the insecurely attached. <i>Computers in Human Behavior</i> , <b>2015</b> , 53, 556-566	7.7	43
312	Playing violent video games and desensitization to violence. <b>2015</b> , 24, 65-77		44
311	Levelling Up: The Cultural Impact of Contemporary Videogames. <b>2016</b> ,		
310	Violent Media Effects: Theory and Evidence. <b>2016</b> , 362-369		

309	A large scale test of the gaming-enhancement hypothesis. <b>2016</b> , 4, e2710	3
308	Efeito dos jogos digitais no comportamento: análise do General Learning Model. <b>2016</b> , 24, 17-31	1
307	Evaluating the Use of a Prosocial Digital Game to Identify and Compare Preschool Children's Social and Emotional Skills. <b>2016</b> , 313-332	
306	A prosocial online game for social cognition training in adolescents with high-functioning autism: an fMRI study. <b>2016</b> , 12, 651-60	7
305	Ego-depletion and aggressive behavior. <b>2016</b> , 42, 533-541	12
304	Violent media and hostile appraisals: A meta-analytic review. <b>2016</b> , 42, 605-613	36
303	Psychology of Technology. <b>2016</b> ,	13
302	Jeux vidéo violents : leur impact sur la désensibilisation émotionnelle des jeunes. <b>2016</b> , 66, 251-260	
301	Relationships among Taiwanese children's computer game use, academic achievement and parental governing approach. <b>2016</b> , 95, 44-60	8
300	More than Social-Cultural Influences: A Research Agenda for Evolutionary Perspectives on Prosocial Media Effects. <b>2016</b> , 20, 317-335	3
299	Predicting cyberbullying from anonymity.. <b>2016</b> , 5, 171-180	79
298	How the quantity and quality of electronic gaming relates to adolescents' academic engagement and psychosocial adjustment.. <b>2016</b> , 5, 145-156	22
297	Immersed in violence: Presence mediates the effect of 3D violent video gameplay on angry feelings.. <b>2016</b> , 5, 133-144	16
296	ANSIBLE. <b>2016</b> ,	3
295	Content Analysis of Digital Games: From Cultivation Theory Perspective. <b>2016</b> ,	
294	Why Games Are Fun? The Reward System in the Human Brain. <b>2016</b> , 21-38	1
293	Does Playing Video Games Make Players More Violent?. <b>2016</b> ,	6
292	The Effects of Media Effects: Third-Person Effects, the Influence of Presumed Media Influence, and Evaluations of Media Companies. <b>2016</b> , 93, 906-922	6

291	Video games as virtual teachers: Prosocial video game use by children and adolescents from different socioeconomic groups is associated with increased empathy and prosocial behaviour. <i>Computers in Human Behavior</i> , <b>2016</b> , 63, 650-658	7.7	41
290	Lifetime Video Game Consumption, Interpersonal Aggression, Hostile Sexism, and Rape Myth Acceptance: A Cultivation Perspective. <b>2016</b> , 31, 1912-31		42
289	Empathic Features and Absorption in Fantasy Role-Playing. <b>2016</b> , 58, 286-94		15
288	An update to the systematic literature review of empirical evidence of the impacts and outcomes of computer games and serious games. <b>2016</b> , 94, 178-192		479
287	Video gaming in adolescence: factors associated with leisure time use. <b>2016</b> , 19, 36-54		29
286	Is time spent playing video games associated with mental health, cognitive and social skills in young children?. <b>2016</b> , 51, 349-57		35
285	Pains of imprisonment in a 3D video game: implications for a peacemaking discourse through new media experiences. <b>2016</b> , 19, 142-162		4
284	Longitudinal relations between parental media monitoring and adolescent aggression, prosocial behavior, and externalizing problems. <b>2016</b> , 46, 86-97		34
283	Technology consumption and cognitive control: Contrasting action video game experience with media multitasking. <b>2016</b> , 78, 218-41		53
282	Smoking in Video Games: A Systematic Review. <b>2016</b> , 18, 1390-8		12
281	Violent Video Games and Reciprocity: The Attenuating Effects of Cooperative Game Play on Subsequent Aggression. <b>2016</b> , 43, 447-467		34
280	Improving Children's Mental Health with a Digital Social Skills Development Game: A Randomized Controlled Efficacy Trial of Adventures aboard the S.S. GRIN. <b>2017</b> , 6, 19-27		21
279	Kooperation und Kooperation im Videospiele. <b>2017</b> ,		
278	Video Gaming and Children's Psychosocial Wellbeing: A Longitudinal Study. <b>2017</b> , 46, 884-897		68
277	Clinical and psychological effects of excessive screen time on children. <b>2017</b> , 53, 333-338		117
276	Determining reactive and proactive aggression and empathy levels of middle school students regarding their video game preferences. <i>Computers in Human Behavior</i> , <b>2017</b> , 72, 286-295	7.7	6
275	From theory to practice: Cyberbullying theory and its application to intervention. <i>Computers in Human Behavior</i> , <b>2017</b> , 72, 269-275	7.7	39
274	Does Preschool Physical Activity and Electronic Media Use Predict Later Social and Emotional Skills at 6 to 8 Years? A Cohort Study. <b>2017</b> , 14, 308-316		22

273	Prosocial Media Use and Effects. <b>2017</b> , 1-13		6
272	Content Effects: Violence in the Media. <b>2017</b> , 1-19		4
271	Serious gaming during multidisciplinary rehabilitation for patients with complex chronic pain or fatigue complaints: study protocol for a controlled trial and process evaluation. <b>2017</b> , 7, e016394		3
270	Shall we play again? The effects of repetitive gameplay and self-efficacy on behavioural intentions to take earthquake precautions. <b>2017</b> , 36, 1037-1045		5
269	Media Violence and Other Aggression Risk Factors in Seven Nations. <i>Personality and Social Psychology Bulletin</i> , <b>2017</b> , 43, 986-998	4-1	41
268	Do gaming motives mediate between psychiatric symptoms and problematic gaming? An empirical survey study. <b>2017</b> , 25, 397-408		55
267	When newbies and veterans play together: The effect of video game content, context and experience on cooperation. <i>Computers in Human Behavior</i> , <b>2017</b> , 68, 556-563	7-7	9
266	Measuring Exposure to Media with Antisocial and Prosocial Content: An Extended Version of the Content-based Media Exposure Scale (C-ME2). <b>2017</b> , 11, 289-299		7
265	Content Effects: Educational Media for Children. <b>2017</b> , 1-13		
264	Self-in-Self, Mind-in-Mind, Heart-in-Heart: The Future of Role-Taking, Perspective Taking, and Empathy. <b>2017</b> , 151-174		6
263	When You Exercise Your Avatar in a Virtual Game: The Role of Avatars's Body Shape and Behavior in Users's Health Behavior. <b>2017</b> , 1-12		5
262	The Challenge of Teaching. <b>2017</b> ,		
261	Negative Effects of Video Game Play. <b>2017</b> , 1297-1322		2
260	Mobile Gaming in Asia. <b>2017</b> ,		1
259	Uncovering the association between strategy video games and self-regulation: A correlational study. <b>2017</b> , 104, 129-136		14
258	Helping and hurting others: Person and situation effects on aggressive and prosocial behavior as assessed by the Tangram task. <b>2017</b> , 43, 133-146		11
257	Media, Violence, Aggression, and Antisocial Behavior: Is the Link Causal?. <b>2017</b> , 1-12		
256	Measurement of Behavior. <b>2017</b> , 1-10		1

255	Augmented Reality Video Games: New Possibilities and Implications for Children and Adolescents. <b>2017</b> , 1, 8		26
254	Educational Games to Support Caring and Compassion Among Youth. <b>2017</b> , 9, 61-76		3
253	Behavioural addictions in children and adolescents. <b>2017</b> , 3, 206-214		
252	Crafting minds and communities with Minecraft. <b>2016</b> , 5, 2339		2
251	Technology and Adolescent Mental Health. <b>2018</b> ,		1
250	Video Games and Their Impact on TeensâMental Health. <b>2018</b> , 237-253		
249	Reducing risk and improving maternal perspective-taking and empathy using virtual embodiment. <b>2018</b> , 8, 2975		24
248	You have got a (different) friend in me: Asymmetrical roles in gaming as potential ambassadors of computational and cooperative thinking. <b>2018</b> , 15, 128-145		4
247	Domestic violence counselors and secondary traumatic stress (STS): A brief qualitative report and strategies for support. <b>2018</b> , 16, 470-490		4
246	Videogames for Emotion Regulation: A Systematic Review. <b>2018</b> , 7, 85-99		91
245	Can apps support creativity in middle childhood?. <i>Computers in Human Behavior</i> , <b>2018</b> , 85, 23-33	7-7	5
244	Perspective taking and decision-making in educational game play: A mixed-methods study. <b>2018</b> , 22, 1-13		27
243	Exposure to Sexual Stimuli Induces Greater Discounting Leading to Increased Involvement in Cyber Delinquency Among Men. <b>2018</b> , 21, 99-104		6
242	'Yeah, I've grown; I can't go out anymore': differences in perceived risks between girls and boys entering adolescence. <b>2018</b> , 20, 787-798		19
241	The lone gamer: Social exclusion predicts violent video game preferences and fuels aggressive inclinations in adolescent players. <b>2018</b> , 44, 113-124		15
240	Is prosocial video game exposure related to prosociality? An ERP study based on a prosocial help needed decision task. <i>Computers in Human Behavior</i> , <b>2018</b> , 79, 30-39	7-7	6
239	The problem of false positives and false negatives in violent video game experiments. <b>2018</b> , 56, 35-43		7
238	Leveling Up Your Game: The Use of Video Games as a Therapeutic Modality. <b>2018</b> , 13, 58-67		3

237	Embedded Game Design as a Method for Addressing Social Determinants of Health. <b>2018</b> , 13, 378-398		3
236	Exposure to video games: effects on sleep and on post-sleep cognitive abilities. A systematic review of experimental evidences. <b>2018</b> , 11, 302-314		25
235	Análisis de "serious games" anti-"bullying": recursos lúdicos para promover habilidades prosociales en escolares. <b>2018</b> , 29, 1345-1364		0
234	How Simple Funny Video Games and Short Comedy Movies Impact Creative Idea Generation. <b>2018</b> , 15, 1850037		
233	The Longitudinal Impact of Screen Time on Adolescent Development: Moderation by Respiratory Sinus Arrhythmia. <b>2018</b> , 63, 459-465		3
232	Healthy play, better coping: The importance of play for the development of children in health and disease. <b>2018</b> , 95, 421-429		68
231	Modeling Consumers' Observational Learning in Digital Gaming: A Conceptual Model. <b>2018</b> , 159-168		1
230	Building long-term empathy: A large-scale comparison of traditional and virtual reality perspective-taking. <i>PLoS ONE</i> , <b>2018</b> , 13, e0204494	3.7	148
229	The WEBSIM FISHBANKS Simulation Laboratory: Analysis of its Ripple Effects. <b>2018</b> , 11, 369-384		2
228	Cyberpsychology as Everyday Digital Experience across the Lifespan. <b>2018</b> ,		4
227	Measuring the capacity of active video games for social interaction: The Social Interaction Potential Assessment tool. <i>Computers in Human Behavior</i> , <b>2018</b> , 87, 308-316	7.7	4
226	Mediating Conflicts in Minecraft. <b>2018</b> ,		5
225	Families that play together stay together: Investigating family bonding through video games. <b>2018</b> , 20, 4074-4094		27
224	A VR ecosystem for telemedicine and non-intrusive cognitive and affective assessment. <b>2018</b> ,		0
223	Spontaneous Brain Activity Did Not Show the Effect of Violent Video Games on Aggression: A Resting-State fMRI Study. <b>2017</b> , 8, 2219		5
222	Factors influencing the development of empathy and pro-social behaviour among adolescents: A systematic review. <b>2018</b> , 94, 421-436		47
221	Does a prosocial decision in video games lead to increased prosocial real-life behavior? The impact of reward and reasoning. <i>Computers in Human Behavior</i> , <b>2018</b> , 89, 163-172	7.7	11
220	Managing Positive and Negative Media Effects Among Adolescents: Parental Mediation Matters—But not Always. <b>2018</b> , 18, 270-285		17

219	Who Is at Risk for Problematic Video Gaming? Risk Factors in Problematic Video Gaming in Clinically Referred Canadian Children and Adolescents. <b>2018</b> , 2, 19	17
218	Investigating the Effects of a Persuasive Digital Game on Immersion, Identification, and Willingness to Help. <b>2018</b> , 40, 180-194	12
217	Exposure to tobacco in video games and smoking among gamers in Argentina. <b>2019</b> , 28, 427-433	3
216	Prosocial games for inclusion: Interaction patterns and game outcomes for elementary-aged children. <b>2019</b> , 22, 100142	5
215	Aggressive Video Games are Not a Risk Factor for Future Aggression in Youth: A Longitudinal Study. <b>2019</b> , 48, 1439-1451	37
214	Does Video Gaming Have Impacts on the Brain: Evidence from a Systematic Review. <b>2019</b> , 9,	19
213	Little video-gaming in adolescents can be protective, but too much is associated with increased substance use. <b>2019</b> , 54, 384-395	16
212	Video Games can Increase Creativity, but with Caveats. <b>2019</b> , 31, 119-131	24
211	Health Implications of Augmented Reality Games on Children and Adolescents. <b>2019</b> , 149-176	2
210	Augmented Reality Games I. <b>2019</b> ,	0
209	The psychological and social benefits of a nature experience for children: A preliminary investigation. <b>2019</b> , 63, 134-138	35
208	Video games as a recovery intervention for ostracism. <i>Computers in Human Behavior</i> , <b>2019</b> , 97, 130-136 7.7	5
207	Learning prosocial skills through multiadaptive games: a case study. <b>2019</b> , 6, 167	4
206	Genres matter: Video games as predictors of physical aggression among adolescents. <b>2019</b> , 44, 105-129	3
205	Violent video game engagement is not associated with adolescents' aggressive behaviour: evidence from a registered report. <b>2019</b> , 6, 171474	81
204	Perspectives on Wellbeing. <b>2019</b> ,	
203	. <b>2019</b> ,	1
202	References. <b>2019</b> , 175-212	

201	Emotional Intelligence. <b>2019</b> , 709-735		1
200	Increasing Anti-Tobacco Industry Attitudes Among Youth: A Pilot Study of a Multiplayer Educational Board Game. <b>2019</b> , 8, 49-54		6
199	Prosocial video game as an intimate partner violence prevention tool among youth: A randomised controlled trial. <i>Computers in Human Behavior</i> , <b>2019</b> , 93, 260-266	7-7	13
198	Are everyday sadists specifically attracted to violent video games and do they emotionally benefit from playing those games?. <b>2019</b> , 45, 206-213		11
197	The effect of negative energy news on social trust and helping behavior. <i>Computers in Human Behavior</i> , <b>2019</b> , 92, 128-138	7-7	12
196	Computerspiele: Grundlagen, Psychologie und Anwendungen. <b>2019</b> ,		5
195	Internet gaming disorder: Feeling the flow of social games. <b>2019</b> , 9, 100140		17
194	The moderating effect of dispositional fear of retaliation on the relationship between provocation and aggressive behavior. <b>2019</b> , 138, 257-265		6
193	Digital Media Use by Young Children. <b>2019</b> , 173-186		4
192	Internet Gaming Disorder Behaviors in Emergent Adulthood: a Pilot Study Examining the Interplay Between Anxiety and Family Cohesion. <b>2019</b> , 17, 828-844		30
191	Imaginative Role-Playing as a Medium for Moral Development: Dungeons & Dragons Provides Moral Training. <b>2020</b> , 60, 99-129		6
190	Time Spent Gaming and Social Competence in Children: Reciprocal Effects Across Childhood. <b>2020</b> , 91, 861-875		24
189	Career Counseling Interventions for Video Game Players. <b>2020</b> , 47, 207-219		2
188	Translation and the double bind of imaginative resistance. <b>2020</b> , 13, 251-270		1
187	To Help or To Harm? Assessing the Impact of Envy on Prosocial and Antisocial Behaviors. <i>Personality and Social Psychology Bulletin</i> , <b>2020</b> , 46, 1156-1168	4-1	7
186	Doing good while playing: The impact of prosocial advergames on consumer response. <i>Computers in Human Behavior</i> , <b>2020</b> , 106, 106244	7-7	4
185	The potential of marketing communications to protect social workers in times of crisis. <b>2020</b> , 1-15		
184	Challenge types in gaming validation of video game challenge inventory (CHA). <b>2020</b> , 143, 102473		8



183	â€œEmpathy machineâ€how virtual reality affects human rights attitudes. <b>2020</b> , 30, 1407-1425		17
182	The Role of Self-Efficacy and Cognitive Behaviour Therapy in Forming Prosocial Behaviour. <b>2020</b> ,		0
181	The Paradox of Interactive Media: The Potential for Video Games and Virtual Reality as Tools for Violence Prevention. <b>2020</b> , 5,		3
180	Co-Op World: Adaptive computer game for supporting child psychotherapy. <i>Computers in Human Behavior Reports</i> , <b>2020</b> , 2, 100028	2.6	1
179	â€œLock, Load, nâ€Thank the Driverâ€The Positive Influence of Prosocial Activity on Language in Online Social Groups. <b>2020</b> , 6, 205630512091399		1
178	Parent-child joint media engagement in infancy. <b>2020</b> , 25, 552-570		5
177	Simulating Illness: Experiencing Visual Migraine Impairments in Virtual Reality. <b>2020</b> ,		0
176	The Influence of Reward on the Social Valence of Interactions. <b>2020</b> ,		0
175	Learning Environment and Design. <b>2020</b> ,		
174	Towards closing the attitude-intention-behavior gap in green consumption: A narrative review of the literature and an overview of future research directions. <b>2020</b> , 275, 122556		60
173	The links between religiousness and prosocial behaviors in early adulthood: The mediating roles of media exposure preferences and empathic tendencies. <b>2020</b> , 1-17		2
172	Prosocial Behaviors in Adolescents. <b>2020</b> , 1-13		
171	â€œThe Me I Want You to Seeâ€The Use of Video Game Avatars to Explore Identity in Gifted Adolescents. <b>2020</b> , 43, 124-134		1
170	Gameful civic engagement: A review of the literature on gamification of e-participation. <b>2020</b> , 37, 101461		21
169	Chinese college students' parental attachment, peer attachment, and prosocial behaviors: The moderating role of respiratory sinus arrhythmia. <b>2020</b> , 150, 107844		5
168	Video Game Violence and Interactivity: Effect or Equivalence?. <b>2020</b> , 70, 219-244		2
167	Gaming alone: Videogaming and sociopolitical attitudes. <b>2021</b> , 23, 1133-1156		2
166	It Does Matter If You Win or Lose, and How You Play the (Video) Game. <i>Games and Culture</i> , <b>2021</b> , 16, 481-493	1.9	2

165	Adolescents' and Parents' Perspectives: A Gaming Disorder Intervention in Singapore. <b>2021</b> , 70, 90-103		4
164	The Fortnite social paradox: The effects of violent-cooperative multi-player video games on children's basic psychological needs and prosocial behavior. <i>Computers in Human Behavior</i> , <b>2021</b> , 116, 106641	7.7	7
163	Online sexist meme and its effects on moral and emotional processes in social media. <i>Computers in Human Behavior</i> , <b>2021</b> , 116, 106655	7.7	6
162	The Representation of Altruism and Egoism in Children's Books. <b>2021</b> , 72, 163-177		3
161	Motivated to lose? Evaluating challenge and player motivations in games. <b>2021</b> , 40, 63-84		3
160	Online Gaming Environments as a Potential Conduit to Support Friendships for Individuals With Autism Spectrum Disorder. <b>2021</b> , 29-50		
159	The Impact of Human-Centered Design of Game Mechanics on Feelings of Belonging. <b>2021</b> , 167-177		
158	Video games and close relations: Attachment and empathy as predictors of children's and adolescents' video game social play and socio-emotional functioning. <i>Computers in Human Behavior</i> , <b>2021</b> , 114, 106578	7.7	11
157	Design Bioethics: A Theoretical Framework and Argument for Innovation in Bioethics Research. <b>2021</b> , 21, 37-50		14
156	Commercial Off-The-Shelf Video Games for Reducing Stress and Anxiety: Systematic Review (Preprint).		
155	Psychopathy and violent video game playing: Multiple associations in a juvenile justice system involved sample. <b>2021</b> , 47, 385-393		0
154	From xbox to the ballot box? The influence of leisure activities on political engagement and vote choice. <b>2021</b> , 18, 401-416		1
153	Biased Benevolence: The Perceived Morality of Effective Altruism Across Social Distance. <i>Personality and Social Psychology Bulletin</i> , <b>2021</b> , 1461672211002773	4.1	5
152	Value education in cartoons: TRT Kids channel example. 114-128		0
151	The Playing Brain. The Impact of Video Games on Cognition and Behavior in Pediatric Age at the Time of Lockdown: A Systematic Review. <b>2021</b> , 13, 401-415		7
150	Biochemical Correlates of Video Game Use: From Physiology to Pathology. A Narrative Review. <b>2021</b> , 11,		0
149	Short-Term Effects of Video-Games on Cognitive Enhancement: the Role of Positive Emotions. 1		5
148	Serious Games as a Complementary Tool for Social Skill Development in Young People: A Systematic Review of the Literature. 104687812110312		0

147	The Effects of Prosocial Cartoon Examples on Children’s Donating Behavior. <b>2021</b> , 14, 1257-1268	1
146	Are online games a blessing or evil? The moderating role of self-worth. <b>2021</b> , 41, 100915	2
145	Prosocial modeling: person role models and the media. <i>Current Opinion in Psychology</i> , <b>2021</b> , 44, 135-139 6.2	3
144	Can a Commercial Video Game Prevent Depression? Null Results and Whole Sample Action Mechanisms in a Randomized Controlled Trial. <b>2020</b> , 11, 575962	5
143	The Ethical Dimensions of Virtual Reality. <b>2021</b> , 23-41	
142	Increasing Societal Well-Being Through Enhanced Empathy Using Computer Games. <b>2015</b> , 135-155	2
141	17 Media Exposure and Consumption as Risk Factors in the Development of Antisocial Behavior. <b>2015</b> , 267-281	1
140	Path of Trust: A Prosocial Co-op Game for Building up Trustworthiness and Teamwork. <b>2016</b> , 80-89	2
139	Games for Mental and Moral Development of Youth: A Review of Empirical Studies. <b>2017</b> , 245-258	2
138	Children’s Choice of Games: The Influence of Prosocial Tendency and Education-Level. <b>2009</b> , 110-119	2
137	Socially responsive technologies: toward a co-developmental path. <b>2020</b> , 35, 885-893	2
136	Teaching Creativity. <b>2015</b> , 139-158	2
135	Apples, Oranges, and the Burden of Proof – Putting Media Violence Findings Into Context. <b>2014</b> , 19, 60-67	17
134	Shall We Play a Game?. <b>2012</b> , 24, 102-112	8
133	Helping Behaviors During Video Game Play. <b>2013</b> , 25, 190-200	23
132	Playing Video Games Cooperatively Increases Empathic Concern. <b>2013</b> , 44, 408-413	28
131	The Validity of Crowdsourcing Data in Studying Anger and Aggressive Behavior. <b>2016</b> , 47, 38-51	18
130	An Analysis of Longitudinal Trends in Consumer Thoughts on Presence and Simulator Sickness in VR Games. <b>2019</b> ,	6

129	Reducing Outgroup Bias through Intergroup Contact with Non-Playable Video Game Characters in VR. <b>2020</b> , 27, 257-273		4
128	Computer games and prosocial behaviour. <i>PLoS ONE</i> , <b>2014</b> , 9, e94099	3.7	6
127	The effect of online violent video games on levels of aggression. <i>PLoS ONE</i> , <b>2014</b> , 9, e111790	3.7	22
126	The Spreading of Social Energy: How Exposure to Positive and Negative Social News Affects Behavior. <i>PLoS ONE</i> , <b>2016</b> , 11, e0156062	3.7	5
125	Effectiveness of Healthy Foodie Nutrition Game Application as Reinforcement Intervention to Previous Standard Nutrition Education of School-Aged Children: A Randomized Controlled Trial. <b>2019</b> , 34, 144-152		2
124	A New Approach to Predict Game Addiction : Focusing on the in-game behavior. <i>Korean Journal of Journalism &amp; Communication Studies</i> , <b>2019</b> , 63, 165-196	0.4	1
123	Effectiveness of Serious Gaming During the Multidisciplinary Rehabilitation of Patients With Complex Chronic Pain or Fatigue: Natural Quasi-Experiment. <b>2018</b> , 20, e250		5
122	How violent video games affect prosocial outcomes: A meta-analysis. <b>2019</b> , 27, 453		2
121	Playing for Better or for Worse?. <b>2013</b> , 48-69		5
120	A Multiplayer Team Performance Task. 201-219		2
119	Esports on Campus. <b>2020</b> , 330-355		2
118	Developmental Psychopathology Approach in Addiction Diagnosis in Adolescence. <b>2019</b> , 10, 710-721		1
117	Links to Prosocial Factors and Alpha Asymmetry in Adolescents during Violent and Non-Violent Video Game Play. <b>2015</b> , 5, 63-81		2
116	The Influence of Computer Games on High School Students (Adolescents). <b>2021</b> , 353-368		
115	#StayHome Playing LoL - Analyzing Players' Activity and Social Bonds in League of Legends During Covid-19 Lockdowns. <b>2021</b> ,		1
114	Empathy and Prosociality in Social Agents. <b>2021</b> , 385-432		3
113	Videogame Rewards and Prosocial Behaviour. <b>2021</b> ,		
112	Agent-Based Monitoring of Functional Rehabilitation Using Video Games. <b>2010</b> , 113-141		2

- 111 Social and Citizenship Competencies in a Multiuser Virtual Game. **2011**, 266-280 1
- 110 Playing Webcomic-Based Game on Facebook for Learning Chinese Festivals. **2011**, 185-189
- 109 Future Research. **2012**, 73-85
- 108 References. 577-616
- 107 Prosocial TV Content.
- 106 Psicopatologia web-mediata. **2013**, 141-169
- 105 Facilitation of Trust in Gaming Situations. **2013**, 161-173
- 104 Introduction. **2014**, 1-27
- 103 Psychology of Digital Games and Its Effects to Its Users. **2015**, 06, 1726-1732 2
- 102 Effects of Digital Gaming Among Children and Adolescents in Singapore: A Summary of Research Findings. **2015**, 129-144 1
- 101 Negative Effects of Video Game Play. **2015**, 1-26 2
- 100 IMPROVED BRAIN FUNCTION FROM MEDITATION FOLLOWING AN AWARENESS TRAINING PROGRAMME IN SPIRITUAL MEDICINE (ATPi SM). **2015**, 4, 8881-8893
- 99 ANSIBLE: A Virtual World Ecosystem for Improving Psycho-Social Well-being. **2016**, 532-543
- 98 Can Video Games Promote Good Behaviour?. **2016**, 165-193
- 97 Behavior in the Virtual Environment. **2016**, 187-251
- 96 No Man Is a Monkey Island: Individual Characteristics Associated with Gamers's Preferences for Single or Multiplayer Games. **2016**, 342-347
- 95 Toward Individualistic Cooperative Play: A Systematic Analysis of Mobile Social Games in Japan. **2017**, 207-225
- 94 Crafting minds and communities with Minecraft. **2016**, 5, 2339 1

- 93 Online Gaming. **2017**, 93-98
- 92 EL VIDEOJUEGO COMO HERRAMIENTA PROSOCIAL: IMPLICACIONES Y APLICACIONES PARA LA RECONSTRUCCIÓN EN COLOMBIA. **2017**, 30, 38-58 1
- 91 Effectiveness of Serious Gaming During Multidisciplinary Rehabilitation for Patients with Complex Chronic Pain or Fatigue: A Natural Quasi-experiment (Preprint).
- 90 Growing up Online. **2018**, 23-49 1
- 89 Pořávkřhry a jejich mřsto v řvotřbvřka. **2018**, 1
- 88 âĀake Everything from Life...âĀthe Discourse of Russian Parents about ChildrenâĀ Video Games. **2018**, 59-69
- 87 Relationships between fiction media, genre, and empathic abilities. **2018**, 8, 261-292 3
- 86 Implicit Concepts of the Psychological Effects of Video Games Among Young Adult Students. **2019**, 648-660 1
- 85 Das Potential von Computerspielen nutzen. **2019**, 151-185
- 84 Computerspiele und Aggressionen. **2019**, 41-59
- 83 Media Consuming in Children. **2019**, 41-59 1
- 82 Educational Video Games Enhancing the Pro-Social Behaviour and Critical Thinking among Middle School Students. **2019**, 1
- 81 ĖvrimiřOlumlu Sosyal DavranřBřin Třkãye Uyarlanmasř**2019**, 27, 2641-2649
- 80 Is the Internet a good or a bad educator? A cognitive processes perspective. **2019**, 58, 144-157
- 79 ELEKTRONİK SPORLAR: REKREASYONEL ETKİLİK PERSPEKTİTEN DEĞERLENDİRİMESİ283-301 0
- 78 Desensitization. 1-11 1
- 77 Information Processing Theory. 1-14
- 76 Perspective-Taking of Non-Player Characters in Prosocial Virtual Reality Games: Effects on Closeness, Empathy, and Game Immersion. 1-14 2

75	Media and Parental Communication. <b>2022</b> , 64-82		
74	Tablet applications as socializing platforms: The effects of prosocial touch screen applications on young children's prosocial behavior. <i>Computers in Human Behavior</i> , <b>2022</b> , 127, 107077	7-7	1
73	Playfulness and Seriousness. <b>2020</b> , 1-19		0
72	The Influence of Online Gaming Experience and Its Social Components on Gamers's Mental Health. <b>2020</b> , 265-279		0
71	Designing a Serious Game to Raise Awareness of Intimate Partner Violence Among Adolescents in the UK: The Use of "Good Games" Principles for Effective Behavioural Change. <b>2020</b> , 458-476		2
70	The relationship between individual values and prosocial behavior in an online and offline contexts. <b>2020</b> , 11, 107-126		2
69	Video Games Revisited. 306-325		
68	The Narrative Event Diagram. 2013-2029		
67	Playing with Violence. 271-292		1
66	Effects of Media Use on Altruism in Childhood and Adolescence. 1-9		
65	Actions speak louder than looks: The effects of avatar appearance and in-game actions on subsequent prosocial behavior. <b>2020</b> , 14,		0
64	Video Game Use in the Treatment of Amblyopia: Weighing the Risks of Addiction. <b>2015</b> , 88, 309-17		2
63	Association through Action: Identity Development in Real and Virtual Video Game Environments. <b>2011</b> , 113, 220-243		0
62	Jeux vid��o : adolescence : paradoxes en temps de pand��mie. <b>2021</b> , 70, 37-37		
61	Learning from Video Games (and Everything Else): The General Learning Model. <b>2022</b> ,		1
60	Exploring the connection between playing video games and watching video game streaming: Relationships with potential problematic uses. <i>Computers in Human Behavior</i> , <b>2022</b> , 128, 107130	7-7	3
59	Understanding the Effects of Emergency Experience on Online First-Aid Learning Intention: The Mediating Role of Psychological Distances and Prosociality.. <b>2021</b> , 12, 829804		0
58	The Process of Prosocial Behavior Between Players/Characters in Digital Games. <b>2022</b> , 846-866		

57	Problem Gaming: A Short Primer. <b>2018</b> , 10, 309-327		
56	Media Consuming in Children. <b>2022</b> , 533-551		
55	Effects of Prosocial Video Games on Prosocial Thoughts and Prosocial Behaviors. 089443932110695		0
54	Why and How Did Narrative Fictions Evolve? Fictions as Entertainment Technologies.. <b>2022</b> , 13, 786770		0
53	Prosocial Behavior. <b>2022</b> , 651-667		
52	Impact of Environmental Concern on Ecological Purchasing Behavior: The Moderating Effect of Prosociality. <i>Sustainability</i> , <b>2022</b> , 14, 3004	3.6	1
51	Serious Gaming for Behaviour Change: A Systematic Review. <i>Information (Switzerland)</i> , <b>2022</b> , 13, 142	2.6	1
50	The art of being together: How group play can increase reciprocity, social capital, and social status in a multiplayer online game. <i>Computers in Human Behavior</i> , <b>2022</b> , 107291	7.7	0
49	The dark and bright side of video game consumption: Effects of violent and prosocial video games.. <i>Current Opinion in Psychology</i> , <b>2022</b> , 46, 101326	6.2	4
48	The Effect of Violent Video on Facial Expression Recognition and Memory Tendency. <i>Advances in Psychology</i> , <b>2022</b> , 12, 1024-1031	0	
47	An Empirical Argument for Mencius's Theory of Human Nature. <i>Dao</i> , 1	0.1	
46	Children are more social when playing analog games together than digital games. <i>Computers in Human Behavior Reports</i> , <b>2022</b> , 100195	2.6	0
45	Using citation network analysis to enhance scholarship in psychological science: A case study of the human aggression literature.. <i>PLoS ONE</i> , <b>2022</b> , 17, e0266513	3.7	
44	Importance of Social Videogaming for Connection with Others During the COVID-19 Pandemic. <i>Games and Culture</i> , 155541202210909	1.9	
43	Are There Bidirectional Influences Between Screen Time Exposure and Social Behavioral Traits in Young Children?. <i>Journal of Developmental and Behavioral Pediatrics</i> , <b>2022</b> ,	2.4	0
42	A Collaboration Between Health Care and Esports to Impact Youth Mental Health and Wellness: Evaluating the Presence of Mind Initiative. <i>NEJM Catalyst</i> , <b>2022</b> , 3,	2.3	
41	Examining guests' experience in luxury hotels: evidence from an emerging market. <i>Journal of Marketing Management</i> , 1-29	3.2	1
40	How Should I Respond to "Good Morning?" Understanding Choice in Narrative-Rich Games. <b>2022</b> ,		



- 39 Geschlechterbezogene Rollen und Stereotype und ihre Auswirkungen auf das Leben Jugendlicher und junger Erwachsener. **2022**, 425-451
- 38 A Study on the Perception of Self-Identity of Metaverse Users : Focusing on Symbolic Interactionist Theory. *Korean Journal of Journalism & Communication Studies*, **2022**, 66, 92-138 0.4
- 37 The Digital Game for the Learning of Reading Skill. **2022**, 12, 50-59
- 36 The Effect of a Smart Money Kit on the Financial Interest, Financial Management Behavior, and Prosocial Level of Preschoolers. **2022**, 30,
- 35 Longitudinal predictors of weapon involvement in middle adolescence: Evidence from the UK Millennium Cohort Study.
- 34 Effects of reward and punishment in prosocial video games on attentional bias and prosocial behaviors. **2022**, 137, 107441
- 33 Gamification of cooperation: A framework, literature review and future research agenda. **2022**, 67, 102549 1
- 32 Violent media effects: current theory and evidence. **2022**, 0
- 31 Augmented Reality Technology: A Systematic Review on Gaming Strategy for Medication Adherence. **2022**, 47-66 0
- 30 Infants's physiological responses to emotionally salient media with links to parent and child, empathy, prosocial behaviors and media use. **2023**, 139, 107497 1
- 29 The seriousness of massive multiplayer online games: the case of Star Wars Galaxy of Heroes. 1-14 0
- 28 Reading prosocial content in books and adolescents's prosocial behavior: A moderated mediation model with evidence from China. 13, 0
- 27 Deviant Peer Affiliation: A Newly Verified Mechanism by Which Violent Video Game Exposure Affect Aggressive and Prosocial Behavior. 0
- 26 Will exposure to different consequences of prosocial behavior always lead to subsequent prosocial behavior among adolescents: An experimental study of short videos. 13, 0
- 25 Music as a Tool for Ethics. **2022**, 9, 81-102 0
- 24 Prosocial activities in video games player type based study concerning the genres assively Multiplayer Online, Shooter and Role-Playing Games. **2022**, 0
- 23 Katerina gets mad's physiological and behavioral responses to co-viewing educational, self-regulatory media. **2022**, 64, 0
- 22 Values throughout the Game Space. **2022**, 6, 1-27 0

- 21 Research on prosocial screen and immersive media effects: a systematic literature review. 1-35 ○
- 20 From virtual to prosocial reality: The effects of prosocial virtual reality games on preschool Children's prosocial tendencies in real life environments. **2023**, 139, 107546 ○
- 19 The evaluation and impact of educational media and technology on children and adolescents. **2022**, ○
- 18 Media Effects on Prosocial Thought and Behavior Across the Lifespan. **2022**, ○
- 17 Television, computers, and media viewing (children and adolescents). **2022**, ○
- 16 Screen Media Exposure in Early Childhood and Its Relation to Children's Self-Regulation. **2022**, 2022, 1-34 ○
- 15 A Meta-Analytic Review of the Validity of the Tangram Help/Hurt Task. 014616722211277 ○
- 14 Effects of media use, smart phone addiction, and adult ADHD symptoms on wellbeing of college students during the COVID-19 lockdown: Dispositional hope as a protective factor. 13, ○
- 13 Perspective-taking of Virtual Agents for Promoting Prosocial Behaviors. **2022**, ○
- 12 Do Violent Video Games Reduce Aggression? The Roles of Prosociality and Cooperation. 1-24 ○
- 11 Evaluation of a serious gaming intervention to prevent child marriage in Uganda. **2022**, 107627 ○
- 10 Does Playing Cooperative Mobile Games Facilitate Social Interaction and Positive Affect in Middle Childhood?. 1-10 ○
- 9 Pathological Video-Gaming among Singaporean Youth. **2010**, 39, 822-829 4
- 8 The development and validation of a measure of moral intuition salience for children and adolescents: The Moral Intuitions and Development Scale. ○
- 7 Internet and Video Games: Causes of Behavioral Disorders in Children and Teenagers. **2023**, 10, 86 ○
- 6 LGBTQ+ Media Exposure and Attitudes: Measures of Development and the Moderating Role of Sexual Orientation. ○
- 5 Digitale Spiele in der ökonomischen Bildung. **2023**, 1-15 ○
- 4 Dijital BaĖimler, Sosyal BaĖim ve YaĖm Memnuniyeti ile Akademik Yeterlilik Arasındaki İlişilerin İncelenmesi. ○

- 3 Altruism or egoism âhow do game features motivate cooperation? An investigation into user we-intention and I-intention. 1-25 o
- 2 Social Virtual Reality as a Mental Health Tool: How People Use VRChat to Support Social Connectedness and Wellbeing. **2023**, o
- 1 Evaluating Accessible Navigation for Blind People in Virtual Environments. **2023**, o