

Superman vs. BAD Man? The Effects of Empathy and Ga

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Citation Report

#	ARTICLE	IF	CITATIONS
1	Video game play and intergroup relations: Real world implications for prejudice and discrimination. <i>Aggression and Violent Behavior</i> , 2015, 25, 227-236.	1.2	16
2	Violent video games: The effects of narrative context and reward structure on in-game and postgame aggression.. <i>Journal of Experimental Psychology: Applied</i> , 2015, 21, 205-214.	0.9	20
3	Like the good or bad guy? Empathy in antisocial and prosocial games.. <i>Psychology of Popular Media Culture</i> , 2015, 4, 80-96.	2.6	23
4	Moral positioning in video games and its relation with dispositional traits: The emergence of a social dimension. <i>Computers in Human Behavior</i> , 2015, 50, 1-8.	5.1	26
5	Transportability and Presence as Predictors of Avatar Identification Within Narrative Video Games. <i>Cyberpsychology, Behavior, and Social Networking</i> , 2016, 19, 283-287.	2.1	34
6	Crowd appearance affects player performance in game combat scenarios. , 2016, , .		4
7	How do presence, flow, and character identification affect players' empathy and interest in learning from a serious computer game?. <i>Computers in Human Behavior</i> , 2016, 64, 77-87.	5.1	97
8	Empathic Features and Absorption in Fantasy Role-Playing. <i>American Journal of Clinical Hypnosis</i> , 2016, 58, 286-294.	0.3	23
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11	<i>That Dragon, Cancer</i> Goes to Seminary. <i>Christian Education Journal</i> , 2018, 15, 105-117.	0.0	5
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13	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> , 2018, 89, 163-172.	5.1	23
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15	The interaction of contextual realism and fantasy tendency on aggressive behavior following violent video game play: An indirect test of violent content effects. <i>Computers in Human Behavior</i> , 2019, 98, 134-139.	5.1	5
16	Game perspective-taking effects on willingness to help immigrants: A replication study with a Spanish sample. <i>New Media and Society</i> , 2020, 22, 944-958.	3.1	8
17	Reexamining the Findings of the American Psychological Association's 2015 Task Force on Violent Media: A Meta-Analysis. <i>Perspectives on Psychological Science</i> , 2020, 15, 1423-1443.	5.2	52
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19	Is Sexual Objectification and Victimization of Females in Video Games Associated With Victim Blaming or Victim Empathy?. <i>Journal of Interpersonal Violence</i> , 2021, 36, NP3196-NP3221.	1.3	10
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21	Priority pixels: the social and cultural implications of romance in video games. <i>Information, Communication and Society</i> , 2021, 24, 717-732.	2.6	2
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28	No Man Is a Monkey Island: Individual Characteristics Associated with Gamersâ€™ Preferences for Single or Multiplayer Games. <i>Lecture Notes in Computer Science</i> , 2016, , 342-347.	1.0	1
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33	Itâ€™s my choice: The effects of moral decision-making on narrative game engagement. <i>Journal of Gaming and Virtual Worlds</i> , 2019, 11, 101-118.	0.1	4
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39	To Kill or Not to Kill â€“ An experimental test of moral Decision-Making in gaming. <i>Entertainment Computing</i> , 2022, 42, 100485.	1.8	1

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41	Values throughout the Game Space. <i>Proceedings of the ACM on Human-Computer Interaction</i> , 2022, 6, 1-27.	2.5	1
42	Avatars. , 2022, , 163-168.		0
43	How Avatar Identification Affects Enjoyment in the Metaverse: The Roles of Avatar Customization and Social Engagement. <i>Cyberpsychology, Behavior, and Social Networking</i> , 2023, 26, 255-262.	2.1	9