

# CITATION REPORT

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## Cyber neutralisation and flaming

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Behaviour and Information Technology, 2016, 35, 210-224.

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#	Paper	IF	Citations
16	Moderating effect of motivation for MIM use on the association between MIM bullying opportunities and MIM bullying behaviours. <i>Behaviour and Information Technology</i> , <b>2017</b> , 36, 1299-1307	2.4	3
15	Disruptive behaviors in online games: Effects of moral positioning, competitive motivation, and aggression in "League of Legends" <i>Social Behavior and Personality</i> , <b>2019</b> , 47, 1-9	1.2	4
14	A new perspective on online malicious comments: effects of attention and neutralization. <i>Information Technology and People</i> , <b>2020</b> , 34, 50-67	3.4	1
13	Understanding the Relationship Between the Dark Triad of Personality Traits and Neutralization Techniques Toward Cybersecurity Behaviour. <i>International Journal of Cyber Warfare and Terrorism</i> , <b>2020</b> , 10, 1-19	0.3	2
12	Joint Effects of Neutralisation Techniques and the Dark Triad of Personality Traits on Gender : An Insider Threat Perspective. <b>2021</b> ,		1
11	Understanding the Behavioral Consequences of Upward Social Comparison on Social Networking Sites: The Mediating Role of Emotions. <i>Sustainability</i> , <b>2021</b> , 13, 5781	3.6	3
10	Future Time Perspective and Self-Control Mediate the Links between Parental Autonomy Support and Adolescents' Digital Citizenship Behavior. <i>Youth and Society</i> , 0044118X2110207	2.1	
9	Navigating ambiguous negativity: A case study of Twitch.tv live chats. <i>New Media and Society</i> , 146144482097899	3.0	1
8	Applying the Techniques of Neutralization to the Study of Cybercrime. <b>2019</b> , 1-19		2
7	Applying the Techniques of Neutralization to the Study of Cybercrime. <b>2020</b> , 547-565		
6	A New Model of Flaming Phenomena in Online Social Networks that Considers Resonance Driven by External Stimuli. <b>2020</b> ,		
5	Moe-Phobia: Effect of Users' Gender on Perceived Sexuality and Likability Toward Manga-Like Virtual Agents. <i>Frontiers in Psychology</i> , <b>2022</b> , 13,	3.4	
4	Problematic mobile phone use and cyberbullying perpetration in adolescents. 1-20		0
3	Playing and Socializing Adults' Perceptions of the FIFA Digital Game. <b>2023</b> , 10, 2		0
2	Exploring the Dark Side of Esports Online Spectatorship: Passion as a Mediator and Collective Narcissism as a Moderator. 216747952311643		0
1	Insider employee-led cyber fraud (IECF) in Indian banks: from identification to sustainable mitigation planning. 1-31		0