

# Jim Blascovich

## List of Publications by Year in descending order

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Version: 2024-02-01

78  
papers

11,033  
citations

50244

46  
h-index

71651

76  
g-index

82  
all docs

82  
docs citations

82  
times ranked

7256  
citing authors

#	ARTICLE	IF	CITATIONS
1	TARGET ARTICLE: Immersive Virtual Environment Technology as a Methodological Tool for Social Psychology. <i>Psychological Inquiry</i> , 2002, 13, 103-124.	0.4	922
2	Measures of Self-Esteem. , 1991, , 115-160.		906
3	Subjective, physiological, and behavioral effects of threat and challenge appraisal.. <i>Journal of Personality and Social Psychology</i> , 1993, 65, 248-260.	2.6	658
4	Interpersonal Distance in Immersive Virtual Environments. <i>Personality and Social Psychology Bulletin</i> , 2003, 29, 819-833.	1.9	601
5	African Americans and High Blood Pressure: The Role of Stereotype Threat. <i>Psychological Science</i> , 2001, 12, 225-229.	1.8	458
6	The Biopsychosocial Model of Arousal Regulation. <i>Advances in Experimental Social Psychology</i> , 1996, 28, 1-51.	2.0	446
7	Perceiver threat in social interactions with stigmatized others.. <i>Journal of Personality and Social Psychology</i> , 2001, 80, 253-267.	2.6	446
8	The Use of Immersive Virtual Reality in the Learning Sciences: Digital Transformations of Teachers, Students, and Social Context. <i>Journal of the Learning Sciences</i> , 2008, 17, 102-141.	2.0	382
9	Equilibrium Theory Revisited: Mutual Gaze and Personal Space in Virtual Environments. <i>Presence: Teleoperators and Virtual Environments</i> , 2001, 10, 583-598.	0.3	367
10	Presence of human friends and pet dogs as moderators of autonomic responses to stress in women.. <i>Journal of Personality and Social Psychology</i> , 1991, 61, 582-589.	2.6	353
11	Cardiovascular Reactivity and the Presence of Pets, Friends, and Spouses: The Truth About Cats and Dogs. <i>Psychosomatic Medicine</i> , 2002, 64, 727-739.	1.3	337
12	The Independent and Interactive Effects of Embodied-Agent Appearance and Behavior on Self-Report, Cognitive, and Behavioral Markers of Copresence in Immersive Virtual Environments. <i>Presence: Teleoperators and Virtual Environments</i> , 2005, 14, 379-393.	0.3	294
13	How attributional ambiguity shapes physiological and emotional responses to social rejection and acceptance.. <i>Journal of Personality and Social Psychology</i> , 2008, 94, 278-291.	2.6	290
14	Threatened by the unexpected: Physiological responses during social interactions with expectancy-violating partners.. <i>Journal of Personality and Social Psychology</i> , 2007, 92, 698-716.	2.6	277
15	Social "facilitation" as challenge and threat.. <i>Journal of Personality and Social Psychology</i> , 1999, 77, 68-77.	2.6	265
16	Predicting athletic performance from cardiovascular indexes of challenge and threat. <i>Journal of Experimental Social Psychology</i> , 2004, 40, 683-688.	1.3	227
17	Effects of justice beliefs on cognitive appraisal of and subjective physiological, and behavioral responses to potential stress.. <i>Journal of Personality and Social Psychology</i> , 1994, 67, 732-740.	2.6	213
18	Transformed Social Interaction: Decoupling Representation from Behavior and Form in Collaborative Virtual Environments. <i>Presence: Teleoperators and Virtual Environments</i> , 2004, 13, 428-441.	0.3	174

#	ARTICLE	IF	CITATIONS
19	Effects of self-esteem and performance feedback on future affective preferences and cognitive expectations.. Journal of Personality and Social Psychology, 1981, 40, 521-531.	2.6	173
20	Social Inhibition in Immersive Virtual Environments. Presence: Teleoperators and Virtual Environments, 2003, 12, 183-195.	0.3	143
21	Challenge and threat responses during downward and upward social comparisons. European Journal of Social Psychology, 2001, 31, 477-497.	1.5	128
22	The Relationship Between Self-Esteem Level, Self-Esteem Stability, and Cardiovascular Reactions to Performance Feedback.. Journal of Personality and Social Psychology, 2004, 87, 133-145.	2.6	122
23	Transformed Social Interaction, Augmented Gaze, and Social Influence in Immersive Virtual Environments. Human Communication Research, 2005, 31, 511-537.	1.9	119
24	What Can Virtual Reality Teach Us About Prosocial Tendencies in Real and Virtual Environments?. Media Psychology, 2008, 11, 259-282.	2.1	114
25	Effects of Self-Deception, Social Desirability, and Repressive Coping on Psychophysiological Reactivity to Stress. Personality and Social Psychology Bulletin, 1992, 18, 616-624.	1.9	106
26	The Robust Nature of the Biopsychosocial Model Challenge and Threat: A Reply to Wright and Kirby. Personality and Social Psychology Review, 2003, 7, 234-243.	3.4	99
27	Something to gain, something to lose: The cardiovascular consequences of outcome framing. International Journal of Psychophysiology, 2009, 73, 308-312.	0.5	93
28	Empirical assessment of visceral self-perception: Individual and sex differences in the acquisition of heartbeat discrimination.. Journal of Personality and Social Psychology, 1981, 40, 1095-1101.	2.6	89
29	Leadership Efficacy and Women Leaders' Responses to Stereotype Activation. Group Processes and Intergroup Relations, 2007, 10, 595-616.	2.4	88
30	Self-Representations in Immersive Virtual Environments. Journal of Applied Social Psychology, 2008, 38, 2673-2690.	1.3	85
31	The effect of gender stereotype activation on challenge and threat motivational states. Journal of Experimental Social Psychology, 2008, 44, 624-630.	1.3	84
32	Cardiovascular correlates of emotional expression and suppression: Do content and gender context matter?. Journal of Personality and Social Psychology, 2003, 84, 771-792.	2.6	83
33	Cardiovascular measures independently predict performance in a university course. Psychophysiology, 2010, 47, 535-539.	1.2	83
34	Culture and the body: East-West differences in visceral perception.. Journal of Personality and Social Psychology, 2012, 102, 718-728.	2.6	82
35	Gaze and task performance in shared virtual environments. Computer Animation and Virtual Worlds, 2002, 13, 313-320.	0.9	81
36	The Nonconscious Influence of Religious Symbols in Motivated Performance Situations. Personality and Social Psychology Bulletin, 2005, 31, 1203-1216.	1.9	80

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37	Immersive Virtual Video Game Play and Presence: Influences on Aggressive Feelings and Behavior. Presence: Teleoperators and Virtual Environments, 2008, 17, 57-72.	0.3	73
38	On the Functional Value of Attitudes: The Influence of Accessible Attitudes on the Ease and Quality of Decision Making. Personality and Social Psychology Bulletin, 1992, 18, 388-401.	1.9	72
39	Mere presence is not enough: Responsive support in a virtual world. Journal of Experimental Social Psychology, 2012, 48, 37-44.	1.3	72
40	The role of leadership self-efficacy and stereotype activation on cardiovascular, behavioral and self-report responses in the leadership domain. Leadership Quarterly, 2010, 21, 89-103.	3.6	63
41	Social evaluations of embodied agents and avatars. Computers in Human Behavior, 2011, 27, 2380-2385.	5.1	63
42	Attitude accessibility as a moderator of autonomic reactivity during decision making.. Journal of Personality and Social Psychology, 1993, 64, 165-176.	2.6	61
43	Proxemic behaviors as predictors of aggression towards Black (but not White) males in an immersive virtual environment. Social Influence, 2009, 4, 138-154.	0.9	60
44	A Biopsychosocial Approach to Arousal Regulation. Journal of Social and Clinical Psychology, 1992, 11, 213-237.	0.2	55
45	A pluralistic explanation of choice shifts on the risk dimension.. Journal of Personality and Social Psychology, 1975, 31, 422-429.	2.6	51
46	Affect intensity and cardiac arousal.. Journal of Personality and Social Psychology, 1992, 63, 164-174.	2.6	50
47	Feasibility and Preliminary Effects of a Virtual Environment for Adults With Type 2 Diabetes: Pilot Study. JMIR Research Protocols, 2014, 3, e23.	0.5	50
48	Blackjack and the risky shift, II: Monetary stakes. Journal of Experimental Social Psychology, 1975, 11, 224-232.	1.3	47
49	Courtroom Applications of Virtual Environments, Immersive Virtual Environments, and Collaborative Virtual Environments. Law and Policy, 2006, 28, 249-270.	0.3	44
50	The self-protective and undermining effects of attributional ambiguity. Journal of Experimental Social Psychology, 2007, 43, 884-893.	1.3	41
51	Blackjack and the Risky Shift. Sociometry, 1973, 36, 42.	0.9	40
52	Effects of vocalization on cardiovascular and electrodermal responses during mental arithmetic. International Journal of Psychophysiology, 1994, 18, 23-33.	0.5	37
53	Presence Relates to Distinct Outcomes in Two Virtual Environments Employing Different Learning Modalities. Cyberpsychology, Behavior and Social Networking, 2009, 12, 263-268.	2.2	37
54	Individual Differences in Physiological Arousal and Perception of Arousal. Personality and Social Psychology Bulletin, 1990, 16, 665-675.	1.9	35

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55	On the Correspondence Between Physiological and Nonverbal Responses: Nonverbal Behavior Accompanying Challenge and Threat. <i>Journal of Nonverbal Behavior</i> , 2009, 33, 141-148.	0.6	30
56	Challenge, threat, and subjective group dynamics: Reactions to normative and deviant group members.. <i>Group Dynamics</i> , 2012, 16, 105-121.	0.7	29
57	How, When, and Why to Use Digital Experimental Virtual Environments to Study Social Behavior. <i>Social and Personality Psychology Compass</i> , 2009, 3, 744-758.	2.0	28
58	Emergent Norms and Choice Shifts Involving Risk. <i>Sociometry</i> , 1974, 37, 205.	0.9	27
59	Using a preamble to increase presence in digital virtual environments. <i>Virtual Reality</i> , 2017, 21, 153-164.	4.1	27
60	Testing Communication Strategies to Convey Genomic Concepts Using Virtual Reality Technology. <i>Journal of Health Communication</i> , 2009, 14, 384-399.	1.2	25
61	Intelligent Agents Who Wear Your Face: Users'™ Reactions to the Virtual Self. <i>Lecture Notes in Computer Science</i> , 2001, , 86-99.	1.0	24
62	Quantifying rapid changes in cardiovascular state with a moving ensemble average. <i>Psychophysiology</i> , 2018, 55, e13018.	1.2	23
63	A Theoretical Framework for a Virtual Diabetes Self-Management Community Intervention. <i>Western Journal of Nursing Research</i> , 2014, 36, 1222-1237.	0.6	21
64	Testing the effects of educational strategies on comprehension of a genomic concept using virtual reality technology. <i>Patient Education and Counseling</i> , 2009, 77, 224-230.	1.0	19
65	The effects of negative reflection for defensive pessimists: Dissipation or harnessing of threat?. <i>Personality and Individual Differences</i> , 2008, 45, 515-520.	1.6	18
66	Simultaneous acquisition of functional magnetic resonance images and impedance cardiography. <i>Psychophysiology</i> , 2015, 52, 481-488.	1.2	15
67	The Effects of Witness Viewpoint Distance, Angle, and Choice on Eyewitness Accuracy in Police Lineups Conducted in Immersive Virtual Environments. <i>Presence: Teleoperators and Virtual Environments</i> , 2008, 17, 242-255.	0.3	13
68	Leveraging Collaborative Virtual Environment Technology for Inter-Population Research on Persuasion in a Classroom Setting. <i>Presence: Teleoperators and Virtual Environments</i> , 2009, 18, 361-369.	0.3	13
69	Power Moves Beyond Complementarity: A Staring Look Elicits Avoidance in Low Power Perceivers and Approach in High Power Perceivers. <i>Personality and Social Psychology Bulletin</i> , 2017, 43, 1188-1201.	1.9	11
70	Digital Immersive Virtual Environments and Instructional Computing. <i>Educational Psychology Review</i> , 2010, 22, 57-69.	5.1	9
71	Virtual Reality: Whence, How and What For. <i>Virtual Reality Technologies for Health and Clinical Applications</i> , 2019, , 15-46.	0.8	9
72	Heart Rate and Competitive Decision Making. <i>Personality and Social Psychology Bulletin</i> , 1978, 4, 115-118.	1.9	8

#	ARTICLE	IF	CITATIONS
73	Are Virtual Environments the New Frontier in Obesity Management?. Social and Personality Psychology Compass, 2014, 8, 650-658.	2.0	7
74	For better or for worse: The effect of superior and inferior teammate performance on changes in challenge/threat cardiovascular responses. European Journal of Work and Organizational Psychology, 2012, 21, 681-717.	2.2	6
75	Familiarity, Challenge, and Processing of Persuasion Messages. Social Cognition, 2015, 33, 585-604.	0.5	6
76	Consequences of Playing Violent Video Games in Immersive Virtual Environments. , 2006, , 167-186.		6
77	Using Physiological Indexes in Social Psychological Research. , 0, , 101-122.		4
78	Consequences of objective self-awareness during exercise. Health Psychology Open, 2015, 2, 205510291559808.	0.7	0