

Robert Busching

List of Publications by Year in descending order

Source: <https://exaly.com/author-pdf/1207762/publications.pdf>

Version: 2024-02-01

20
papers

835
citations

933447

10
h-index

794594

19
g-index

20
all docs

20
docs citations

20
times ranked

1604
citing authors

#	ARTICLE	IF	CITATIONS
1	Many Labs 2: Investigating Variation in Replicability Across Samples and Settings. <i>Advances in Methods and Practices in Psychological Science</i> , 2018, 1, 443-490.	9.4	505
2	Media violence use and aggression among German adolescents: Associations and trajectories of change in a three-wave longitudinal study.. <i>Psychology of Popular Media Culture</i> , 2012, 1, 152-166.	2.4	54
3	Testing the reliability and validity of different measures of violent video game use in the United States, Singapore, and Germany.. <i>Psychology of Popular Media Culture</i> , 2015, 4, 97-111.	2.4	49
4	With a Little Help from Their Peers: The Impact of Classmates on Adolescentsâ€™ Development of Prosocial Behavior. <i>Journal of Youth and Adolescence</i> , 2020, 49, 1849-1863.	3.5	40
5	Efficacy of an Intervention to Reduce the Use of Media Violence and Aggression: An Experimental Evaluation with Adolescents in Germany. <i>Journal of Youth and Adolescence</i> , 2012, 41, 105-120.	3.5	38
6	The Girls Set the Tone. <i>Personality and Social Psychology Bulletin</i> , 2015, 41, 659-676.	3.0	32
7	The socializing effect of classroom aggression on the development of aggression and social rejection: A two-wave multilevel analysis. <i>Journal of School Psychology</i> , 2016, 58, 57-72.	2.9	22
8	Catching aggression from one's peers: A longitudinal and multilevel analysis. <i>Social and Personality Psychology Compass</i> , 2019, 13, e12433.	3.7	17
9	Interplay of normative beliefs and behavior in developmental patterns of physical and relational aggression in adolescence: a four-wave longitudinal study. <i>Frontiers in Psychology</i> , 2014, 5, 1146.	2.1	14
10	The effects of sexualized video game characters and character personalization on women's self-objectification and body satisfaction. <i>Journal of Experimental Social Psychology</i> , 2021, 92, 104051.	2.2	10
11	Predicting Adolescentsâ€™ Self-Objectification from Sexualized Video Game and Instagram Use: A Longitudinal Study. <i>Sex Roles</i> , 2021, 84, 584-598.	2.4	10
12	Longitudinal Links Between Maladaptive Anger Regulation, Peer Problems, and Aggression in Middle Childhood. <i>Merrill-Palmer Quarterly</i> , 2017, 63, 282.	0.5	9
13	Beyond the positive reinforcement of aggression. <i>International Journal of Behavioral Development</i> , 2018, 42, 73-82.	2.4	8
14	Charging Neutral Cues with Aggressive Meaning through Violent Video Game Play. <i>Societies</i> , 2013, 3, 445-456.	1.5	6
15	The Contagious Effect of Deviant Behavior in Adolescence. <i>Social Psychological and Personality Science</i> , 2018, 9, 815-824.	3.9	6
16	Developmental problems in adolescence: A person-centered analysis across time and domains. <i>Journal of Applied Developmental Psychology</i> , 2017, 53, 40-53.	1.7	5
17	Links Between Exposure to Sexualized Instagram Images and Body Image Concerns in Girls and Boys. <i>Journal of Media Psychology</i> , 2022, 34, 55-62.	1.0	4
18	Womenâ€™s exposure to sexualized TV, self-objectification, and consideration of cosmetic surgery: The role of age.. <i>Psychology of Popular Media</i> , 2022, 11, 117-124.	1.4	4

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19	Using behavioral observation for the longitudinal study of anger regulation in middle childhood. <i>Applied Developmental Science</i> , 2019, 23, 105-118.	1.7	2
20	The Impact of Visual Stereotypes on Judgments about Rape. <i>Swiss Journal of Psychology</i> , 2016, 75, 133-140.	0.9	0