

Jussi Palomäki

List of Publications by Year in descending order

Source: <https://exaly.com/author-pdf/508646/publications.pdf>

Version: 2024-02-01

35
papers

554
citations

759233

12
h-index

713466

21
g-index

39
all docs

39
docs citations

39
times ranked

626
citing authors

#	ARTICLE	IF	CITATIONS
1	National identity predicts public health support during a global pandemic. <i>Nature Communications</i> , 2022, 13, 517.	12.8	127
2	“This is just so unfair!”: A qualitative analysis of loss-induced emotions and tilting in on-line poker. <i>International Gambling Studies</i> , 2013, 13, 255-270.	2.1	35
3	Brain oscillatory 4–35Hz EEG responses during an n-back task with complex visual stimuli. <i>Neuroscience Letters</i> , 2012, 516, 141-145.	2.1	34
4	“Don’t Worry, It’s Just Poker!” Experience, Self-Rumination and Self-Reflection as Determinants of Decision-Making in On-Line Poker. <i>Journal of Gambling Studies</i> , 2013, 29, 491-505.	1.6	27
5	We will make you like our research: The development of a susceptibility-to-persuasion scale. <i>PLoS ONE</i> , 2018, 13, e0194119.	2.5	26
6	Losing More by Losing It: Poker Experience, Sensitivity to Losses and Tilting Severity. <i>Journal of Gambling Studies</i> , 2014, 30, 187-200.	1.6	25
7	Emotional and Social Factors influence Poker Decision Making Accuracy. <i>Journal of Gambling Studies</i> , 2015, 31, 933-947.	1.6	25
8	Moral Uncanny Valley: A Robot’s Appearance Moderates How its Decisions are Judged. <i>International Journal of Social Robotics</i> , 2021, 13, 1679-1688.	4.6	23
9	Experienced Poker Players Are Emotionally Stable. <i>Cyberpsychology, Behavior, and Social Networking</i> , 2014, 17, 668-671.	3.9	22
10	Evaluating the replicability of the uncanny valley effect. <i>Heliyon</i> , 2018, 4, e00939.	3.2	21
11	What makes people approve or condemn mind upload technology? Untangling the effects of sexual disgust, purity and science fiction familiarity. <i>Palgrave Communications</i> , 2018, 4, .	4.7	19
12	Positive affect state is a good predictor of movement and stress: combining data from ESM/EMA, mobile HRV measurements and trait questionnaires. <i>Heliyon</i> , 2021, 7, e06243.	3.2	17
13	The dark triad and willingness to commit insurance fraud. <i>Cogent Psychology</i> , 2018, 5, 1469579.	1.3	13
14	Moral psychology of sex robots: An experimental study how pathogen disgust is associated with interhuman sex but not interandroid sex. <i>Paladyn</i> , 2020, 11, 233-249.	2.7	13
15	Money for microbes” Pathogen avoidance and outgroup helping behaviour. <i>International Journal of Psychology</i> , 2018, 53, 1-10.	2.8	11
16	Poker players with experience and skill are not “Exposing a discrepancy in measures of problem gambling. <i>Journal of Gambling and Commercial Gaming Research</i> , 0, 1, 1-18.	0.0	11
17	Flow Experiences During Visuomotor Skill Acquisition Reflect Deviation From a Power-Law Learning Curve, but Not Overall Level of Skill. <i>Frontiers in Psychology</i> , 2019, 10, 1126.	2.1	10
18	Anticipatory electrodermal activity and decision making in a computer poker-game.. <i>Journal of Neuroscience, Psychology, and Economics</i> , 2013, 6, 55-70.	1.0	9

#	ARTICLE	IF	CITATIONS
19	Understanding depressive symptoms through psychological traits and physiological stress reactivity. <i>Cogent Psychology</i> , 2019, 6, .	1.3	9
20	The link between flow and performance is moderated by task experience. <i>Computers in Human Behavior</i> , 2021, 124, 106891.	8.5	9
21	Machiavelli as a poker mate – A naturalistic behavioural study on strategic deception. <i>Personality and Individual Differences</i> , 2016, 98, 266-271.	2.9	7
22	Reduced Power in Fronto-Parietal Theta EEG Linked to Impaired Attention-Sampling in Adult ADHD. <i>ENeuro</i> , 2022, 9, ENEURO.0028-21.2021.	1.9	7
23	Heart-rate sonification biofeedback for poker. <i>International Journal of Human Computer Studies</i> , 2018, 120, 14-21.	5.6	6
24	Article Commentary: Zone out and your money flows away; go with the flow and your money might stay. <i>NAD Nordic Studies on Alcohol and Drugs</i> , 2016, 33, 111-113.	1.3	5
25	Socio-cognitive biases in folk AI ethics and risk discourse. <i>AI and Ethics</i> , 2021, 1, 593-610.	6.8	5
26	Experience and Passion in Poker: Are There Well-Being Implications?. <i>Journal of Gambling Studies</i> , 2019, 35, 731-742.	1.6	4
27	Moral Psychology and Artificial Agents (Part Two). <i>Advances in Human and Social Aspects of Technology Book Series</i> , 2021, , 189-204.	0.3	4
28	Students in sight: Using mobile eye-tracking to investigate mathematics teachers' gaze behaviour during task instruction-giving. <i>Frontline Learning Research</i> , 2021, 9, 92-115.	0.8	4
29	Editorial: High Performance Cognition: Information-Processing in Complex Skills, Expert Performance, and Flow. <i>Frontiers in Psychology</i> , 2020, 11, 579950.	2.1	3
30	Moral Psychology and Artificial Agents (Part One). <i>Advances in Human and Social Aspects of Technology Book Series</i> , 2021, , 166-188.	0.3	3
31	Online betting intensity is linked with Extraversion and Conscientiousness. <i>Journal of Personality</i> , 2021, 89, 1081-1094.	3.2	3
32	The Science and Detection of Tilting. , 2016, , .		3
33	"To Bluff like a Man or Fold like a Girl?" – Gender Biased Deceptive Behavior in Online Poker. <i>PLoS ONE</i> , 2016, 11, e0157838.	2.5	3
34	Treatments approved, boosts eschewed: Moral limits of neurotechnological enhancement. <i>Journal of Experimental Social Psychology</i> , 2022, 102, 104351.	2.2	3
35	Online 8-week cognitive therapy for problem gamblers: The moderating effects of depression symptoms and perceived financial control. <i>Journal of Behavioral Addictions</i> , 2022, 11, 75-87.	3.7	2