Douglas A Gentile

List of Publications by Year
in descending order

150 papers	12,855 citations	31976 53 h-index	27406 106 g-index
155 all docs	155 docs citations	155 times ranked	7830 citing authors

#	Article	IF	Citations
1	Pathological Video Game Use Among Youths: A Two-Year Longitudinal Study. Pediatrics, 2011, 127, e319-e329.	2.1	924
2	Pathological Video-Game Use Among Youth Ages 8 to 18. Psychological Science, 2009, 20, 594-602.	3.3	831
3	An international consensus for assessing internet gaming disorder using the new <scp>DSM</scp>â€5 approach. Addiction, 2014, 109, 1399-1406.	3.3	710
4	The effects of violent video game habits on adolescent hostility, aggressive behaviors, and school performance. Journal of Adolescence, 2004, 27, 5-22.	2.4	689
5	The Impact of Video Games on Training Surgeons in the 21st Century. Archives of Surgery, 2007, 142, 181.	2.2	526
6	The Effects of Prosocial Video Games on Prosocial Behaviors: International Evidence From Correlational, Longitudinal, and Experimental Studies. Personality and Social Psychology Bulletin, 2009, 35, 752-763.	3.0	523
7	The Internet Gaming Disorder Scale.. Psychological Assessment, 2015, 27, 567-582.	1.5	467
8	Television and Video Game Exposure and the Development of Attention Problems. Pediatrics, 2010, 126, 214-221.	2.1	375
9	A normative study of family media habits. Journal of Applied Developmental Psychology, 2002, 23, 157-178.	1.7	250
10	Brains on video games. Nature Reviews Neuroscience, 2011, 12, 763-768.	10.2	231
11	Video game playing, attention problems, and impulsiveness: Evidence of bidirectional causality.. Psychology of Popular Media Culture, 2012, 1, 62-70.	2.4	219
12	Including gaming disorder in the ICD-11: The need to do so from a clinical and public health perspective. Journal of Behavioral Addictions, 2018, 7, 556-561.	3.7	214
13	Longitudinal Effects of Violent Video Games on Aggression in Japan and the United States. Pediatrics, 2008, 122, e1067-e1072.	2.1	208
14	Violent Video Games as Exemplary Teachers: A Conceptual Analysis. Journal of Youth and Adolescence, 2008, 37, 127-141.	3.5	186
15	Influence of socio-economic status on habitual physical activity and sedentary behavior in 8- to 11-year old children. BMC Public Health, 2010, 10, 214.	2.9	176
16	Long-Term Relations Among Prosocial-Media Use, Empathy, and Prosocial Behavior. Psychological Science, 2014, 25, 358-368.	3.3	165
17	Attacking others online: The formation of cyberbullying in late adolescence.. Psychology of Popular Media Culture, 2012, 1, 123-135.	2.4	162
18	Internet Gaming Disorder in Children and Adolescents. Pediatrics, 2017, 140, S81-S85.	2.1	148

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19	Media Violence. Pediatrics, 2009, 124, 1495-1503.	2.1	146
20	Evaluation of a multiple ecological level child obesity prevention program: SwitchÂ®what you Do, View, and Chew. BMC Medicine, 2009, 7, 49.	5.5	146
21	Protective Effects of Parental Monitoring of Childrenâ€™s Media Use. JAMA Pediatrics, 2014, 168, 479.	6.2	144
22	Combined Influence of Physical Activity and Screen Time Recommendations on Childhood Overweight. Journal of Pediatrics, 2008, 153, 209-214.	1.8	135
23	Do You See What I See? Parent and Child Reports of Parental Monitoring of Media. Family Relations, 2012, 61, 470-487.	1.9	133
24	Facet importance and job satisfaction.. Journal of Applied Psychology, 1991, 76, 31-39.	5.3	127
25	A Validity Test of Movie, Television, and Video-Game Ratings. Pediatrics, 2001, 107, 1302-1308.	2.1	121
26	Predicting cyberbullying from anonymity.. Psychology of Popular Media Culture, 2016, 5, 171-180.	2.4	121
27	The Multiple Dimensions of Video Game Effects. Child Development Perspectives, 2011, 5, 75-81.	3.9	120
28	Media violence, physical aggression, and relational aggression in school age children: a shortâ€term longitudinal study. Aggressive Behavior, 2011, 37, 193-206.	2.4	116
29	Cross-Cultural Differences in Cyberbullying Behavior. Journal of Cross-Cultural Psychology, 2014, 45, 300-313.	1.6	111
30	Media Exposure, Aggression and Prosocial Behavior During Early Childhood: A Longitudinal Study. Social Development, 2006, 15, 612-627.	1.3	107
31	Mediators and Moderators of Long-term Effects of Violent Video Games on Aggressive Behavior. JAMA Pediatrics, 2014, 168, 450.	6.2	105
32	Well-Child Visits in the Video Age: Pediatricians and the American Academy of Pediatrics' Guidelines for Children's Media Use. Pediatrics, 2004, 114, 1235-1241.	2.1	103
33	A Conceptual Review of Research on the Pathological Use of Computers, Video Games, and the Internet. International Journal of Mental Health and Addiction, 2012, 10, 748-769.	7.4	103
34	Role-Playing and Real-Time Strategy Games Associated with Greater Probability of Internet Gaming Disorder. Cyberpsychology, Behavior, and Social Networking, 2015, 18, 480-485.	3.9	102
35	Violent Video Games, Delinquency, and Youth Violence. Youth Violence and Juvenile Justice, 2013, 11, 132-142.	3.0	100
36	Parental Influences on Pathological Symptoms of Video-Gaming Among Children and Adolescents: A Prospective Study. Journal of Child and Family Studies, 2015, 24, 1429-1441.	1.3	98

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37	Effects of Prosocial, Neutral, and Violent Video Games on Children's Helpful and Hurtful Behaviors. Aggressive Behavior, 2012, 38, 281-287.	2.4	95
38	Parenting and Digital Media. Pediatrics, 2017, 140, S112-S116.	2.1	91
39	Just What Are Sex and Gender, Anyway? A Call for a New Terminological Standard. Psychological Science, 1993, 4, 120-122.	3.3	88
40	SWITCH: rationale, design, and implementation of a community, school, and family-based intervention to modify behaviors related to childhood obesity. BMC Public Health, 2008, 8, 223.	2.9	87
41	Internet Gaming Addiction in Adolescence: Risk Factors and Maladjustment Correlates. International Journal of Mental Health and Addiction, 2018, 16, 888-904.	7.4	86
42	Violence, Sex, Race, and Age in Popular Video Games: A Content Analysis.. , 2005, , 115-130.		85
43	Reassessing media violence effects using a risk and resilience approach to understanding aggression.. Psychology of Popular Media Culture, 2012, 1, 138-151.	2.4	84
44	Pathological video-gaming among youth: A prospective study examining dynamic protective factors. Addiction Research and Theory, 2015, 23, 301-308.	1.9	82
45	Development and validation of the Problematic Media Use Measure: A parent report measure of screen media â€œaddictionâ€•in children.. Psychology of Popular Media Culture, 2019, 8, 2-11.	2.4	82
46	Comparing cyberbullying prevalence and process before and during the COVID-19 pandemic. Journal of Social Psychology, 2021, 161, 408-418.	1.5	79
47	The Reciprocal Relationship Between Passive Social Networking Site (SNS) Usage and Usersâ€™ Subjective Well-Being. Social Science Computer Review, 2018, 36, 511-522.	4.2	76
48	Screen Violence and Youth Behavior. Pediatrics, 2017, 140, S142-S147.	2.1	73
49	Concurrent Associations between Physical Activity, Screen Time, and Sleep Duration with Childhood Obesity. ISRN Obesity, 2014, 2014, 1-6.	2.2	62
50	Media Violence and Other Aggression Risk Factors in Seven Nations. Personality and Social Psychology Bulletin, 2017, 43, 986-998.	3.0	61
51	Public Policy and the Effects of Media Violence on Children. Social Issues and Policy Review, 2007, 1, 15-61.	6.5	60
52	Effects of Prosocial, Neutral, and Violent Video Games on College Students' Affect. Aggressive Behavior, 2012, 38, 263-271.	2.4	60
53	Sleep as a Mediator of Screen Time Effects on US Children's Health Outcomes. Journal of Children and Media, 2012, 6, 37-50.	1.7	58
54	Pathological video-gaming among Singaporean youth. Annals of the Academy of Medicine, Singapore, 2010, 39, 822-9.	0.4	58

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55	Susceptible to Social Influence: Risky â€œDrivingâ€•in Response to Peer Pressure1. Journal of Applied Social Psychology, 2011, 41, 773-797.	2.0	57
56	Utility of pedometer step recommendations for predicting overweight in children. International Journal of Obesity, 2007, 31, 1179-1182.	3.4	55
57	Violent video game effects on children and adolescents. A review of the literature. Minerva Pediatrica, 2005, 57, 337-58.	2.7	55
58	Media Ratings for Movies, Music, Video Games, and Television: a Review of the Research and Recommendations for Improvements. Adolescent Medicine Clinics, 2005, 16, 427-446.	0.8	51
59	Is the television rating system valid? Indirect, verbal, and physical aggression in programs viewed by fifth grade girls and associations with behavior. Journal of Applied Developmental Psychology, 2009, 30, 286-297.	1.7	50
60	Evaluation of youth pedometer-determined physical activity guidelines using receiver operator characteristic curves. Preventive Medicine, 2008, 46, 419-424.	3.4	49
61	Report of the Media Violence Commission. Aggressive Behavior, 2012, 38, 335-341.	2.4	49
62	Testing the reliability and validity of different measures of violent video game use in the United States, Singapore, and Germany.. Psychology of Popular Media Culture, 2015, 4, 97-111.	2.4	49
63	Video games as coping mechanisms in the etiology of video game addiction.. Psychology of Popular Media Culture, 2019, 8, 385-394.	2.4	49
64	Violent video game effects on salivary cortisol, arousal, and aggressive thoughts in children. Computers in Human Behavior, 2017, 70, 39-43.	8.5	47
65	The relationship between perceived stress and problematic social networking site use among Chinese college students. Journal of Behavioral Addictions, 2019, 8, 306-317.	3.7	46
66	The Effect of Video Game â€œWarm-upâ€•on Performance of Laparoscopic Surgery Tasks. Journal of the Society of Laparoendoscopic Surgeons, 2012, 16, 3-9.	1.1	44
67	Video Games can Increase Creativity, but with Caveats. Creativity Research Journal, 2019, 31, 119-131.	2.6	43
68	The influence of television on willingness to seek therapy. Journal of Clinical Psychology, 2008, 64, 276-295.	1.9	42
69	The effects of violent media content on aggression. Current Opinion in Psychology, 2018, 19, 104-108.	4.9	39
70	Maturityâ€•related differences in physical activity among 10â€•to 12â€•yearâ€•old girls. American Journal of Human Biology, 2010, 22, 18-22.	1.6	38
71	Tantrums, toddlers and technology: Temperament, media emotion regulation, and problematic media use in early childhood. Computers in Human Behavior, 2021, 120, 106762.	8.5	38
72	Video Games:. Pediatric Clinics of North America, 2012, 59, 647-658.	1.8	37

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73	Responses to Children's Media Use in Families With and Without Siblings: A Family Development Perspective. Family Relations, 2012, 61, 410-425.	1.9	37
74	Evaluating the effect of educational media exposure on aggression in early childhood. Journal of Applied Developmental Psychology, 2013, 34, 38-44.	1.7	37
75	Differential neural recruitment during violent video game play in violent- and nonviolent-game players.. Psychology of Popular Media Culture, 2016, 5, 39-51.	2.4	37
76	Internet Gaming Disorder and Well-Being: A Scale Validation. Cyberpsychology, Behavior, and Social Networking, 2016, 19, 674-679.	3.9	36
77	Infantsâ€™ discrimination of happy and sad music. , 2008, 31, 716-728.		35
78	Impulsivity, Self-Regulation,and Pathological Video Gaming Among Youth. Asia-Pacific Journal of Public Health, 2015, 27, NP2188-NP2196.	1.0	35
79	Gaming in the Game of Love: Effects of Video Games on Conflict in Couples. Family Relations, 2012, 61, 388-396.	1.9	34
80	Bedroom media: One risk factor for development.. Developmental Psychology, 2017, 53, 2340-2355.	1.6	33
81	Video Games Exposure and Sexism in a Representative Sample of Adolescents. Frontiers in Psychology, 2017, 8, 466.	2.1	32
82	The Rating Systems for Media Products. , 0, , 527-551.		31
83	Physical Activity, Stress, and Metabolic Risk Score in 8- to 18-Year-Old Boys. Journal of Physical Activity and Health, 2008, 5, 294-307.	2.0	30
84	Parents' Evaluation of Media Ratings a Decade After the Television Ratings Were Introduced. Pediatrics, 2011, 128, 36-44.	2.1	30
85	A multilevel longitudinal study of adolescent Internet addiction: The role of obsessiveâ€“compulsive symptoms and classroom openness to experience. European Journal of Developmental Psychology, 2016, 13, 99-114.	1.8	29
86	Cultural Background and Measurement of Usage Moderate the Association Between Social Networking Sites (SNSs) Usage and Mental Health: A Meta-Analysis. Social Science Computer Review, 2019, 37, 631-648.	4.2	29
87	An empirical examination of the strength differential hypothesis in cyberbullying behavior.. Psychology of Violence, 2017, 7, 22-32.	1.5	29
88	The development of a new cyberbullying attitude measure. Computers in Human Behavior, 2016, 64, 906-913.	8.5	28
89	Problematic Video Gaming in a Young Spanish Population: Association with Psychosocial Health. Cyberpsychology, Behavior, and Social Networking, 2018, 21, 388-394.	3.9	28
90	Risk factors for youth violence: Youth violence commission, International Society For Research On Aggression (ISRA). Aggressive Behavior, 2018, 44, 331-336.	2.4	28

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91	Addressing the digital skills gap for future education. Nature Human Behaviour, 2021, 5, 542-545.	12.0	28
92	Catharsis and Media Violence: A Conceptual Analysis. Societies, 2013, 3, 491-510.	1.5	27
93	The General Learning Model. , 2014, , 121-142.		27
94	Pathological Technology Addictions: What Is Scientifically Known and What Remains to Be Learned. , 0, , 382-402.		25
95	Griffiths et al.â€™s comments on the international consensus statement of internet gaming disorder: furthering consensus or hindering progress?. Addiction, 2016, 111, 175-178.	3.3	24
96	Social Media Use and Cyberbullying Perpetration: A Longitudinal Analysis. Violence and Gender, 2018, 5, 191-197.	1.6	24
97	Television Commercial Violence. Journal of Advertising, 2010, 39, 95-108.	6.6	21
98	Media influences on self-stigma of seeking psychological services: The importance of media portrayals and person perception.. Psychology of Popular Media Culture, 2014, 3, 239-256.	2.4	21
99	Study protocol of the internet user Cohort for Unbiased Recognition of gaming disorder in Early adolescence (iCURE), Korea, 2015â€“2019. BMJ Open, 2017, 7, e018350.	1.9	21
100	Internet gaming disorder: Relations between needs satisfaction in-game and in life in general.. Psychology of Popular Media, 2020, 9, 266-278.	1.4	21
101	Feasibility study of the SWITCH implementation process for enhancing school wellness. BMC Public Health, 2018, 18, 1119.	2.9	20
102	â€œFrenemies, Fraitors, and Meanâ€emâ€aitorsâ€: Priming Effects of Viewing Physical and Relational Aggression in the Media on Women. Aggressive Behavior, 2012, 38, 141-149.	2.4	19
103	Gaming Disorder in Children and Adolescents: Risk Factors and Preventive Approaches. Current Addiction Reports, 2020, 7, 553-560.	3.4	19
104	Use of the Computer and Internet among Italian Families: First National Study. Cyberpsychology, Behavior and Social Networking, 2007, 10, 789-798.	2.2	17
105	Evaluating the implementation of the SWITCHÂ® school wellness intervention and capacity-building process through multiple methods. International Journal of Behavioral Nutrition and Physical Activity, 2020, 17, 162.	4.6	17
106	Media Violence Associations with the Form and Function of Aggression among Elementary School Children. Social Development, 2011, 20, 213-232.	1.3	16
107	iZ HERO adventure: Evaluating the effectiveness of a peer-mentoring and transmedia cyberwellness program for children.. Psychology of Popular Media Culture, 2017, 6, 326-337.	2.4	16
108	Increasing Positive Perceptions of Counseling. Counseling Psychologist, 2012, 40, 409-442.	1.2	15

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109	Moving internet gaming disorder forward: A reply. Addiction, 2014, 109, 1412-1413.	3.3	15
110	The Importance of Self-Monitoring for Behavior Change in Youth: Findings from the SWITCHÂ® School Wellness Feasibility Study. International Journal of Environmental Research and Public Health, 2019, 16, 3806.	2.6	15
111	Assessing students' use of optional online lecture reviews. Applied Cognitive Psychology, 2020, 34, 318-329.	1.6	14
112	The association between morning cortisol and adiposity in children varies by weight status. Journal of Pediatric Endocrinology and Metabolism, 2011, 24, 709-13.	0.9	13
113	Violent Video Games: Effects on Youth and Public Policy Implications. , 2008, , 225-246.		13
114	Reliability and validity of the Global Pain Scale with chronic pain sufferers. Pain Physician, 2011, 14, 61-70.	0.4	12
115	Gaming patterns and related symptoms in adolescents using cluster analysis: Baseline results from the Internet User Cohort for Unbiased Recognition of Gaming Disorder in Early Adolescence (iCURE) study. Environmental Research, 2020, 182, 109105.	7.5	11
116	Brief overview of the WHO Collaborative Project on the Development of New International Screening and Diagnostic Instruments for Gaming Disorder and Gambling Disorder. Addiction, 2022, 117, 2119-2121.	3.3	11
117	Applying Risk and Resilience Models to Predicting the Effects of Media Violence on Development. Advances in Child Development and Behavior, 2014, 46, 215-244.	1.3	10
118	Caring for Others Cares for the Self: An Experimental Test of Brief Downward Social Comparison, Loving-Kindness, and Interconnectedness Contemplations. Journal of Happiness Studies, 2020, 21, 765-778.	3.2	10
119	Electronic Gaming Characteristics Associated with Class 3 Severe Obesity in Youth Who Attend the Pediatric Weight Management Programs of the COMPASS Network. Childhood Obesity, 2019, 15, 21-30.	1.5	9
120	Use of passive sensing to quantify adolescent mobile device usage: Feasibility, acceptability, and preliminary validation of the <scp>eMoodie</scp> application. Human Behavior and Emerging Technologies, 2021, 3, 63-74.	4.4	9
121	What Is a Good Skeptic to Do? The Case for Skepticism in the Media Violence Discussion. Perspectives on Psychological Science, 2015, 10, 674-676.	9.0	8
122	A multilevel longitudinal study of experiencing virtual presence in adolescence: the role of anxiety and openness to experience in the classroom. Behaviour and Information Technology, 2017, 36, 524-539.	4.0	8
123	Predicting Cyberbullying Behavior From Attitudes. Journal of Media Psychology, 2019, 31, 81-91.	1.0	8
124	Media Violence, Aggression, and Public Policy. , 0, , 281-300.		7
125	Testing the Predictive Validity and Construct of Pathological Video Game Use. Behavioral Sciences (Basel, Switzerland), 2015, 5, 602-625.	2.1	7
126	Learning Processes and Violent Video Games. , 2009, , 876-892.		7

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127	The Evolution of Scientific Skepticism in the Media Violence â€œDebateâ€• Analyses of Social Issues and Public Policy, 2016, 16, 429-434.	1.7	6
128	Problem Video Gaming Among Children Enrolled in Tertiary Weight Management Programs. Cyberpsychology, Behavior, and Social Networking, 2017, 20, 109-116.	3.9	6
129	Primary Versus Secondary Disorder in the Context of Internet Gaming Disorder. Current Addiction Reports, 2018, 5, 485-490.	3.4	6
130	Media violence and judgments of offensiveness: A quantitative and qualitative analysis.. Psychology of Popular Media Culture, 2016, 5, 372-389.	2.4	5
131	Effects of prosocial cartoon models on aggressive cognitions and aggressive behaviors. Children and Youth Services Review, 2020, 118, 105498.	1.9	5
132	Construct and Predictive Validity of a Brief MMO Player Motivation Scale. Journal of Children and Media, 2013, 7, 287-306.	1.7	4
133	Thinking more broadly about policy responses to problematic video game use: A response to KirÃ¡ly etÂal. (2018). Journal of Behavioral Addictions, 2018, 7, 536-539.	3.7	4
134	The Role of Peer Support in the Growth Trajectory of Pathological Internet Use Among Youth: A Protective Factor. Cyberpsychology, Behavior, and Social Networking, 2021, 24, 558-565.	3.9	4
135	Internet gaming and addiction: a reply to King & Delfabbro. Addiction, 2014, 109, 1567-1568.	3.3	3
136	Beer advertisements and adolescent drinking knowledge, expectancies, and behavior. Addictive Behaviors Reports, 2019, 10, 100226.	1.9	3
137	Self-Regulation Failure Reduces the Effect Alcohol Portrayals in Movies on Indirect Attitudes toward Alcohol. Journal of Psychology: Interdisciplinary and Applied, 2020, 154, 309-324.	1.6	3
138	Communication Apprehension and Willingness to Communicate in Veterinary Medicine Students: Implications for Mindfulness and Communication Training. Health Communication, 2023, 38, 41-49.	3.1	3
139	Affective and emotional consequences of the mass media. , 0, , .		3
140	Are Motion Picture Ratings Reliable and Valid?. Journal of Adolescent Health, 2010, 47, 423-424.	2.5	2
141	Evaluating the Implementation and Effectiveness of the SWITCHâ€“MS: An Ecological, Multi-Component Adolescent Obesity Prevention Intervention. International Journal of Environmental Research and Public Health, 2020, 17, 5401.	2.6	2
142	Shaken & Stirred: effect alcohol portrayals in movies on attitudes toward alcohol and self-alcohol associations. Journal of Substance Use, 2020, 25, 462-468.	0.7	2
143	Teaching Creativity. , 2015, , 139-158.		2
144	Have Your Parents Ever Complained That They Think You are Ã¢â‚¬Å“AddictedÃ¢â‚¬Â•to Video Games? Have You Ever Worried about it Yourself?. Frontiers for Young Minds, 2014, 2, .	0.8	1

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145	Some effects of sexist video games on self-masculinity associations. Information, Communication and Society, 0, , 1-16.	4.0	1
146	Internet Gaming Disorder. , 2018, , 113-120.		1
147	How Are Other First-World Nations Suppressing the Adverse Consequences of Violence and Youth Sex in the Modern Media Environment?: To the Editor. Pediatrics, 2009, 123, e364-e365.	2.1	0
148	Independent and Combined Influence of Physical Activity and Sleep on Waking Cortisol in Children. Medicine and Science in Sports and Exercise, 2010, 42, 819.	0.4	0
149	Assessing Habitual Physical Activity with Pedometers: Influence of Time Worn, Data Exclusion Criteria, and Metric. Medicine and Science in Sports and Exercise, 2008, 40, S202.	0.4	0
150	Problem Gaming: A Short Primer. American Journal of Play, 2018, 10, 309-327.	1.0	0