

# Douglas A Gentile

## List of Publications by Year in descending order

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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	Communication Apprehension and Willingness to Communicate in Veterinary Medicine Students: Implications for Mindfulness and Communication Training. <i>Health Communication</i> , 2023, 38, 41-49.	3.1	3
2	Brief overview of the WHO Collaborative Project on the Development of New International Screening and Diagnostic Instruments for Gaming Disorder and Gambling Disorder. <i>Addiction</i> , 2022, 117, 2119-2121.	3.3	11
3	Use of passive sensing to quantify adolescent mobile device usage: Feasibility, acceptability, and preliminary validation of the <scp>eMoodie</scp> application. <i>Human Behavior and Emerging Technologies</i> , 2021, 3, 63-74.	4.4	9
4	Addressing the digital skills gap for future education. <i>Nature Human Behaviour</i> , 2021, 5, 542-545.	12.0	28
5	Comparing cyberbullying prevalence and process before and during the COVID-19 pandemic. <i>Journal of Social Psychology</i> , 2021, 161, 408-418.	1.5	79
6	Tantrums, toddlers and technology: Temperament, media emotion regulation, and problematic media use in early childhood. <i>Computers in Human Behavior</i> , 2021, 120, 106762.	8.5	38
7	The Role of Peer Support in the Growth Trajectory of Pathological Internet Use Among Youth: A Protective Factor. <i>Cyberpsychology, Behavior, and Social Networking</i> , 2021, 24, 558-565.	3.9	4
8	Caring for Others Cares for the Self: An Experimental Test of Brief Downward Social Comparison, Loving-Kindness, and Interconnectedness Contemplations. <i>Journal of Happiness Studies</i> , 2020, 21, 765-778.	3.2	10
9	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. <i>Environmental Research</i> , 2020, 182, 109105.	7.5	11
10	Effects of prosocial cartoon models on aggressive cognitions and aggressive behaviors. <i>Children and Youth Services Review</i> , 2020, 118, 105498.	1.9	5
11	Gaming Disorder in Children and Adolescents: Risk Factors and Preventive Approaches. <i>Current Addiction Reports</i> , 2020, 7, 553-560.	3.4	19
12	Evaluating the Implementation and Effectiveness of the SWITCHÂ€“MS: An Ecological, Multi-Component Adolescent Obesity Prevention Intervention. <i>International Journal of Environmental Research and Public Health</i> , 2020, 17, 5401.	2.6	2
13	Evaluating the implementation of the SWITCHÂ® school wellness intervention and capacity-building process through multiple methods. <i>International Journal of Behavioral Nutrition and Physical Activity</i> , 2020, 17, 162.	4.6	17
14	Self-Regulation Failure Reduces the Effect Alcohol Portrayals in Movies on Indirect Attitudes toward Alcohol. <i>Journal of Psychology: Interdisciplinary and Applied</i> , 2020, 154, 309-324.	1.6	3
15	Shaken & Stirred: effect alcohol portrayals in movies on attitudes toward alcohol and self-alcohol associations. <i>Journal of Substance Use</i> , 2020, 25, 462-468.	0.7	2
16	Assessing students' use of optional online lecture reviews. <i>Applied Cognitive Psychology</i> , 2020, 34, 318-329.	1.6	14
17	Internet gaming disorder: Relations between needs satisfaction in-game and in life in general.. <i>Psychology of Popular Media</i> , 2020, 9, 266-278.	1.4	21
18	Cultural Background and Measurement of Usage Moderate the Association Between Social Networking Sites (SNSs) Usage and Mental Health: A Meta-Analysis. <i>Social Science Computer Review</i> , 2019, 37, 631-648.	4.2	29

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19	The relationship between perceived stress and problematic social networking site use among Chinese college students. <i>Journal of Behavioral Addictions</i> , 2019, 8, 306-317.	3.7	46
20	The Importance of Self-Monitoring for Behavior Change in Youth: Findings from the SWITCH <sup>®</sup> School Wellness Feasibility Study. <i>International Journal of Environmental Research and Public Health</i> , 2019, 16, 3806.	2.6	15
21	Video Games can Increase Creativity, but with Caveats. <i>Creativity Research Journal</i> , 2019, 31, 119-131.	2.6	43
22	Beer advertisements and adolescent drinking knowledge, expectancies, and behavior. <i>Addictive Behaviors Reports</i> , 2019, 10, 100226.	1.9	3
23	Electronic Gaming Characteristics Associated with Class 3 Severe Obesity in Youth Who Attend the Pediatric Weight Management Programs of the COMPASS Network. <i>Childhood Obesity</i> , 2019, 15, 21-30.	1.5	9
24	Predicting Cyberbullying Behavior From Attitudes. <i>Journal of Media Psychology</i> , 2019, 31, 81-91.	1.0	8
25	Development and validation of the Problematic Media Use Measure: A parent report measure of screen media "addiction" in children.. <i>Psychology of Popular Media Culture</i> , 2019, 8, 2-11.	2.4	82
26	Video games as coping mechanisms in the etiology of video game addiction.. <i>Psychology of Popular Media Culture</i> , 2019, 8, 385-394.	2.4	49
27	Social Media Use and Cyberbullying Perpetration: A Longitudinal Analysis. <i>Violence and Gender</i> , 2018, 5, 191-197.	1.6	24
28	The effects of violent media content on aggression. <i>Current Opinion in Psychology</i> , 2018, 19, 104-108.	4.9	39
29	Internet Gaming Addiction in Adolescence: Risk Factors and Maladjustment Correlates. <i>International Journal of Mental Health and Addiction</i> , 2018, 16, 888-904.	7.4	86
30	The Reciprocal Relationship Between Passive Social Networking Site (SNS) Usage and Users' Subjective Well-Being. <i>Social Science Computer Review</i> , 2018, 36, 511-522.	4.2	76
31	Feasibility study of the SWITCH implementation process for enhancing school wellness. <i>BMC Public Health</i> , 2018, 18, 1119.	2.9	20
32	Thinking more broadly about policy responses to problematic video game use: A response to Király et al. (2018). <i>Journal of Behavioral Addictions</i> , 2018, 7, 536-539.	3.7	4
33	Problematic Video Gaming in a Young Spanish Population: Association with Psychosocial Health. <i>Cyberpsychology, Behavior, and Social Networking</i> , 2018, 21, 388-394.	3.9	28
34	Including gaming disorder in the ICD-11: The need to do so from a clinical and public health perspective. <i>Journal of Behavioral Addictions</i> , 2018, 7, 556-561.	3.7	214
35	Primary Versus Secondary Disorder in the Context of Internet Gaming Disorder. <i>Current Addiction Reports</i> , 2018, 5, 485-490.	3.4	6
36	Risk factors for youth violence: Youth violence commission, International Society For Research On Aggression (ISRA). <i>Aggressive Behavior</i> , 2018, 44, 331-336.	2.4	28

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37	Internet Gaming Disorder. , 2018, , 113-120.		1
38	Problem Gaming: A Short Primer. American Journal of Play, 2018, 10, 309-327.	1.0	0
39	Problem Video Gaming Among Children Enrolled in Tertiary Weight Management Programs. Cyberpsychology, Behavior, and Social Networking, 2017, 20, 109-116.	3.9	6
40	Media Violence and Other Aggression Risk Factors in Seven Nations. Personality and Social Psychology Bulletin, 2017, 43, 986-998.	3.0	61
41	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
42	Violent video game effects on salivary cortisol, arousal, and aggressive thoughts in children. Computers in Human Behavior, 2017, 70, 39-43.	8.5	47
43	Internet Gaming Disorder in Children and Adolescents. Pediatrics, 2017, 140, S81-S85.	2.1	148
44	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
45	Screen Violence and Youth Behavior. Pediatrics, 2017, 140, S142-S147.	2.1	73
46	Parenting and Digital Media. Pediatrics, 2017, 140, S112-S116.	2.1	91
47	Video Games Exposure and Sexism in a Representative Sample of Adolescents. Frontiers in Psychology, 2017, 8, 466.	2.1	32
48	Bedroom media: One risk factor for development.. Developmental Psychology, 2017, 53, 2340-2355.	1.6	33
49	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
50	An empirical examination of the strength differential hypothesis in cyberbullying behavior.. Psychology of Violence, 2017, 7, 22-32.	1.5	29
51	Griffiths <i>et al</i>.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
52	The development of a new cyberbullying attitude measure. Computers in Human Behavior, 2016, 64, 906-913.	8.5	28
53	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
54	Predicting cyberbullying from anonymity.. Psychology of Popular Media Culture, 2016, 5, 171-180.	2.4	121

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55	Media violence and judgments of offensiveness: A quantitative and qualitative analysis.. Psychology of Popular Media Culture, 2016, 5, 372-389.	2.4	5
56	Internet Gaming Disorder and Well-Being: A Scale Validation. Cyberpsychology, Behavior, and Social Networking, 2016, 19, 674-679.	3.9	36
57	The Evolution of Scientific Skepticism in the Media Violence “Debate”: Analyses of Social Issues and Public Policy, 2016, 16, 429-434.	1.7	6
58	A multilevel longitudinal study of adolescent Internet addiction: The role of obsessive“compulsive symptoms and classroom openness to experience. European Journal of Developmental Psychology, 2016, 13, 99-114.	1.8	29
59	Testing the Predictive Validity and Construct of Pathological Video Game Use. Behavioral Sciences (Basel, Switzerland), 2015, 5, 602-625.	2.1	7
60	Impulsivity, Self-Regulation, and Pathological Video Gaming Among Youth. Asia-Pacific Journal of Public Health, 2015, 27, NP2188-NP2196.	1.0	35
61	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
62	Pathological video-gaming among youth: A prospective study examining dynamic protective factors. Addiction Research and Theory, 2015, 23, 301-308.	1.9	82
63	The Internet Gaming Disorder Scale.. Psychological Assessment, 2015, 27, 567-582.	1.5	467
64	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
65	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
66	Teaching Creativity. , 2015, , 139-158.		2
67	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
68	Have Your Parents Ever Complained That They Think You are “Addicted” to Video Games? Have You Ever Worried about it Yourself?. Frontiers for Young Minds, 2014, 2, .	0.8	1
69	Concurrent Associations between Physical Activity, Screen Time, and Sleep Duration with Childhood Obesity. ISRN Obesity, 2014, 2014, 1-6.	2.2	62
70	Cross-Cultural Differences in Cyberbullying Behavior. Journal of Cross-Cultural Psychology, 2014, 45, 300-313.	1.6	111
71	Internet gaming and addiction: a reply to King & Delfabbro. Addiction, 2014, 109, 1567-1568.	3.3	3
72	Mediators and Moderators of Long-term Effects of Violent Video Games on Aggressive Behavior. JAMA Pediatrics, 2014, 168, 450.	6.2	105

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73	Protective Effects of Parental Monitoring of Children's Media Use. JAMA Pediatrics, 2014, 168, 479.	6.2	144
74	An international consensus for assessing internet gaming disorder using the new <sc>DSM</sc>'s approach. Addiction, 2014, 109, 1399-1406.	3.3	710
75	Moving internet gaming disorder forward: A reply. Addiction, 2014, 109, 1412-1413.	3.3	15
76	Long-Term Relations Among Prosocial-Media Use, Empathy, and Prosocial Behavior. Psychological Science, 2014, 25, 358-368.	3.3	165
77	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
78	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
79	The General Learning Model. , 2014, , 121-142.		27
80	Violent Video Games, Delinquency, and Youth Violence. Youth Violence and Juvenile Justice, 2013, 11, 132-142.	3.0	100
81	Evaluating the effect of educational media exposure on aggression in early childhood. Journal of Applied Developmental Psychology, 2013, 34, 38-44.	1.7	37
82	Construct and Predictive Validity of a Brief MMO Player Motivation Scale. Journal of Children and Media, 2013, 7, 287-306.	1.7	4
83	Catharsis and Media Violence: A Conceptual Analysis. Societies, 2013, 3, 491-510.	1.5	27
84	'Frenemies, Fraitors, and Mean'ers: Priming Effects of Viewing Physical and Relational Aggression in the Media on Women. Aggressive Behavior, 2012, 38, 141-149.	2.4	19
85	Increasing Positive Perceptions of Counseling. Counseling Psychologist, 2012, 40, 409-442.	1.2	15
86	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
87	Video game playing, attention problems, and impulsiveness: Evidence of bidirectional causality.. Psychology of Popular Media Culture, 2012, 1, 62-70.	2.4	219
88	Attacking others online: The formation of cyberbullying in late adolescence.. Psychology of Popular Media Culture, 2012, 1, 123-135.	2.4	162
89	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
90	Video Games:. Pediatric Clinics of North America, 2012, 59, 647-658.	1.8	37

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91	Report of the Media Violence Commission. <i>Aggressive Behavior</i> , 2012, 38, 335-341.	2.4	49
92	A Conceptual Review of Research on the Pathological Use of Computers, Video Games, and the Internet. <i>International Journal of Mental Health and Addiction</i> , 2012, 10, 748-769.	7.4	103
93	The Effect of Video Game "Warm-up" on Performance of Laparoscopic Surgery Tasks. <i>Journal of the Society of Laparoendoscopic Surgeons</i> , 2012, 16, 3-9.	1.1	44
94	Effects of Prosocial, Neutral, and Violent Video Games on College Students' Affect. <i>Aggressive Behavior</i> , 2012, 38, 263-271.	2.4	60
95	Effects of Prosocial, Neutral, and Violent Video Games on Children's Helpful and Hurtful Behaviors. <i>Aggressive Behavior</i> , 2012, 38, 281-287.	2.4	95
96	Responses to Children's Media Use in Families With and Without Siblings: A Family Development Perspective. <i>Family Relations</i> , 2012, 61, 410-425.	1.9	37
97	Do You See What I See? Parent and Child Reports of Parental Monitoring of Media. <i>Family Relations</i> , 2012, 61, 470-487.	1.9	133
98	Gaming in the Game of Love: Effects of Video Games on Conflict in Couples. <i>Family Relations</i> , 2012, 61, 388-396.	1.9	34
99	Pathological Video Game Use Among Youths: A Two-Year Longitudinal Study. <i>Pediatrics</i> , 2011, 127, e319-e329.	2.1	924
100	Media Violence Associations with the Form and Function of Aggression among Elementary School Children. <i>Social Development</i> , 2011, 20, 213-232.	1.3	16
101	Susceptible to Social Influence: Risky "Driving" in Response to Peer Pressure <sup>1</sup> . <i>Journal of Applied Social Psychology</i> , 2011, 41, 773-797.	2.0	57
102	The Multiple Dimensions of Video Game Effects. <i>Child Development Perspectives</i> , 2011, 5, 75-81.	3.9	120
103	Brains on video games. <i>Nature Reviews Neuroscience</i> , 2011, 12, 763-768.	10.2	231
104	Media violence, physical aggression, and relational aggression in school age children: a short-term longitudinal study. <i>Aggressive Behavior</i> , 2011, 37, 193-206.	2.4	116
105	Parents' Evaluation of Media Ratings a Decade After the Television Ratings Were Introduced. <i>Pediatrics</i> , 2011, 128, 36-44.	2.1	30
106	The association between morning cortisol and adiposity in children varies by weight status. <i>Journal of Pediatric Endocrinology and Metabolism</i> , 2011, 24, 709-13.	0.9	13
107	Reliability and validity of the Global Pain Scale with chronic pain sufferers. <i>Pain Physician</i> , 2011, 14, 61-70.	0.4	12
108	Independent and Combined Influence of Physical Activity and Sleep on Waking Cortisol in Children. <i>Medicine and Science in Sports and Exercise</i> , 2010, 42, 819.	0.4	0

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109	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
110	Maturity-related differences in physical activity among 10- to 12-year-old girls. American Journal of Human Biology, 2010, 22, 18-22.	1.6	38
111	Television and Video Game Exposure and the Development of Attention Problems. Pediatrics, 2010, 126, 214-221.	2.1	375
112	Are Motion Picture Ratings Reliable and Valid?. Journal of Adolescent Health, 2010, 47, 423-424.	2.5	2
113	Television Commercial Violence. Journal of Advertising, 2010, 39, 95-108.	6.6	21
114	Pathological video-gaming among Singaporean youth. Annals of the Academy of Medicine, Singapore, 2010, 39, 822-9.	0.4	58
115	Pathological Video-Game Use Among Youth Ages 8 to 18. Psychological Science, 2009, 20, 594-602.	3.3	831
116	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
117	Media Violence. Pediatrics, 2009, 124, 1495-1503.	2.1	146
118	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
119	Evaluation of a multiple ecological level child obesity prevention program: Switch <sup>®</sup> what you Do, View, and Chew. BMC Medicine, 2009, 7, 49.	5.5	146
120	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
121	Learning Processes and Violent Video Games. , 2009, , 876-892.		7
122	Violent Video Games as Exemplary Teachers: A Conceptual Analysis. Journal of Youth and Adolescence, 2008, 37, 127-141.	3.5	186
123	The influence of television on willingness to seek therapy. Journal of Clinical Psychology, 2008, 64, 276-295.	1.9	42
124	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
125	Infants'™ discrimination of happy and sad music. , 2008, 31, 716-728.		35
126	Combined Influence of Physical Activity and Screen Time Recommendations on Childhood Overweight. Journal of Pediatrics, 2008, 153, 209-214.	1.8	135

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127	Evaluation of youth pedometer-determined physical activity guidelines using receiver operator characteristic curves. Preventive Medicine, 2008, 46, 419-424.	3.4	49
128	Longitudinal Effects of Violent Video Games on Aggression in Japan and the United States. Pediatrics, 2008, 122, e1067-e1072.	2.1	208
129	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
130	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
131	Violent Video Games: Effects on Youth and Public Policy Implications. , 2008, , 225-246.		13
132	Use of the Computer and Internet among Italian Families: First National Study. Cyberpsychology, Behavior and Social Networking, 2007, 10, 789-798.	2.2	17
133	The Impact of Video Games on Training Surgeons in the 21st Century. Archives of Surgery, 2007, 142, 181.	2.2	526
134	Utility of pedometer step recommendations for predicting overweight in children. International Journal of Obesity, 2007, 31, 1179-1182.	3.4	55
135	Public Policy and the Effects of Media Violence on Children. Social Issues and Policy Review, 2007, 1, 15-61.	6.5	60
136	Media Exposure, Aggression and Prosocial Behavior During Early Childhood: A Longitudinal Study. Social Development, 2006, 15, 612-627.	1.3	107
137	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
138	Violence, Sex, Race, and Age in Popular Video Games: A Content Analysis.. , 2005, , 115-130.		85
139	Violent video game effects on children and adolescents. A review of the literature. Minerva Pediatrica, 2005, 57, 337-58.	2.7	55
140	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
141	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
142	A normative study of family media habits. Journal of Applied Developmental Psychology, 2002, 23, 157-178.	1.7	250
143	A Validity Test of Movie, Television, and Video-Game Ratings. Pediatrics, 2001, 107, 1302-1308.	2.1	121
144	Just What Are Sex and Gender, Anyway? A Call for a New Terminological Standard. Psychological Science, 1993, 4, 120-122.	3.3	88

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145	Facet importance and job satisfaction.. Journal of Applied Psychology, 1991, 76, 31-39.	5.3	127
146	Media Violence, Aggression, and Public Policy. , 0, , 281-300.		7
147	The Rating Systems for Media Products. , 0, , 527-551.		31
148	Pathological Technology Addictions: What Is Scientifically Known and What Remains to Be Learned. , 0, , 382-402.		25
149	Some effects of sexist video games on self-masculinity associations. Information, Communication and Society, 0, , 1-16.	4.0	1
150	Affective and emotional consequences of the mass media. , 0, , .		3