

# Joseph Hilgard

## List of Publications by Year in descending order

Source: <https://exaly.com/author-pdf/5878738/publications.pdf>

Version: 2024-02-01

26  
papers

1,155  
citations

516710

16  
h-index

552781

26  
g-index

35  
all docs

35  
docs citations

35  
times ranked

1504  
citing authors

#	ARTICLE	IF	CITATIONS
1	Correcting for Bias in Psychology: A Comparison of Meta-Analytic Methods. <i>Advances in Methods and Practices in Psychological Science</i> , 2019, 2, 115-144.	9.4	276
2	Domain independence and stability in young and older adultsâ€™ discounting of delayed rewards. <i>Behavioural Processes</i> , 2011, 87, 253-259.	1.1	125
3	Are people really more patient than other animals? Evidence from human discounting of real liquid rewards. <i>Psychonomic Bulletin and Review</i> , 2009, 16, 1071-1075.	2.8	105
4	Emotional targets: Evaluative categorization as a function of context and content. <i>International Journal of Psychophysiology</i> , 2012, 84, 149-154.	1.0	99
5	Overstated evidence for short-term effects of violent games on affect and behavior: A reanalysis of Anderson et al. (2010).. <i>Psychological Bulletin</i> , 2017, 143, 757-774.	6.1	95
6	Cross-pressuring conservative Catholics? Effects of Pope Francisâ€™ encyclical on the U.S. public opinion on climate change. <i>Climatic Change</i> , 2016, 139, 367-380.	3.6	43
7	Improving Psychological Science through Transparency and Openness: An Overview. <i>Perspectives on Behavior Science</i> , 2019, 42, 13-31.	1.9	41
8	The negativity bias in affective picture processing depends on top-down and bottom-up motivational significance.. <i>Emotion</i> , 2014, 14, 940-949.	1.8	37
9	Pathological game use in adults with and without Autism Spectrum Disorder. <i>PeerJ</i> , 2017, 5, e3393.	2.0	35
10	Effects of Violent-Video-Game Exposure on Aggressive Behavior, Aggressive-Thought Accessibility, and Aggressive Affect Among Adults With and Without Autism Spectrum Disorder. <i>Psychological Science</i> , 2015, 26, 1187-1200.	3.3	34
11	The Alcohol Sensitivity Questionnaire: Evidence for Construct Validity. <i>Alcoholism: Clinical and Experimental Research</i> , 2016, 40, 880-888.	2.4	30
12	Null Effects of Game Violence, Game Difficulty, and 2D:4D Digit Ratio on Aggressive Behavior. <i>Psychological Science</i> , 2019, 30, 606-616.	3.3	30
13	Does a Scientific Breakthrough Increase Confidence in Science? News of a Zika Vaccine and Trust in Science. <i>Science Communication</i> , 2017, 39, 548-560.	3.3	23
14	Characterizing switching and congruency effects in the Implicit Association Test as reactive and proactive cognitive control. <i>Social Cognitive and Affective Neuroscience</i> , 2015, 10, 381-388.	3.0	22
15	Decreased functional brain connectivity in individuals with earlyâ€™treated phenylketonuria: evidence from resting state fMRI. <i>Journal of Inherited Metabolic Disease</i> , 2012, 35, 807-816.	3.6	21
16	Overestimation of Action-Game Training Effects: Publication Bias and Salami Slicing. <i>Collabra: Psychology</i> , 2019, 5, .	1.8	19
17	Does couple communication predict later relationship quality and dissolution? A <sc>metaâ€™analysis</sc>. <i>Journal of Marriage and Family</i> , 2022, 84, 533-551.	2.6	15
18	Acute exposure to difficult (but not violent) video games dysregulates cognitive control. <i>Computers in Human Behavior</i> , 2015, 45, 85-92.	8.5	13

#	ARTICLE	IF	CITATIONS
19	Beyond overall effects: A Bayesian approach to finding constraints in meta-analysis.. Psychological Methods, 2019, 24, 606-621.	3.5	13
20	Maximal positive controls: A method for estimating the largest plausible effect size. Journal of Experimental Social Psychology, 2021, 93, 104082.	2.2	10
21	How much evidence is $p > .05$ ? Stimulus pre-testing and null primary outcomes in violent video games research.. Psychology of Popular Media Culture, 2017, 6, 361-380.	2.4	8
22	How well do indirect measures assess sexual interest in children? A meta-analysis.. Journal of Consulting and Clinical Psychology, 2021, 89, 350-363.	2.0	8
23	Post-traumatic stress disorder and interleukin 6. Lancet Psychiatry, the, 2016, 3, 200-201.	7.4	6
24	Comment on Yoon and Vargas (2014): An Implausibly Large Effect From Implausibly Invariant Data. Psychological Science, 2019, 30, 1099-1102.	3.3	3
25	Brief use of a specific gun in a violent game does not affect attitudes towards that gun. Royal Society Open Science, 2016, 3, 160310.	2.4	2
26	The Effect of Thinking about Being Excluded by God on Well-Being: A Replication and Extension. International Journal for the Psychology of Religion, The, 2021, 31, 138-148.	2.1	1