

# Craig A Anderson

## List of Publications by Year in descending order

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178  
papers

26,831  
citations

8755

75  
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8396

147  
g-index

215  
all docs

215  
docs citations

215  
times ranked

10888  
citing authors

#	ARTICLE	IF	CITATIONS
1	Human Aggression. Annual Review of Psychology, 2002, 53, 27-51.	17.7	2,974
2	Effects of Violent Video Games on Aggressive Behavior, Aggressive Cognition, Aggressive Affect, Physiological Arousal, and Prosocial Behavior: A Meta-Analytic Review of the Scientific Literature. Psychological Science, 2001, 12, 353-359.	3.3	1,616
3	Violent video game effects on aggression, empathy, and prosocial behavior in Eastern and Western countries: A meta-analytic review.. Psychological Bulletin, 2010, 136, 151-173.	6.1	1,498
4	Video games and aggressive thoughts, feelings, and behavior in the laboratory and in life.. Journal of Personality and Social Psychology, 2000, 78, 772-790.	2.8	1,091
5	The Influence of Media Violence on Youth. Psychological Science in the Public Interest: A Journal of the American Psychological Society, 2003, 4, 81-110.	10.7	664
6	Is it time to pull the plug on hostile versus instrumental aggression dichotomy?. Psychological Review, 2001, 108, 273-279.	3.8	636
7	An update on the effects of playing violent video games. Journal of Adolescence, 2004, 27, 113-122.	2.4	573
8	Perseverance of social theories: The role of explanation in the persistence of discredited information.. Journal of Personality and Social Psychology, 1980, 39, 1037-1049.	2.8	536
9	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
10	Research in the Psychological Laboratory. Current Directions in Psychological Science, 1999, 8, 3-9.	5.3	454
11	Violent Video Games and Hostile Expectations: A Test of the General Aggression Model. Personality and Social Psychology Bulletin, 2002, 28, 1679-1686.	3.0	438
12	External Validity of "Trivial" Experiments: The Case of Laboratory Aggression. Review of General Psychology, 1997, 1, 19-41.	3.2	422
13	Temperature and aggression: Ubiquitous effects of heat on occurrence of human violence.. Psychological Bulletin, 1989, 106, 74-96.	6.1	421
14	Hot Temperatures, Hostile Affect, Hostile Cognition, and Arousal: Tests of a General Model of Affective Aggression. Personality and Social Psychology Bulletin, 1995, 21, 434-448.	3.0	419
15	The effect of video game violence on physiological desensitization to real-life violence. Journal of Experimental Social Psychology, 2007, 43, 489-496.	2.2	418
16	Video games and aggressive thoughts, feelings, and behavior in the laboratory and in life.. Journal of Personality and Social Psychology, 2000, 78, 772-790.	2.8	391
17	Television and Video Game Exposure and the Development of Attention Problems. Pediatrics, 2010, 126, 214-221.	2.1	375
18	PSYCHOLOGY: The Effects of Media Violence on Society. Science, 2002, 295, 2377-2379.	12.6	359

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19	Heat and Violence. <i>Current Directions in Psychological Science</i> , 2001, 10, 33-38.	5.3	357
20	The general aggression model: Theoretical extensions to violence.. <i>Psychology of Violence</i> , 2011, 1, 245-258.	1.5	357
21	Exposure to violent media: The effects of songs with violent lyrics on aggressive thoughts and feelings.. <i>Journal of Personality and Social Psychology</i> , 2003, 84, 960-971.	2.8	355
22	Media violence and the American public: Scientific facts versus media misinformation.. <i>American Psychologist</i> , 2001, 56, 477-489.	4.2	338
23	Imagination and expectation: The effect of imagining behavioral scripts on personal influences.. <i>Journal of Personality and Social Psychology</i> , 1983, 45, 293-305.	2.8	323
24	The General Aggression Model. <i>Current Opinion in Psychology</i> , 2018, 19, 75-80.	4.9	267
25	Violent Video Games: Specific Effects of Violent Content on Aggressive Thoughts and Behavior. <i>Advances in Experimental Social Psychology</i> , 2004, 36, 199-249.	3.3	264
26	The Effects of Reward and Punishment in Violent Video Games on Aggressive Affect, Cognition, and Behavior. <i>Psychological Science</i> , 2005, 16, 882-889.	3.3	255
27	Does the Gun Pull the Trigger? Automatic Priming Effects of Weapon Pictures and Weapon Names. <i>Psychological Science</i> , 1998, 9, 308-314.	3.3	236
28	Effects of Violent Video Games on Aggressive Behavior: Potential Sex Differences. <i>Journal of Experimental Social Psychology</i> , 2002, 38, 283-290.	2.2	228
29	Longitudinal Effects of Violent Video Games on Aggression in Japan and the United States. <i>Pediatrics</i> , 2008, 122, e1067-e1072.	2.1	208
30	Shortcomings in the attribution process: On the origins and maintenance of erroneous social assessments. , 1982, , 129-152.		207
31	Comfortably Numb. <i>Psychological Science</i> , 2009, 20, 273-277.	3.3	204
32	Abstract and concrete data in the perseverance of social theories: When weak data lead to unshakeable beliefs. <i>Journal of Experimental Social Psychology</i> , 1983, 19, 93-108.	2.2	202
33	Examining an Affective Aggression Framework Weapon and Temperature Effects on Aggressive Thoughts, Affect, and Attitudes. <i>Personality and Social Psychology Bulletin</i> , 1996, 22, 366-376.	3.0	196
34	Temperature and aggression. <i>Advances in Experimental Social Psychology</i> , 2000, 32, 63-133.	3.3	190
35	Affect of the Game Player. <i>Personality and Social Psychology Bulletin</i> , 1986, 12, 390-402.	3.0	187
36	Temperature and aggression: Effects on quarterly, yearly, and city rates of violent and nonviolent crime.. <i>Journal of Personality and Social Psychology</i> , 1987, 52, 1161-1173.	2.8	177

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37	Long-Term Relations Among Prosocial-Media Use, Empathy, and Prosocial Behavior. <i>Psychological Science</i> , 2014, 25, 358-368.	3.3	165
38	Causal effects of violent sports video games on aggression: Is it competitiveness or violent content?. <i>Journal of Experimental Social Psychology</i> , 2009, 45, 731-739.	2.2	158
39	Inoculation and Counterexplanation: Debiasing Techniques in the Perseverance of Social Theories. <i>Social Cognition</i> , 1982, 1, 126-139.	0.9	156
40	Effects of Aggressive Personality on Social Expectations and Social Perceptions. <i>Journal of Research in Personality</i> , 1997, 31, 272-292.	1.7	156
41	From Antecedent Conditions to Violent Actions: A General Affective Aggression Model. <i>Personality and Social Psychology Bulletin</i> , 2000, 26, 533-547.	3.0	151
42	Interactive effects of life experience and situational cues on aggression: The weapons priming effect in hunters and nonhunters. <i>Journal of Experimental Social Psychology</i> , 2005, 41, 48-60.	2.2	150
43	Multiple Facets of Self-Esteem and their Relations to Depressive Symptoms. <i>Personality and Social Psychology Bulletin</i> , 1998, 24, 657-668.	3.0	149
44	Attributional Style, Depression, and Loneliness: A Cross-Cultural Comparison of American and Chinese Students. <i>Personality and Social Psychology Bulletin</i> , 1999, 25, 482-499.	3.0	147
45	Media Violence. <i>Pediatrics</i> , 2009, 124, 1495-1503.	2.1	146
46	A negative association between video game experience and proactive cognitive control. <i>Psychophysiology</i> , 2010, 47, 34-42.	2.4	145
47	Attributional style of lonely and depressed people.. <i>Journal of Personality and Social Psychology</i> , 1983, 45, 127-136.	2.8	144
48	Attributional Style and Everyday Problems in Living: Depression, Loneliness, and Shyness. <i>Social Cognition</i> , 1985, 3, 16-35.	0.9	142
49	Hot years and serious and deadly assault: Empirical tests of the heat hypothesis.. <i>Journal of Personality and Social Psychology</i> , 1997, 73, 1213-1223.	2.8	140
50	Effects of violent movies and trait hostility on hostile feelings and aggressive thoughts. <i>Aggressive Behavior</i> , 1997, 23, 161-178.	2.4	139
51	Direct and indirect relations between the Big 5 personality traits and aggressive and violent behavior. <i>Personality and Individual Differences</i> , 2012, 52, 870-875.	2.9	139
52	Video Game Effectsâ€”Confirmed, Suspected, and Speculative. <i>Simulation and Gaming</i> , 2009, 40, 377-403.	1.9	132
53	Violent video games and aggressive behavior in young women. <i>Aggressive Behavior</i> , 2003, 29, 423-429.	2.4	131
54	Competitive Aggression without Interaction: Effects of Competitive Versus Cooperative Instructions on Aggressive Behavior in Video Games. <i>Personality and Social Psychology Bulletin</i> , 1995, 21, 1020-1030.	3.0	129

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55	Is the Curve Relating Temperature to Aggression Linear or Curvilinear? Assaults and Temperature in Minneapolis Reexamined.. Journal of Personality and Social Psychology, 2005, 89, 62-66.	2.8	128
56	Effects of explanation and counterexplanation on the development and use of social theories.. Journal of Personality and Social Psychology, 1986, 50, 24-34.	2.8	127
57	Motivational and performance deficits in interpersonal settings: The effect of attributional style.. Journal of Personality and Social Psychology, 1983, 45, 1136-1147.	2.8	119
58	Violent crime rate studies in philosophical context: A destructive testing approach to heat and southern culture of violence effects.. Journal of Personality and Social Psychology, 1996, 70, 740-756.	2.8	117
59	Ambient temperature and violent crime: Tests of the linear and curvilinear hypotheses.. Journal of Personality and Social Psychology, 1984, 46, 91-97.	2.8	114
60	Ambient temperature and the occurrence of collective violence: A new analysis.. Journal of Personality and Social Psychology, 1979, 37, 337-344.	2.8	113
61	The causal structure of situations: The generation of plausible causal attributions as a function of type of event situation. Journal of Experimental Social Psychology, 1983, 19, 185-203.	2.2	111
62	Cross-Cultural Differences in Cyberbullying Behavior. Journal of Cross-Cultural Psychology, 2014, 45, 300-313.	1.6	111
63	Arabs as terrorists: Effects of stereotypes within violent contexts on attitudes, perceptions, and affect.. Psychology of Violence, 2013, 3, 84-99.	1.5	108
64	Exposure to Muslims in Media and Support for Public Policies Harming Muslims. Communication Research, 2017, 44, 841-869.	5.9	106
65	Brief Report: Discriminating Between Problems in Living: An Examination of Measures of Depression, Loneliness, Shyness, and Social Anxiety. Journal of Social and Clinical Psychology, 1988, 6, 482-491.	0.5	105
66	Mediators and Moderators of Long-term Effects of Violent Video Games on Aggressive Behavior. JAMA Pediatrics, 2014, 168, 450.	6.2	105
67	Development and testing of the velicer attitudes toward violence scale: evidence for a four-factor model. Aggressive Behavior, 2006, 32, 122-136.	2.4	104
68	Media Violence and the General Aggression Model. Journal of Social Issues, 2018, 74, 386-413.	3.3	102
69	Violent Video Games, Delinquency, and Youth Violence. Youth Violence and Juvenile Justice, 2013, 11, 132-142.	3.0	100
70	When experiences of failure promote expectations of success: The impact of attribution failure to ineffective strategies1. Journal of Personality, 1980, 48, 393-407.	3.2	98
71	Effects of Prosocial, Neutral, and Violent Video Games on Children's Helpful and Hurtful Behaviors. Aggressive Behavior, 2012, 38, 281-287.	2.4	95
72	Satisfaction and frustration of basic psychological needs in the real world and in video games predict internet gaming disorder scores and well-being. Computers in Human Behavior, 2018, 84, 220-229.	8.5	94

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73	Creating Your Own Hostile Environment: A Laboratory Examination of Trait Aggressiveness and the Violence Escalation Cycle. <i>Personality and Social Psychology Bulletin</i> , 2008, 34, 462-473.	3.0	88
74	Behavioral and characterological attributional styles as predictors of depression and loneliness: Review, refinement, and test.. <i>Journal of Personality and Social Psychology</i> , 1994, 66, 549-558.	2.8	84
75	Argument Availability as a Mediator of Social Theory Perseverance. <i>Social Cognition</i> , 1985, 3, 235-249.	0.9	83
76	The Cycle of Violence Behind Bars: Traumatization and Institutional Misconduct Among Juvenile Delinquents in Confinement. <i>Youth Violence and Juvenile Justice</i> , 2010, 8, 107-121.	3.0	79
77	Thinking about people: Contributions of a typological alternative to associationistic and dimensional models of person perception.. <i>Journal of Personality and Social Psychology</i> , 1991, 60, 203-217.	2.8	78
78	Media violence and the American public revisited.. <i>American Psychologist</i> , 2002, 57, 448-450.	4.2	78
79	The Development, Perseverance, and Change of Naive Theories. <i>Social Cognition</i> , 1998, 16, 8-30.	0.9	77
80	Screen Violence and Youth Behavior. <i>Pediatrics</i> , 2017, 140, S142-S147.	2.1	73
81	Thoughts about Actions: The Effects of Specificity and Availability of Imagined Behavioral Scripts on Expectations about Oneself and Others. <i>Social Cognition</i> , 1987, 5, 238-258.	0.9	72
82	Much ado about something: Violent video game effects and a school of red herring: Reply to Ferguson and Kilburn (2010).. <i>Psychological Bulletin</i> , 2010, 136, 182-187.	6.1	72
83	Reappraising the Situation and Its Impact on Aggressive Behavior. <i>Personality and Social Psychology Bulletin</i> , 2011, 37, 1564-1573.	3.0	72
84	When reality monitoring fails: The role of imagination in stereotype maintenance.. <i>Journal of Personality and Social Psychology</i> , 1987, 52, 653-662.	2.8	67
85	The interactive relations between trait hostility, pain, and aggressive thoughts. , 1998, 24, 161-171.		67
86	Media and Risky Behaviors. <i>Future of Children</i> , 2008, 18, 147-180.	1.0	67
87	The MTurkification of Social and Personality Psychology. <i>Personality and Social Psychology Bulletin</i> , 2019, 45, 842-850.	3.0	67
88	Effects of frustration justification on hostile aggression. <i>Aggressive Behavior</i> , 1995, 21, 359-369.	2.4	64
89	Validity and utility of the attributional style construct at a moderate level of specificity.. <i>Journal of Personality and Social Psychology</i> , 1988, 55, 979-990.	2.8	63
90	Men who target women: specificity of target, generality of aggressive behavior. <i>Aggressive Behavior</i> , 2008, 34, 605-622.	2.4	62

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91	Media Violence and Other Aggression Risk Factors in Seven Nations. <i>Personality and Social Psychology Bulletin</i> , 2017, 43, 986-998.	3.0	61
92	Public Policy and the Effects of Media Violence on Children. <i>Social Issues and Policy Review</i> , 2007, 1, 15-61.	6.5	60
93	Effects of Prosocial, Neutral, and Violent Video Games on College Students' Affect. <i>Aggressive Behavior</i> , 2012, 38, 263-271.	2.4	60
94	An Examination of Perceived Control, Humor, Irrational Beliefs, and Positive Stress as Moderators of the Relation Between Negative Stress and Health. <i>Basic and Applied Social Psychology</i> , 1989, 10, 101-117.	2.1	59
95	Methodology in the Study of Aggression. , 1998, , 23-48.		58
96	Climate Change and Psychology: Effects of Rapid Global Warming on Violence and Aggression. <i>Current Climate Change Reports</i> , 2019, 5, 36-46.	8.6	57
97	Human Aggression: A Social-Cognitive View. , 2007, , 259-288.		56
98	Decreasing Premature Termination from Psychotherapy. <i>Journal of Social and Clinical Psychology</i> , 1987, 5, 298-312.	0.5	53
99	A Controllability Attributional Model of Problems in Living: Dimensional and Situational Interactions in the Prediction of Depression and Loneliness. <i>Social Cognition</i> , 1991, 9, 149-181.	0.9	53
100	Using causal persuasive arguments to change beliefs and teach new information: The mediating role of explanation availability and evaluation bias in the acceptance of knowledge.. <i>Journal of Educational Psychology</i> , 1996, 88, 110-122.	2.9	53
101	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
102	Violent video game effects on salivary cortisol, arousal, and aggressive thoughts in children. <i>Computers in Human Behavior</i> , 2017, 70, 39-43.	8.5	47
103	How People Think about Causes: Examination of the Typical Phenomenal Organization of Attributions for Success and Failure. <i>Social Cognition</i> , 1991, 9, 295-329.	0.9	46
104	Temperature and Aggression. , 1998, , 247-298.		46
105	Assessing Helping and Hurting Behaviors Through the Tangram Help/Hurt Task. <i>Personality and Social Psychology Bulletin</i> , 2015, 41, 1345-1362.	3.0	46
106	Changes in attitudes towards war and violence after September 11, 2001. <i>Aggressive Behavior</i> , 2007, 33, 118-129.	2.4	44
107	SPSSI Research Summary on Media Violence. <i>Analyses of Social Issues and Public Policy</i> , 2015, 15, 4-19.	1.7	44
108	The Process of Explanation. <i>Current Directions in Psychological Science</i> , 1997, 6, 1-5.	5.3	42

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109	Social evaluation influence on cardiovascular response to a fixed behavioral challenge: Effects across a range of difficulty levels. <i>Annals of Behavioral Medicine</i> , 1998, 20, 277-285.	2.9	42
110	The association between chronic exposure to video game violence and affective picture processing: an ERP study. <i>Cognitive, Affective and Behavioral Neuroscience</i> , 2011, 11, 259-276.	2.0	42
111	Belief Perseverance, Biased Assimilation, and Covariation Detection: The Effects of Hypothetical Social Theories and New Data. <i>Personality and Social Psychology Bulletin</i> , 1992, 18, 555-565.	3.0	41
112	Media Violence and Social Neuroscience. <i>Current Directions in Psychological Science</i> , 2007, 16, 178-182.	5.3	41
113	Examining changes in HRV in response to varying ambient temperature. <i>IEEE Engineering in Medicine and Biology Magazine</i> , 2002, 21, 30-34.	0.8	40
114	Judging the relatedness of variables: The psychophysics of covariation detection.. <i>Journal of Experimental Psychology: Human Perception and Performance</i> , 1985, 11, 640-649.	0.9	39
115	Contemporary issues in adolescent video game playing: brief overview and introduction to the special issue. <i>Journal of Adolescence</i> , 2004, 27, 1-3.	2.4	38
116	Loneliness, shyness, and depression: The etiology and interrelationships of everyday problems in living.. 0, , 93-125.		38
117	Implicit Theories in Broad Perspective. <i>Psychological Inquiry</i> , 1995, 6, 286-289.	0.9	37
118	Video Games:. <i>Pediatric Clinics of North America</i> , 2012, 59, 647-658.	1.8	37
119	The role of attention problems and impulsiveness in media violence effects on aggression. <i>Aggressive Behavior</i> , 2014, 40, 197-203.	2.4	37
120	Differential neural recruitment during violent video game play in violent- and nonviolent-game players.. <i>Psychology of Popular Media Culture</i> , 2016, 5, 39-51.	2.4	37
121	Temperature, aggression, and the negative affect escape model.. <i>Psychological Bulletin</i> , 1992, 111, 347-351.	6.1	36
122	Implicit Personality Theories and Empirical Data: Biased Assimilation, Belief Perseverance and Change, and Covariation Detection Sensitivity. <i>Social Cognition</i> , 1995, 13, 25-48.	0.9	35
123	Relocating Motivational Effects: A Synthesis of Cognitive and Motivational Effects on Attributions for Success and Failure. <i>Social Cognition</i> , 1986, 4, 270-292.	0.9	33
124	Cutting Gordian Knots. <i>Personality and Social Psychology Bulletin</i> , 2015, 41, 1560-1574.	3.0	31
125	Causal Perceptions of Intertrait Relations: The Glue that Holds Person Types Together. <i>Personality and Social Psychology Bulletin</i> , 1994, 20, 294-302.	3.0	29
126	Violent video game effects remain a societal concern: Reply to Hilgard, Engelhardt, and Rouder (2017).. <i>Psychological Bulletin</i> , 2017, 143, 775-782.	6.1	29



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127	An empirical examination of the strength differential hypothesis in cyberbullying behavior.. Psychology of Violence, 2017, 7, 22-32.	1.5	29
128	Aggression, Social Psychology of. , 2015, , 373-380.		28
129	Understanding Causality in the Effects of Media Violence. American Behavioral Scientist, 2015, 59, 1807-1821.	3.8	28
130	Risk factors for youth violence: Youth violence commission, International Society For Research On Aggression (ISRA). Aggressive Behavior, 2018, 44, 331-336.	2.4	28
131	Research Methods, Design, and Statistics in Media Psychology. , 0, , 109-136.		25
132	Actor and Observer Attributions for Different Types of Situations: Causal-Structure Effects, Individual Differences, and the Dimensionality of Causes. Social Cognition, 1985, 3, 323-340.	0.9	24
133	Aversive events and aggression. Current Opinion in Psychology, 2018, 19, 144-148.	4.9	22
134	Is the curve relating temperature to aggression linear or curvilinear? A response to Bell (2005) and to Cohn and Rotton (2005).. Journal of Personality and Social Psychology, 2005, 89, 74-77.	2.8	20
135	Science and the Reformulated Learned-Helplessness Model of Depression. Psychological Inquiry, 1991, 2, 14-19.	0.9	17
136	Solving the puzzle of null violent media effects.. Psychology of Popular Media, 2023, 12, 1-9.	1.4	17
137	Causal Explanations of Defection: A Knowledge Structure Approach. Personality and Social Psychology Bulletin, 1992, 18, 420-429.	3.0	15
138	Helping and hurting others: Person and situation effects on aggressive and prosocial behavior as assessed by the Tangram task. Aggressive Behavior, 2017, 43, 133-146.	2.4	15
139	The Influence of Video Games on Social, Cognitive, and Affective Information Processing. , 2011, , .		14
140	The Primacy of Control in Causal Thinking and Attributional Style: An Attributional Functionalism Perspective. , 1993, , 94-121.		14
141	Controllability Attributions and Learned Helplessness: Some Methodological and Conceptual Problems. Basic and Applied Social Psychology, 1995, 16, 297-318.	2.1	13
142	Violent Video Games: Effects on Youth and Public Policy Implications. , 2008, , 225-246.		13
143	Belief Perseverance and Self-Defeating Behavior. , 1989, , 11-40.		12
144	Bad news, bad times, and violence: The link between economic distress and aggression.. Psychology of Violence, 2014, 4, 309-321.	1.5	10

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145	The Contrasting Effects of an Action Video Game on Visuo-Spatial Processing and Proactive Cognitive Control. <i>International Journal of Environmental Research and Public Health</i> , 2020, 17, 5160.	2.6	10
146	Are mindful people less aggressive? The role of emotion regulation in the relations between mindfulness and aggression. <i>Aggressive Behavior</i> , 2022, 48, 546-562.	2.4	10
147	Does avatar identification make unjustified video game violence more morally consequential?. <i>Media Psychology</i> , 2021, 24, 236-258.	3.6	9
148	Measuring the strength of the effect of violent media on aggression.. <i>American Psychologist</i> , 2007, 62, 253-254.	4.2	9
149	Subtracting From Scientific Knowledge About Media Effects. <i>PsycCritiques</i> , 2013, 58, .	0.0	8
150	Negative Effects of Video Game Play. , 2015, , 1-26.		8
151	Media Violence, Aggression, and Public Policy. , 0, , 281-300.		7
152	Learning Processes and Violent Video Games. , 2009, , 876-892.		7
153	Who finds media violence funny? Testing the effects of media violence exposure and dark personality traits.. <i>Psychology of Popular Media</i> , 2022, 11, 35-46.	1.4	5
154	Attributions as Decisions: A Two Stage Information Processing Model. <i>Recent Research in Psychology</i> , 1991, , 12-54.	0.5	5
155	Video Game Violence and Offline Aggression. , 2015, , 86-105.		5
156	How and What do Videogames Teach?. , 0, , 64-84.		4
157	Consensus on media violence effects: Comment on Bushman, Gollwitzer, and Cruz (2015).. <i>Psychology of Popular Media Culture</i> , 2015, 4, 215-221.	2.4	4
158	Negative Effects of Video Game Play. , 2017, , 1297-1322.		4
159	A Response to Ferguson: More Red Herring. <i>PsycCritiques</i> , 2014, 59, .	0.0	4
160	Learning Processes and Violent Video Games. , 0, , 1807-1822.		4
161	Best violence research of 2011: Selections from an invited panel of researchers.. <i>Psychology of Violence</i> , 2012, 2, 229-238.	1.5	3
162	Violent, Nonviolent, and Prosocial Gaming Effects on Teensâ€™ Civic Engagement. , 2014, , .		3

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163	Science denial. , 2019, , 24-37.		3
164	The Good, the Bad, and the Ugly of Electronic Media. , 2011, , 83-102.		3
165	Functional relations are not models: A note on covariation detection.. Journal of Experimental Psychology: Human Perception and Performance, 1986, 12, 110-111.	0.9	2
166	Reply to Comments on SPSSI Research Summary on Media Violence by Cupit (2016), Gentile (2016), Glackin and Gray (2016), Gollwitzer (2016), and Krahn (2016). Analyses of Social Issues and Public Policy, 2016, 16, 443-450.	1.7	1
167	A Different (and Useful) Perspective on the Study of Aggression. PsycCritiques, 1998, 43, 60-61.	0.0	1
168	Media violence and the American public revisited. American Psychologist, 2002, 57, 448-50.	4.2	1
169	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
170	Open science and data-sharing issues, and complaint policies: Editorial for <i>Aggressive Behavior</i>. Aggressive Behavior, 2021, 47, 497-501.	2.4	0
171	Media Violence Effects on Learning. , 2012, , 2153-2154.		0
172	Updating Our Knowledge of Reasoning in the 20th Century. PsycCritiques, 1994, 39, 764-765.	0.0	0
173	Social Interactionism and Violence: Promising a Lot, Delivering a Little. PsycCritiques, 1995, 40, 41-43.	0.0	0
174	A Broad Approach to Environmental Psychology. PsycCritiques, 1995, 40, 781-782.	0.0	0
175	Anderson, Craig A., 2016, , 1-7.		0
176	Anderson, Craig A., 2020, , 155-160.		0
177	Children, Impact of Media on. , 2022, , 195-208.		0
178	<i>Aggressive Behavior</i> guidelines on special issues and special sections. Aggressive Behavior, 2022, 48, 443-443.	2.4	0