

Craig A Anderson

List of Publications by Year in descending order

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178
papers

26,831
citations

8755

75
h-index

8396

147
g-index

215
all docs

215
docs citations

215
times ranked

10888
citing authors

| # | ARTICLE | IF | CITATIONS |
|----|--|-----|-----------|
| 1 | Solving the puzzle of null violent media effects.. Psychology of Popular Media, 2023, 12, 1-9. | 1.4 | 17 |
| 2 | Who finds media violence funny? Testing the effects of media violence exposure and dark personality traits.. Psychology of Popular Media, 2022, 11, 35-46. | 1.4 | 5 |
| 3 | Children, Impact of Media on. , 2022, , 195-208. | | 0 |
| 4 | Are mindful people less aggressive? The role of emotion regulation in the relations between mindfulness and aggression. Aggressive Behavior, 2022, 48, 546-562. | 2.4 | 10 |
| 5 | <i>Aggressive Behavior</i> guidelines on special issues and special sections. Aggressive Behavior, 2022, 48, 443-443. | 2.4 | 0 |
| 6 | Does avatar identification make unjustified video game violence more morally consequential?. Media Psychology, 2021, 24, 236-258. | 3.6 | 9 |
| 7 | Open science and dataâ€sharing issues, and complaint policies: Editorial for <i>Aggressive Behavior</i>. Aggressive Behavior, 2021, 47, 497-501. | 2.4 | 0 |
| 8 | The Contrasting Effects of an Action Video Game on Visuo-Spatial Processing and Proactive Cognitive Control. International Journal of Environmental Research and Public Health, 2020, 17, 5160. | 2.6 | 10 |
| 9 | Anderson, Craig A.. , 2020, , 155-160. | | 0 |
| 10 | Climate Change and Psychology: Effects of Rapid Global Warming on Violence and Aggression. Current Climate Change Reports, 2019, 5, 36-46. | 8.6 | 57 |
| 11 | The MTurkification of Social and Personality Psychology. Personality and Social Psychology Bulletin, 2019, 45, 842-850. | 3.0 | 67 |
| 12 | Science denial. , 2019, , 24-37. | | 3 |
| 13 | 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 |
| 14 | The General Aggression Model. Current Opinion in Psychology, 2018, 19, 75-80. | 4.9 | 267 |
| 15 | Aversive events and aggression. Current Opinion in Psychology, 2018, 19, 144-148. | 4.9 | 22 |
| 16 | Media Violence and the General Aggression Model. Journal of Social Issues, 2018, 74, 386-413. | 3.3 | 102 |
| 17 | Risk factors for youth violence: Youth violence commission, International Society For Research On Aggression (ISRA). Aggressive Behavior, 2018, 44, 331-336. | 2.4 | 28 |
| 18 | Exposure to Muslims in Media and Support for Public Policies Harming Muslims. Communication Research, 2017, 44, 841-869. | 5.9 | 106 |

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| 19 | Media Violence and Other Aggression Risk Factors in Seven Nations. <i>Personality and Social Psychology Bulletin</i> , 2017, 43, 986-998. | 3.0 | 61 |
| 20 | 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 |
| 21 | Screen Violence and Youth Behavior. <i>Pediatrics</i> , 2017, 140, S142-S147. | 2.1 | 73 |
| 22 | Negative Effects of Video Game Play. , 2017, , 1297-1322. | | 4 |
| 23 | Helping and hurting others: Person and situation effects on aggressive and prosocial behavior as assessed by the Tangram task. <i>Aggressive Behavior</i> , 2017, 43, 133-146. | 2.4 | 15 |
| 24 | 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 |
| 25 | An empirical examination of the strength differential hypothesis in cyberbullying behavior.. <i>Psychology of Violence</i> , 2017, 7, 22-32. | 1.5 | 29 |
| 26 | 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 |
| 27 | Reply to Comments on SPSSI Research Summary on Media Violence by Cupit (2016), Gentile (2016), Glackin and Gray (2016), Gollwitzer (2016), and KrahÃ© (2016). <i>Analyses of Social Issues and Public Policy</i> , 2016, 16, 443-450. | 1.7 | 1 |
| 28 | Anderson, Craig A.. , 2016, , 1-7. | | 0 |
| 29 | 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 |
| 30 | Aggression, <i>Social Psychology of</i> . , 2015, , 373-380. | | 28 |
| 31 | SPSSI Research Summary on Media Violence. <i>Analyses of Social Issues and Public Policy</i> , 2015, 15, 4-19. | 1.7 | 44 |
| 32 | Cutting Gordian Knots. <i>Personality and Social Psychology Bulletin</i> , 2015, 41, 1560-1574. | 3.0 | 31 |
| 33 | 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 |
| 34 | Understanding Causality in the Effects of Media Violence. <i>American Behavioral Scientist</i> , 2015, 59, 1807-1821. | 3.8 | 28 |
| 35 | 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 |
| 36 | Video Game Violence and Offline Aggression. , 2015, , 86-105. | | 5 |

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| 37 | Negative Effects of Video Game Play. , 2015, , 1-26. | | 8 |
| 38 | Violent, Nonviolent, and Prosocial Gaming Effects on Teensâ€™ Civic Engagement. , 2014, , . | | 3 |
| 39 | Cross-Cultural Differences in Cyberbullying Behavior. Journal of Cross-Cultural Psychology, 2014, 45, 300-313. | 1.6 | 111 |
| 40 | The role of attention problems and impulsiveness in media violence effects on aggression. Aggressive Behavior, 2014, 40, 197-203. | 2.4 | 37 |
| 41 | Mediators and Moderators of Long-term Effects of Violent Video Games on Aggressive Behavior. JAMA Pediatrics, 2014, 168, 450. | 6.2 | 105 |
| 42 | Long-Term Relations Among Prosocial-Media Use, Empathy, and Prosocial Behavior. Psychological Science, 2014, 25, 358-368. | 3.3 | 165 |
| 43 | Bad news, bad times, and violence: The link between economic distress and aggression.. Psychology of Violence, 2014, 4, 309-321. | 1.5 | 10 |
| 44 | A Response to Ferguson: More Red Herring. PsycCritiques, 2014, 59, . | 0.0 | 4 |
| 45 | Violent Video Games, Delinquency, and Youth Violence. Youth Violence and Juvenile Justice, 2013, 11, 132-142. | 3.0 | 100 |
| 46 | Arabs as terrorists: Effects of stereotypes within violent contexts on attitudes, perceptions, and affect.. Psychology of Violence, 2013, 3, 84-99. | 1.5 | 108 |
| 47 | Subtracting From Scientific Knowledge About Media Effects. PsycCritiques, 2013, 58, . | 0.0 | 8 |
| 48 | Best violence research of 2011: Selections from an invited panel of researchers.. Psychology of Violence, 2012, 2, 229-238. | 1.5 | 3 |
| 49 | Video Games:. Pediatric Clinics of North America, 2012, 59, 647-658. | 1.8 | 37 |
| 50 | Direct and indirect relations between the Big 5 personality traits and aggressive and violent behavior. Personality and Individual Differences, 2012, 52, 870-875. | 2.9 | 139 |
| 51 | Effects of Prosocial, Neutral, and Violent Video Games on College Students' Affect. Aggressive Behavior, 2012, 38, 263-271. | 2.4 | 60 |
| 52 | Effects of Prosocial, Neutral, and Violent Video Games on Children's Helpful and Hurtful Behaviors. Aggressive Behavior, 2012, 38, 281-287. | 2.4 | 95 |
| 53 | Media Violence Effects on Learning. , 2012, , 2153-2154. | | 0 |
| 54 | The Influence of Video Games on Social, Cognitive, and Affective Information Processing. , 2011, , . | | 14 |

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| 55 | The general aggression model: Theoretical extensions to violence.. Psychology of Violence, 2011, 1, 245-258. | 1.5 | 357 |
| 56 | The association between chronic exposure to video game violence and affective picture processing: an ERP study. Cognitive, Affective and Behavioral Neuroscience, 2011, 11, 259-276. | 2.0 | 42 |
| 57 | Reappraising the Situation and Its Impact on Aggressive Behavior. Personality and Social Psychology Bulletin, 2011, 37, 1564-1573. | 3.0 | 72 |
| 58 | The Good, the Bad, and the Ugly of Electronic Media. , 2011, , 83-102. | | 3 |
| 59 | Much ado about something: Violent video game effects and a school of red herring: Reply to Ferguson and Kilburn (2010).. Psychological Bulletin, 2010, 136, 182-187. | 6.1 | 72 |
| 60 | A negative association between video game experience and proactive cognitive control. Psychophysiology, 2010, 47, 34-42. | 2.4 | 145 |
| 61 | The Cycle of Violence Behind Bars: Traumatization and Institutional Misconduct Among Juvenile Delinquents in Confinement. Youth Violence and Juvenile Justice, 2010, 8, 107-121. | 3.0 | 79 |
| 62 | Television and Video Game Exposure and the Development of Attention Problems. Pediatrics, 2010, 126, 214-221. | 2.1 | 375 |
| 63 | 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 |
| 64 | Video Game Effectsâ€”Confirmed, Suspected, and Speculative. Simulation and Gaming, 2009, 40, 377-403. | 1.9 | 132 |
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| 67 | 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 |
| 68 | Comfortably Numb. Psychological Science, 2009, 20, 273-277. | 3.3 | 204 |
| 69 | Causal effects of violent sports video games on aggression: Is it competitiveness or violent content?. Journal of Experimental Social Psychology, 2009, 45, 731-739. | 2.2 | 158 |
| 70 | Learning Processes and Violent Video Games. , 2009, , 876-892. | | 7 |
| 71 | Men who target women: specificity of target, generality of aggressive behavior. Aggressive Behavior, 2008, 34, 605-622. | 2.4 | 62 |
| 72 | Creating Your Own Hostile Environment: A Laboratory Examination of Trait Aggressiveness and the Violence Escalation Cycle. Personality and Social Psychology Bulletin, 2008, 34, 462-473. | 3.0 | 88 |

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| 73 | Longitudinal Effects of Violent Video Games on Aggression in Japan and the United States. <i>Pediatrics</i> , 2008, 122, e1067-e1072. | 2.1 | 208 |
| 74 | Media and Risky Behaviors. <i>Future of Children</i> , 2008, 18, 147-180. | 1.0 | 67 |
| 75 | Violent Video Games: Effects on Youth and Public Policy Implications. , 2008, , 225-246. | | 13 |
| 76 | Media Violence and Social Neuroscience. <i>Current Directions in Psychological Science</i> , 2007, 16, 178-182. | 5.3 | 41 |
| 77 | The effect of video game violence on physiological desensitization to real-life violence. <i>Journal of Experimental Social Psychology</i> , 2007, 43, 489-496. | 2.2 | 418 |
| 78 | Changes in attitudes towards war and violence after September 11, 2001. <i>Aggressive Behavior</i> , 2007, 33, 118-129. | 2.4 | 44 |
| 79 | Public Policy and the Effects of Media Violence on Children. <i>Social Issues and Policy Review</i> , 2007, 1, 15-61. | 6.5 | 60 |
| 80 | Measuring the strength of the effect of violent media on aggression.. <i>American Psychologist</i> , 2007, 62, 253-254. | 4.2 | 9 |
| 81 | Human Aggression: A Social-Cognitive View. , 2007, , 259-288. | | 56 |
| 82 | Development and testing of the velicer attitudes toward violence scale: evidence for a four-factor model. <i>Aggressive Behavior</i> , 2006, 32, 122-136. | 2.4 | 104 |
| 83 | Is the Curve Relating Temperature to Aggression Linear or Curvilinear? Assaults and Temperature in Minneapolis Reexamined.. <i>Journal of Personality and Social Psychology</i> , 2005, 89, 62-66. | 2.8 | 128 |
| 84 | Is the curve relating temperature to aggression linear or curvilinear? A response to Bell (2005) and to Cohn and Rotton (2005).. <i>Journal of Personality and Social Psychology</i> , 2005, 89, 74-77. | 2.8 | 20 |
| 85 | 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 |
| 86 | 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 |
| 87 | 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 |
| 88 | An update on the effects of playing violent video games. <i>Journal of Adolescence</i> , 2004, 27, 113-122. | 2.4 | 573 |
| 89 | 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 |
| 90 | Violent video games and aggressive behavior in young women. <i>Aggressive Behavior</i> , 2003, 29, 423-429. | 2.4 | 131 |

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| 91 | The Influence of Media Violence on Youth. <i>Psychological Science in the Public Interest: A Journal of the American Psychological Society</i> , 2003, 4, 81-110. | 10.7 | 664 |
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| 94 | Media violence and the American public revisited.. <i>American Psychologist</i> , 2002, 57, 448-450. | 4.2 | 78 |
| 95 | 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 |
| 96 | Violent Video Games and Hostile Expectations: A Test of the General Aggression Model. <i>Personality and Social Psychology Bulletin</i> , 2002, 28, 1679-1686. | 3.0 | 438 |
| 97 | Human Aggression. <i>Annual Review of Psychology</i> , 2002, 53, 27-51. | 17.7 | 2,974 |
| 98 | 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 |
| 99 | Media violence and the American public revisited. <i>American Psychologist</i> , 2002, 57, 448-50. | 4.2 | 1 |
| 100 | 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. <i>Psychological Science</i> , 2001, 12, 353-359. | 3.3 | 1,616 |
| 101 | Is it time to pull the plug on hostile versus instrumental aggression dichotomy?. <i>Psychological Review</i> , 2001, 108, 273-279. | 3.8 | 636 |
| 102 | Heat and Violence. <i>Current Directions in Psychological Science</i> , 2001, 10, 33-38. | 5.3 | 357 |
| 103 | Media violence and the American public: Scientific facts versus media misinformation.. <i>American Psychologist</i> , 2001, 56, 477-489. | 4.2 | 338 |
| 104 | Temperature and aggression. <i>Advances in Experimental Social Psychology</i> , 2000, 32, 63-133. | 3.3 | 190 |
| 105 | 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 |
| 106 | Video games and aggressive thoughts, feelings, and behavior in the laboratory and in life.. <i>Journal of Personality and Social Psychology</i> , 2000, 78, 772-790. | 2.8 | 1,091 |
| 107 | Video games and aggressive thoughts, feelings, and behavior in the laboratory and in life.. <i>Journal of Personality and Social Psychology</i> , 2000, 78, 772-790. | 2.8 | 391 |
| 108 | Research in the Psychological Laboratory. <i>Current Directions in Psychological Science</i> , 1999, 8, 3-9. | 5.3 | 454 |

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| 110 | The interactive relations between trait hostility, pain, and aggressive thoughts. , 1998, 24, 161-171. | | 67 |
| 111 | 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 |
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| 114 | The Development, Perseverance, and Change of Naive Theories. <i>Social Cognition</i> , 1998, 16, 8-30. | 0.9 | 77 |
| 115 | Methodology in the Study of Aggression. , 1998, , 23-48. | | 58 |
| 116 | Temperature and Aggression. , 1998, , 247-298. | | 46 |
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| 118 | The Process of Explanation. <i>Current Directions in Psychological Science</i> , 1997, 6, 1-5. | 5.3 | 42 |
| 119 | External Validity of "Trivial" Experiments: The Case of Laboratory Aggression. <i>Review of General Psychology</i> , 1997, 1, 19-41. | 3.2 | 422 |
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| 121 | Effects of Aggressive Personality on Social Expectations and Social Perceptions. <i>Journal of Research in Personality</i> , 1997, 31, 272-292. | 1.7 | 156 |
| 122 | Effects of violent movies and trait hostility on hostile feelings and aggressive thoughts. <i>Aggressive Behavior</i> , 1997, 23, 161-178. | 2.4 | 139 |
| 123 | Violent crime rate studies in philosophical context: A destructive testing approach to heat and southern culture of violence effects.. <i>Journal of Personality and Social Psychology</i> , 1996, 70, 740-756. | 2.8 | 117 |
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| 128 | Controllability Attributions and Learned Helplessness: Some Methodological and Conceptual Problems. <i>Basic and Applied Social Psychology</i> , 1995, 16, 297-318. | 2.1 | 13 |
| 129 | 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 |
| 130 | Implicit Theories in Broad Perspective. <i>Psychological Inquiry</i> , 1995, 6, 286-289. | 0.9 | 37 |
| 131 | Hot Temperatures, Hostile Affect, Hostile Cognition, and Arousal: Tests of a General Model of Affective Aggression. <i>Personality and Social Psychology Bulletin</i> , 1995, 21, 434-448. | 3.0 | 419 |
| 132 | Social Interactionism and Violence: Promising a Lot, Delivering a Little. <i>PsycCritiques</i> , 1995, 40, 41-43. | 0.0 | 0 |
| 133 | A Broad Approach to Environmental Psychology. <i>PsycCritiques</i> , 1995, 40, 781-782. | 0.0 | 0 |
| 134 | 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 |
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| 136 | Updating Our Knowledge of Reasoning in the 20th Century. <i>PsycCritiques</i> , 1994, 39, 764-765. | 0.0 | 0 |
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| 138 | 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 |
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| 141 | 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 |
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| 146 | 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 |
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| 148 | Belief Perseverance and Self-Defeating Behavior. , 1989, , 11-40. | | 12 |
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| 150 | Brief Report: Discriminating Between Problems in Living: An Examination of Measures of Depression, Loneliness, Shyness, and Social Anxiety. <i>Journal of Social and Clinical Psychology</i> , 1988, 6, 482-491. | 0.5 | 105 |
| 151 | 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 |
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| 153 | 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 |
| 154 | Decreasing Premature Termination from Psychotherapy. <i>Journal of Social and Clinical Psychology</i> , 1987, 5, 298-312. | 0.5 | 53 |
| 155 | Affect of the Game Player. <i>Personality and Social Psychology Bulletin</i> , 1986, 12, 390-402. | 3.0 | 187 |
| 156 | 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 |
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| 159 | 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 |
| 160 | Attributional Style and Everyday Problems in Living: Depression, Loneliness, and Shyness. <i>Social Cognition</i> , 1985, 3, 16-35. | 0.9 | 142 |
| 161 | Argument Availability as a Mediator of Social Theory Perseverance. <i>Social Cognition</i> , 1985, 3, 235-249. | 0.9 | 83 |
| 162 | Actor and Observer Attributions for Different Types of Situations: Causal-Structure Effects, Individual Differences, and the Dimensionality of Causes. <i>Social Cognition</i> , 1985, 3, 323-340. | 0.9 | 24 |

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| 171 | 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 |
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