

# Niklas Johannes

## List of Publications by Year in descending order

Source: <https://exaly.com/author-pdf/771537/publications.pdf>

Version: 2024-02-01

15  
papers

680  
citations

840776

11  
h-index

1058476

14  
g-index

30  
all docs

30  
docs citations

30  
times ranked

508  
citing authors

#	ARTICLE	IF	CITATIONS
1	No effect of different types of media on well-being. <i>Scientific Reports</i> , 2022, 12, 61.	3.3	14
2	Time Spent Playing Two Online Shooters Has No Measurable Effect on Aggressive Affect. <i>Collabra: Psychology</i> , 2022, 8, .	1.8	4
3	The relationship between online vigilance and affective well-being in everyday life: Combining smartphone logging with experience sampling. <i>Media Psychology</i> , 2021, 24, 581-605.	3.6	48
4	An Agenda for Open Science in Communication. <i>Journal of Communication</i> , 2021, 71, 1-26.	3.7	111
5	Video game play is positively correlated with well-being. <i>Royal Society Open Science</i> , 2021, 8, 202049.	2.4	111
6	Beyond inhibitory control training: Inactions and actions influence smartphone app use through changes in explicit liking.. <i>Journal of Experimental Psychology: General</i> , 2021, 150, 431-445.	2.1	21
7	Objective, subjective, and accurate reporting of social media use: No evidence that daily social media use correlates with personality traits, motivational states, or well-being.. <i>Technology Mind and Behavior</i> , 2021, 2, .	1.7	13
8	A multi-country test of brief reappraisal interventions on emotions during the COVID-19 pandemic. <i>Nature Human Behaviour</i> , 2021, 5, 1089-1110.	12.0	71
9	Supplemental Material for Objective, subjective, and accurate reporting of social media use: No evidence that daily social media use correlates with personality traits, motivational states, or well-being.. <i>Technology Mind and Behavior</i> , 2021, 2, .	1.7	1
10	Using consumption and reward simulations to increase the appeal of plant-based foods. <i>Appetite</i> , 2020, 155, 104812.	3.7	44
11	Exploring the consistency and value of humour style profiles. <i>Comprehensive Results in Social Psychology</i> , 2020, 4, 1-24.	1.8	3
12	The impact of digital technology use on adolescent well-being. <i>Dialogues in Clinical Neuroscience</i> , 2020, 22, 135-142.	3.7	117
13	Hard to Resist?. <i>Journal of Media Psychology</i> , 2019, 31, 214-225.	1.0	28
14	Social Smartphone Apps Do Not Capture Attention Despite Their Perceived High Reward Value. <i>Collabra: Psychology</i> , 2019, 5, .	1.8	20
15	Mind-Wandering and Mindfulness as Mediators of the Relationship Between Online Vigilance and Well-Being. <i>Cyberpsychology, Behavior, and Social Networking</i> , 2018, 21, 761-767.	3.9	27