Markus Appel

List of Publications by Year
in descending order

51 papers	2,031 citations	361296 20 h-index	265120 42 g-index
51 all docs	51 docs citations	51 times ranked	1481 citing authors

#	Article	IF	Citations
1	Transportation and Need for Affect in Narrative Persuasion: A Mediated Moderation Model. Media Psychology, 2010, 13, 101-135.	2.1	250
2	The Transportation Scale—Short Form (TS—SF). Media Psychology, 2015, 18, 243-266.	2.1	180
3	Self-transcendent Media Experiences: Taking Meaningful Media to a Higher Level. Journal of Communication, 2018, 68, 380-389.	2.1	136
4	Are robots becoming unpopular? Changes in attitudes towards autonomous robotic systems in Europe. Computers in Human Behavior, 2019, 93, 53-61.	5.1	128
5	Are Social Media Ruining Our Lives? A Review of Meta-Analytic Evidence. Review of General Psychology, 2020, 24, 60-74.	2.1	113
6	A Short Measure of the Need for Affect. Journal of Personality Assessment, 2012, 94, 418-426.	1.3	101
7	Stereotypes and the Achievement Gap: Stereotype Threat Prior to Test Taking. Educational Psychology Review, 2012, 24, 609-635.	5.1	89
8	Stereotype threat impairs ability building: Effects on test preparation among women in science and technology. European Journal of Social Psychology, 2011, 41, 904-913.	1.5	85
9	The uncanny of mind in a machine: Humanoid robots as tools, agents, and experiencers. Computers in Human Behavior, 2020, 102, 274-286.	5.1	85
10	The influence of stereotype threat on immigrants: review and meta-analysis. Frontiers in Psychology, 2015, 6, 900.	1.1	79
11	Narcissism and Social Networking Behavior: A Meta-Analysis. Journal of Personality, 2018, 86, 200-212.	1.8	66
12	Science fiction reduces the eeriness of android robots: A field experiment. Computers in Human Behavior, 2015, 48, 156-162.	5.1	55
13	Active on Facebook and Failing at School? Meta-Analytic Findings on the Relationship Between Online Social Networking Activities and Academic Achievement. Educational Psychology Review, 2018, 30, 651-677.	5.1	50
14	Stories can influence the self-concept. Social Influence, 2014, 9, 172-188.	0.9	43
15	Poignancy and Mediated Wisdom of Experience: Narrative Impacts on Willingness to Accept Delayed Rewards. Communication Research, 2019, 46, 333-354.	3.9	36
16	A Story About a Stupid Person Can Make You Act Stupid (or Smart): Behavioral Assimilation (and) Tj ETQq0 0 0 rgBT /Overlock 10 Tf 50	2.1	34
17	Exploring the myth of the chubby gamer: A meta-analysis on sedentary video gaming and body mass. Social Science and Medicine, 2022, 301, 112325.	1.8	33
18	Matter over mind? How the acceptance of digital entities depends on their appearance, mental prowess, and the interaction between both. International Journal of Human Computer Studies, 2020, 142, 102463.	3.7	31

#	Article	IF	Citations
19	Red Color and Risk-Taking Behavior in Online Environments. PLoS ONE, 2015, 10, e0134033.	1.1	29
20	Meaning through fiction: Science fiction and innovative technologies.. Psychology of Aesthetics, Creativity, and the Arts, 2016, 10, 472-480.	1.0	26
21	The topography of the uncanny valley and individuals' need for structure: A nonlinear mixed effects analysis. Journal of Research in Personality, 2017, 68, 96-113.	0.9	24
22	Otakuism and the Appeal of Sex Robots. Frontiers in Psychology, 2019, 10, 569.	1.1	24
23	Repelled by virtue? The dark triad and eudaimonic narratives. Media Psychology, 2019, 22, 769-794.	2.1	24
24	Argument Strength and the Persuasiveness of Stories. Discourse Processes, 2018, 55, 371-386.	1.1	22
25	Empowering Stories: Transportation into Narratives with Strong Protagonists Increases Self-Related Control Beliefs. Discourse Processes, 2019, 56, 575-598.	1.1	22
26	Human-Like Robots and the Uncanny Valley. Zeitschrift Fur Psychologie / Journal of Psychology, 2022, 230, 33-46.	0.7	22
27	Shyness and social media use: A meta-analytic summary of moderating and mediating effects. Computers in Human Behavior, 2019, 98, 294-301.	5.1	21
28	The emotional robotic storyteller: On the influence of affect congruency on narrative transportation, robot perception, and persuasion. Computers in Human Behavior, 2021, 120, 106749.	5.1	21
29	Model of Inspiring Media. Journal of Media Psychology, 2021, 33, 191-201.	0.7	20
30	Mediated Wisdom of Experience Revisited: Delay Discounting, Acceptance of Death, and Closeness to Future Self. Human Communication Research, 2018, 44, 80-101.	1.9	19
31	Do computer games jeopardize educational outcomes? A prospective study on gaming times and academic achievement.. Psychology of Popular Media, 2020, 9, 69-82.	1.0	19
32	User Responses to a Humanoid Robot Observed in Real Life, Virtual Reality, 3D and 2D. Frontiers in Psychology, 2021, 12, 633178.	1.1	18
33	Is computer gaming associated with cognitive abilities? A population study among German adolescents. Intelligence, 2017, 61, 19-28.	1.6	16
34	The role of motivated science reception and numeracy in the context of the COVID-19 pandemic. Public Understanding of Science, 2022, 31, 19-34.	1.6	15
35	The Persuasive Influence of a Fictional Character's Trustworthiness. Journal of Communication, 2013, , n/a-n/a.	2.1	13
36	The mediating role of event-congruent emotions in narrative persuasion. Poetics, 2019, 77, 101385.	0.6	12

#	Article	IF	Citations
37	Reviews, expectations, and the experience of stories. Media Psychology, 2020, 23, 365-390.	2.1	11
38	On the eeriness of service robots with emotional capabilities. , 2016, , .		10
39	Power-Posing Robots: The Influence of a Humanoid Robot's Posture and Size on its Perceived Dominance, Competence, Eeriness, and Threat. International Journal of Social Robotics, 2022, 14, 1413-1422.	3.1	8
40	Examining Individual Differences in Interpersonal Influence: On the Psychometric Properties of the Generalized Opinion Leadership Scale (GOLS). Journal of Psychology: Interdisciplinary and Applied, 2016, 150, 88-101.	0.9	7
41	Beliefs about the nature of knowledge shape responses to the pandemic: Epistemic beliefs, the Dark Factor of Personality, and COVID–19–related conspiracy ideation and behavior. Journal of Personality, 2022, 90, 937-955.	1.8	7
42	Tell me your story, robot. Introducing an android as fiction character leads to higher perceived usefulness and adoption intention. , 2013, , .		6
43	How to deal with researcher harassment in the social sciences. Nature Human Behaviour, 2021, 5, 178-180.	6.2	6
44	The Psychology of Personalization in Digital Environments: From Motivation to Well-Being – A Theoretical Integration. Review of General Psychology, 2023, 27, 26-40.	2.1	4
45	The individual development of cultural identity and psychological well-being among adolescents with a migrant background in Austria: A longitudinal study.. Cultural Diversity and Ethnic Minority Psychology, 2021, 27, 684-695.	1.3	3
46	Watching Videos on a Smartphone: Do Small Screens Impair Narrative Transportation?. Media Psychology, 2022, 25, 653-674.	2.1	3
47	Affective resistance to narrative persuasion. Journal of Business Research, 2022, 149, 850-859.	5.8	2
48	Creative artificial intelligence and narrative transportation.. Psychology of Aesthetics, Creativity, and the Arts, 0, , .	1.0	2
49	Just a joke? Can sexist comedy harm women's cognitive performance?. Psychology of Aesthetics, Creativity, and the Arts, 2023, 17, 608-618.	1.0	1
50	Mind-reading machines: Distinct user responses to thought-detecting and emotion-detecting robots.. Technology Mind and Behavior, 2022, 3, .	1.1	0
51	Supplemental Material for Mind-reading machines: Distinct user responses to thought-detecting and emotion-detecting robots.. Technology Mind and Behavior, 2022, 3, .	1.1	0