

Marcel MartonÄik

List of Publications by Year in descending order

Source: <https://exaly.com/author-pdf/9580631/publications.pdf>

Version: 2024-02-01

13
papers

470
citations

1478505

6
h-index

1372567

10
g-index

13
all docs

13
docs citations

13
times ranked

743
citing authors

#	ARTICLE	IF	CITATIONS
1	Hate speech operationalization: a preliminary examination of hate speech indicators and their structure. <i>Complex & Intelligent Systems</i> , 2023, 9, 2827-2842.	6.5	10
2	Measuring Internet Gaming Disorder and Gaming Disorder: A Qualitative Content Validity Analysis of Validated Scales. <i>Assessment</i> , 2023, 30, 402-413.	3.1	9
3	The Effect of the Economic Situation on Time and Risk Preferences: Does Financial Literacy Matter?. <i>Studia Psychologica</i> , 2022, 64, 228-241.	0.5	0
4	Factor structure and reliability of the Career Decision Self-Efficacy Scale-Short Form in Slovak adolescent sample. <i>Current Psychology</i> , 2021, 40, 1429-1438.	2.8	0
5	A Multi-Site Collaborative Study of the Hostile Priming Effect. <i>Collabra: Psychology</i> , 2021, 7, .	1.8	3
6	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
7	Validity of Holland's theory in adolescence: evidence from a Slovak sample. <i>International Journal for Educational and Vocational Guidance</i> , 2020, 20, 543-565.	1.3	1
8	Creative destruction in science. <i>Organizational Behavior and Human Decision Processes</i> , 2020, 161, 291-309.	2.5	36
9	Crowdsourcing hypothesis tests: Making transparent how design choices shape research results.. <i>Psychological Bulletin</i> , 2020, 146, 451-479.	6.1	87
10	Simulation of vocational activities: experimental evidence of (no) changes in vocational interests. <i>Empirical Research in Vocational Education and Training</i> , 2020, 12, .	1.3	2
11	A Review of Consequences of Poverty on Economic Decision-Making: A Hypothesized Model of a Cognitive Mechanism. <i>Frontiers in Psychology</i> , 2017, 8, 1784.	2.1	62
12	Do World of Warcraft (MMORPG) players experience less loneliness and social anxiety in online world (virtual environment) than in real world (offline)?. <i>Computers in Human Behavior</i> , 2016, 56, 127-134.	8.5	98
13	e-Sports: Playing just for fun or playing to satisfy life goals?. <i>Computers in Human Behavior</i> , 2015, 48, 208-211.	8.5	91