

## **RESEARCH**

(A) The effects of social information on the enjoyment of online videos: An eye tracking study on the role of attention

<https://www.tandfonline.com/doi/full/10.1080/15213269.2019.1679647>

(B) The Impact of Online Reviews on Consumers' Purchasing Decisions: Evidence From an Eye-Tracking Study

<https://www.ncbi.nlm.nih.gov/pmc/articles/PMC9216200/>

(C) Knowledge Does Not Protect Against Illusory Truth

<https://www.apa.org/pubs/journals/features/xge-0000098.pdf>

(E) Negative Reviews Can Boost Sales Even More Than Positive Ones

<https://hbr.org/2022/11/negative-reviews-can-boost-sales-even-more-than-positive-ones>

(E2) The Upside of Negative: Social Distance in Online Reviews of Identity-Relevant Brands

<https://journals.sagepub.com/doi/abs/10.1177/00222429221074704>

F- What's in a Review: Discrepancies Between Expert and Amateur Reviews of Video Games on Metacritic

<https://dl.acm.org/doi/pdf/10.1145/3359242>

G- A Case Study of the "Pygmalion Effect": Teacher Expectations and Student Achievement

<https://files.eric.ed.gov/fulltext/EJ1066376.pdf>

H- The Impact of Negative Game Reviews and User Comments on Player Experience

[https://www.researchgate.net/publication/228466586\\_The\\_Impact\\_of\\_Negative\\_Game\\_Reviews\\_and\\_User\\_Comments\\_on\\_Player\\_Experience](https://www.researchgate.net/publication/228466586_The_Impact_of_Negative_Game_Reviews_and_User_Comments_on_Player_Experience)

I- Influencing Experience: The Effects of Reading Game Reviews on Player Experience

[https://www.researchgate.net/publication/220851176\\_Influencing\\_Experience\\_The\\_Effects\\_of\\_Reading\\_Game\\_Reviews\\_on\\_Player\\_Experience](https://www.researchgate.net/publication/220851176_Influencing_Experience_The_Effects_of_Reading_Game_Reviews_on_Player_Experience)