

Halley M Pontes

List of Publications by Year in descending order

Source: <https://exaly.com/author-pdf/1446995/publications.pdf>

Version: 2024-02-01

109
papers

6,755
citations

70961

41
h-index

71532

76
g-index

117
all docs

117
docs citations

117
times ranked

3338
citing authors

#	ARTICLE	IF	CITATIONS
1	Measuring DSM-5 internet gaming disorder: Development and validation of a short psychometric scale. <i>Computers in Human Behavior</i> , 2015, 45, 137-143.	5.1	612
2	Working towards an international consensus on criteria for assessing internet gaming disorder: a critical commentary on Petry <i>et al</i> . (2014). <i>Addiction</i> , 2016, 111, 167-175.	1.7	373
3	Gaming disorder: Its delineation as an important condition for diagnosis, management, and prevention. <i>Journal of Behavioral Addictions</i> , 2017, 6, 271-279.	1.9	359
4	The Conceptualisation and Measurement of DSM-5 Internet Gaming Disorder: The Development of the IGD-20 Test. <i>PLoS ONE</i> , 2014, 9, e110137.	1.1	271
5	Validation of the Ten-Item Internet Gaming Disorder Test (IGDT-10) and evaluation of the nine DSM-5 Internet Gaming Disorder criteria. <i>Addictive Behaviors</i> , 2017, 64, 253-260.	1.7	267
6	Chaos and confusion in DSM-5 diagnosis of Internet Gaming Disorder: Issues, concerns, and recommendations for clarity in the field. <i>Journal of Behavioral Addictions</i> , 2017, 6, 103-109.	1.9	234
7	Including gaming disorder in the ICD-11: The need to do so from a clinical and public health perspective. <i>Journal of Behavioral Addictions</i> , 2018, 7, 556-561.	1.9	214
8	Organizational identification, work engagement, and job satisfaction. <i>Journal of Managerial Psychology</i> , 2015, 30, 1019-1033.	1.3	183
9	Self-reported dependence on mobile phones in young adults: A European cross-cultural empirical survey. <i>Journal of Behavioral Addictions</i> , 2017, 6, 168-177.	1.9	171
10	Internet Gaming Disorder Among Slovenian Primary Schoolchildren: Findings From a Nationally Representative Sample of Adolescents. <i>Journal of Behavioral Addictions</i> , 2016, 5, 304-310.	1.9	163
11	Neurobiological Correlates in Internet Gaming Disorder: A Systematic Literature Review. <i>Frontiers in Psychiatry</i> , 2018, 9, 166.	1.3	161
12	The evolution of Internet addiction: A global perspective. <i>Addictive Behaviors</i> , 2016, 53, 193-195.	1.7	159
13	Investigating the differential effects of social networking site addiction and Internet gaming disorder on psychological health. <i>Journal of Behavioral Addictions</i> , 2017, 6, 601-610.	1.9	159
14	The impact of Internet-based specific activities on the perceptions of Internet addiction, quality of life, and excessive usage: A cross-sectional study. <i>Addictive Behaviors Reports</i> , 2015, 1, 19-25.	1.0	155
15	Depression and anxiety symptoms associated with internet gaming disorder before and during the COVID-19 pandemic: A longitudinal study. <i>Journal of Behavioral Addictions</i> , 2021, 10, 169-180.	1.9	155
16	Measurement and Conceptualization of Gaming Disorder According to the World Health Organization Framework: the Development of the Gaming Disorder Test. <i>International Journal of Mental Health and Addiction</i> , 2021, 19, 508-528.	4.4	119
17	Problematic gaming behaviour and health-related outcomes: A systematic review and meta-analysis. <i>Journal of Health Psychology</i> , 2020, 25, 67-81.	1.3	115
18	Beyond "Facebook Addiction": The Role of Cognitive-Related Factors and Psychiatric Distress in Social Networking Site Addiction. <i>Cyberpsychology, Behavior, and Social Networking</i> , 2018, 21, 240-247.	2.1	110

#	ARTICLE	IF	CITATIONS
19	Portuguese Validation of the Internet Gaming Disorder Scaleâ€“Short-Form. <i>Cyberpsychology, Behavior, and Social Networking</i> , 2016, 19, 288-293.	2.1	98
20	Psychopathological Symptoms and Gaming Motives in Disordered Gamingâ€“A Psychometric Comparison between the WHO and APA Diagnostic Frameworks. <i>Journal of Clinical Medicine</i> , 2019, 8, 1691.	1.0	91
21	An Overview of Problematic Gaming. , 2015, , 27-45.		90
22	Portuguese validation of the Internet Addiction Test: An empirical study. <i>Journal of Behavioral Addictions</i> , 2014, 3, 107-114.	1.9	87
23	Problematic gaming exists and is an example of disordered gaming. <i>Journal of Behavioral Addictions</i> , 2017, 6, 296-301.	1.9	87
24	Assessment of internet gaming disorder in clinical research: Past and present perspectives. <i>Clinical Research and Regulatory Affairs</i> , 2014, 31, 35-48.	2.1	77
25	Spanish validation of the Internet Gaming Disorder-20 (IGD-20) Test. <i>Computers in Human Behavior</i> , 2016, 56, 215-224.	5.1	76
26	DSM-5 diagnosis of Internet Gaming Disorder: Some ways forward in overcoming issues and concerns in the gaming studies field. <i>Journal of Behavioral Addictions</i> , 2017, 6, 133-141.	1.9	75
27	Problematic Smartphone and Social Media Use Among Bangladeshi College and University Students Amid COVID-19: The Role of Psychological Well-Being and Pandemic Related Factors. <i>Frontiers in Psychiatry</i> , 2021, 12, 647386.	1.3	75
28	Measurement Invariance of the Internet Gaming Disorder Scaleâ€“Short-Form (IGDS9-SF) between the United States of America, India and the United Kingdom. <i>Psychiatry Research</i> , 2017, 257, 472-478.	1.7	66
29	Sickness presenteeism determines job satisfaction via affective-motivational states. <i>Social Science and Medicine</i> , 2015, 139, 100-106.	1.8	64
30	Portuguese Validation of the Bergen Facebook Addiction Scale: an Empirical Study. <i>International Journal of Mental Health and Addiction</i> , 2016, 14, 1062-1073.	4.4	64
31	Measurement Invariance of the Internet Gaming Disorder Scaleâ€“Short-Form (IGDS9-SF) Between Australia, the USA, and the UK. <i>International Journal of Mental Health and Addiction</i> , 2018, 16, 377-392.	4.4	62
32	Psychometric assessment of the Internet Gaming Disorder diagnostic criteria: An Item Response Theory study. <i>Addictive Behaviors Reports</i> , 2018, 8, 176-184.	1.0	62
33	Internet gaming disorder and psychosocial well-being: A longitudinal study of older-aged adolescents and emerging adults. <i>Addictive Behaviors</i> , 2020, 110, 106530.	1.7	62
34	Psychometric validation of the Turkish nine-item Internet Gaming Disorder Scaleâ€“Short Form (IGDS9-SF). <i>Psychiatry Research</i> , 2018, 265, 349-354.	1.7	61
35	Associations between attention deficit hyperactivity and internet gaming disorder symptoms: Is there consistency across types of symptoms, gender and countries?. <i>Addictive Behaviors Reports</i> , 2019, 9, 100158.	1.0	60
36	Psychometric Properties of the Internet Gaming Disorder Scaleâ€“Short-Form (IGDS9-SF): Systematic Review. <i>Journal of Medical Internet Research</i> , 2021, 23, e26821.	2.1	59

#	ARTICLE	IF	CITATIONS
37	Spanish Validation of the Internet Gaming Disorder Scaleâ€™Short Form (IGDS9-SF): Prevalence and Relationship with Online Gambling and Quality of Life. <i>International Journal of Environmental Research and Public Health</i> , 2020, 17, 1562.	1.2	56
38	New Concepts, Old Known Issues. <i>Advances in Psychology, Mental Health, and Behavioral Studies</i> , 2015, , 16-30.	0.1	53
39	An Exploratory Study on the Perceived Motivations Underpinning Excessive Internet Use Among Adolescents and Young Adults. <i>Psychology, Community & Health</i> , 2014, 3, 90-102.	0.7	52
40	Psychometric Assessment of Internet Gaming Disorder in Neuroimaging Studies: A Systematic Review. <i>Studies in Neuroscience, Psychology and Behavioral Economics</i> , 2017, , 181-208.	0.1	50
41	Psychometric validation of the Generalized Problematic Internet Use Scale 2 in a Portuguese sample. <i>Computers in Human Behavior</i> , 2016, 63, 823-833.	5.1	49
42	Clinical psychology of Internet addiction: a review of its conceptualization, prevalence, neuronal processes, and implications for treatment. <i>Neuroscience and Neuroeconomics</i> , 0, , 11.	0.9	47
43	A new era for gaming disorder research: Time to shift from consensus to consistency. <i>Addictive Behaviors</i> , 2020, 103, 106059.	1.7	44
44	Measurement Invariance of the Short Version of the Problematic Mobile Phone Use Questionnaire (PMPUQ-SV) across Eight Languages. <i>International Journal of Environmental Research and Public Health</i> , 2018, 15, 1213.	1.2	41
45	The development and psychometric evaluation of the Internet Disorder Scale (IDS-15). <i>Addictive Behaviors</i> , 2017, 64, 261-268.	1.7	39
46	Cross-Cultural Validation of the Compulsive Internet Use Scale in Four Forms and Eight Languages. <i>Cyberpsychology, Behavior, and Social Networking</i> , 2019, 22, 451-464.	2.1	39
47	The Role of Passion in Exercise Addiction, Exercise Volume, and Exercise Intensity in Long-term Exercisers. <i>International Journal of Mental Health and Addiction</i> , 2019, 17, 1389-1400.	4.4	39
48	Influencing COBRAs: the effects of brand equity on the consumerâ€™s propensity to engage with brand-related content on social media. <i>Journal of Strategic Marketing</i> , 2021, 29, 1-23.	3.7	37
49	Item Response Theory Analysis of the Recoded Internet Gaming Disorder Scale-Short-Form (IGDS9-SF). <i>International Journal of Mental Health and Addiction</i> , 2019, 17, 859-879.	4.4	36
50	Prevalence and risk factors for internet gaming disorder. <i>Revista Brasileira De Psiquiatria</i> , 2020, 42, 532-535.	0.9	35
51	Internet Gaming Disorder in adolescence: investigating profiles and associated risk factors. <i>BMC Public Health</i> , 2021, 21, 1547.	1.2	34
52	The role of negative mood states and consequences of hypersexual behaviours in predicting hypersexuality among university students. <i>Journal of Behavioral Addictions</i> , 2015, 4, 181-188.	1.9	32
53	The interplay between time spent gaming and disordered gaming: A large-scale world-wide study. <i>Social Science and Medicine</i> , 2022, 296, 114721.	1.8	32
54	Psychometric evaluation of the Persian Internet Disorder Scale among adolescents. <i>Journal of Behavioral Addictions</i> , 2018, 7, 665-675.	1.9	30

#	ARTICLE	IF	CITATIONS
55	Exploring the Role of Social Media Use Motives, Psychological Well-Being, Self-Esteem, and Affect in Problematic Social Media Use. <i>Frontiers in Psychology</i> , 2020, 11, 617140.	1.1	29
56	A brief psychological overview of disordered gaming. <i>Current Opinion in Psychology</i> , 2020, 36, 38-43.	2.5	29
57	The Future of Gaming Disorder Research and Player Protection: What Role Should the Video Gaming Industry and Researchers Play?. <i>International Journal of Mental Health and Addiction</i> , 2020, 18, 784-790.	4.4	28
58	Current practices in the clinical and psychometric assessment of internet gaming disorder in the era of the DSM-5: A mini review of existing assessment tools. <i>Mental Health and Addiction Research</i> , 2016, 1, 18-19.	0.4	28
59	Measurement Invariance of the Nine-Item Internet Gaming Disorder Scale (IGDS9-SF) Across Albania, USA, UK, and Italy. <i>International Journal of Mental Health and Addiction</i> , 2019, 17, 935-946.	4.4	27
60	Development and psychometric validation of Internet Gaming Disorder Scale-Short-Form (IGDS9-SF) in a Brazilian sample. <i>Addictive Behaviors</i> , 2020, 103, 106191.	1.7	27
61	Challenging the Concept of Smartphone Addiction: An Empirical Pilot Study of Smartphone Usage Patterns and Psychological Well-Being. <i>Cyberpsychology, Behavior, and Social Networking</i> , 2020, 23, 550-556.	2.1	27
62	Loot boxes in Spanish adolescents and young adults: Relationship with internet gaming disorder and online gambling disorder. <i>Computers in Human Behavior</i> , 2022, 126, 107012.	5.1	27
63	Emerging Adults and Facebook Use: the Validation of the Bergen Facebook Addiction Scale (BFAS). <i>International Journal of Mental Health and Addiction</i> , 2019, 17, 279-294.	4.4	26
64	The associations between Big Five personality traits, gaming motives, and self-reported time spent gaming. <i>Personality and Individual Differences</i> , 2021, 171, 110483.	1.6	25
65	The Game Transfer Phenomena Scale: An Instrument for Investigating the Nonvolitional Effects of Video Game Playing. <i>Cyberpsychology, Behavior, and Social Networking</i> , 2015, 18, 588-594.	2.1	23
66	Exploring the Dimensions of Smartphone Distraction: Development, Validation, Measurement Invariance, and Latent Mean Differences of the Smartphone Distraction Scale (SDS). <i>Frontiers in Psychiatry</i> , 2021, 12, 642634.	1.3	22
67	Laxer Clinical Criteria for Gaming Disorder May Hinder Future Efforts to Devise an Efficient Diagnostic Approach: A Tree-Based Model Study. <i>Journal of Clinical Medicine</i> , 2019, 8, 1730.	1.0	21
68	AdiÃo Ã internet ou uso problemÃtico da internet? Qual dos termos usar?. <i>Psicologia USP</i> , 0, 30, .	0.1	21
69	Higher levels of (Internet) Gaming Disorder symptoms according to the WHO and APA frameworks associate with lower striatal volume. <i>Journal of Behavioral Addictions</i> , 2020, 9, 598-605.	1.9	20
70	Depression and Disordered Gaming: Does Culture Matter?. <i>International Journal of Mental Health and Addiction</i> , 2022, 20, 843-861.	4.4	19
71	Problematic Online Behaviors Among Gamers: the Links Between Problematic Gaming, Gambling, Shopping, Pornography Use, and Social Networking. <i>International Journal of Mental Health and Addiction</i> , 2023, 21, 240-257.	4.4	19
72	Investigating the Role of Health Factors and Psychological Well-Being in Gaming Disorder. <i>Cyberpsychology, Behavior, and Social Networking</i> , 2022, 25, 94-100.	2.1	19

#	ARTICLE	IF	CITATIONS
73	Proteus Effect Profiles: how Do they Relate with Disordered Gaming Behaviours?. <i>Psychiatric Quarterly</i> , 2020, 91, 615-628.	1.1	18
74	The role of microtransactions in Internet Gaming Disorder and Gambling Disorder: A preregistered systematic review. <i>Addictive Behaviors Reports</i> , 2022, 15, 100415.	1.0	17
75	Is the proposed distinction of gaming disorder into a predominantly online vs. offline form meaningful? Empirical evidence from a large German speaking gamer sample. <i>Addictive Behaviors Reports</i> , 2021, 14, 100391.	1.0	16
76	Disordered gaming in esports: Comparing professional and non-professional gamers. <i>Addictive Behaviors</i> , 2022, 132, 107342.	1.7	16
77	Personality Factors in Exercise Addiction: A Pilot Study Exploring the Role of Narcissism, Extraversion, and Agreeableness. <i>International Journal of Mental Health and Addiction</i> , 2020, 18, 89-102.	4.4	15
78	Emerging insights on internet gaming disorder: Conceptual and measurement issues. <i>Addictive Behaviors Reports</i> , 2020, 11, 100242.	1.0	15
79	The Development and Psychometric Properties of the Internet Disorder Scale“Short Form (IDS9-SF). <i>Addicta the Turkish Journal on Addictions</i> , 2017, 3, .	0.5	15
80	Online Addictions: Conceptualizations, Debates, and Controversies. <i>Addicta the Turkish Journal on Addictions</i> , 2016, , .	0.5	13
81	Empirical evidence for robust personality-gaming disorder associations from a large-scale international investigation applying the APA and WHO frameworks. <i>PLoS ONE</i> , 2021, 16, e0261380.	1.1	13
82	Disordered gaming, loneliness, and family harmony in gamers before and during the COVID-19 pandemic. <i>Addictive Behaviors Reports</i> , 2022, 15, 100426.	1.0	12
83	Internet Gaming Disorder: Compensating as a Draenei in World of Warcraft. <i>International Journal of Mental Health and Addiction</i> , 2021, 19, 669-685.	4.4	11
84	Problematic internet use profiles and psychosocial risk among adolescents. <i>PLoS ONE</i> , 2021, 16, e0257329.	1.1	11
85	Making the Case for Video Game Addiction: Does It Exist or Not?. , 2018, , 41-57.		10
86	The Physical, Emotional, and Identity User-Avatar Association with Disordered Gaming: A Pilot Study. <i>International Journal of Mental Health and Addiction</i> , 2022, 20, 183-195.	4.4	9
87	Investigating gaming disorder and individual differences in gaming motives among professional and non-professional gamers: An empirical study. <i>Addictive Behaviors</i> , 2022, 134, 107416.	1.7	9
88	The Spanish Version of the Internet Gaming Disorder Scale-Short Form (IGDS9-SF): Further Examination Using Item Response Theory. <i>International Journal of Environmental Research and Public Health</i> , 2020, 17, 7111.	1.2	8
89	Personality, Internet Addiction, and Other Technological Addictions. <i>Advances in Human and Social Aspects of Technology Book Series</i> , 2018, , 45-71.	0.3	7
90	Individual Differences and the Development of Internet Addiction. <i>Advances in Human and Social Aspects of Technology Book Series</i> , 2018, , 221-235.	0.3	6

#	ARTICLE	IF	CITATIONS
91	Personality, Internet Addiction, and Other Technological Addictions. <i>Advances in Psychology, Mental Health, and Behavioral Studies</i> , 2019, , 46-72.	0.1	6
92	Perceptions Underlying Addictive Technology Use Patterns: Insights for Cognitive-Behavioural Therapy. <i>International Journal of Environmental Research and Public Health</i> , 2022, 19, 544.	1.2	6
93	Where do Gambling and Internet "Addictions"™ Belong? The Status of "Other"™ Addictions. , 0, , 446-465.		5
94	Cross-cultural adaptation of the Internet Gaming Disorder Scale "Short Form (IGDS9-SF) to the Brazilian context. <i>Trends in Psychiatry and Psychotherapy</i> , 2020, 42, 262-266.	0.4	5
95	Psychometric Validation of the Spanish Gaming Disorder Test (GDT): Item Response Theory and Measurement Invariance Analysis. <i>International Journal of Mental Health and Addiction</i> , 2023, 21, 1973-1991.	4.4	5
96	4th International Conference on Behavioral Addictions February 20"22, 2017 Haifa, Israel. <i>Journal of Behavioral Addictions</i> , 2017, 6, 1-74.	1.9	4
97	Critically appraising the pitfalls of screen time effects research. <i>Australian and New Zealand Journal of Psychiatry</i> , 2021, 55, 922-922.	1.3	3
98	Addiction and Entertainment Products. , 2015, , 1-22.		3
99	Exploring the Interplay Between Passive Following on Facebook, Fear of Missing out, Self-esteem, Social Comparison, Age, and Life Satisfaction in a Community-based Sample. <i>International Journal of Psychology & Behavior Analysis</i> , 2018, 4, .	0.2	3
100	A network analysis of the Internet Disorder Scale"Short Form (IDS9-SF): A large-scale cross-cultural study in Iran, Pakistan, and Bangladesh. <i>Current Psychology</i> , 2023, 42, 21994-22003.	1.7	3
101	6th International Conference on Behavioral Addictions (ICBA2019), June 17"19, 2019 Yokohama, Japan. <i>Journal of Behavioral Addictions</i> , 2019, 8, 1-220.	1.9	2
102	Gaming Disorder and Its Treatment. , 2020, , 288-294.		2
103	Stigma and gaming disorder: should we take a "glass half full"™ or "glass half empty"™ perspective?. <i>Addiction</i> , 2022, 117, 1816-1817.	1.7	2
104	A brief update on videogame play and flow experience: From addiction to healthy gaming. <i>Mental Health and Addiction Research</i> , 2017, 2, .	0.4	1
105	Personality, Internet Addiction, and Other Technological Addictions. , 2019, , 335-361.		1
106	Validation of the Online Political Engagement Scale in a British population survey. <i>Aloma</i> , 2017, 35, 13-21.	0.3	0
107	Individual Differences and the Development of Internet Addiction. , 2019, , 399-413.		0
108	Personality, Internet Addiction, and Other Technological Addictions. , 2019, , 236-262.		0

#	ARTICLE	IF	CITATIONS
109	New Concepts, Old Known Issues. , 0, , 883-898.		0