

Mark Griffiths

List of Publications by Year in descending order

Source: <https://exaly.com/author-pdf/1859401/publications.pdf>

Version: 2024-02-01

1,240
papers

76,955
citations

664

126
h-index

2108

210
g-index

1285
all docs

1285
docs citations

1285
times ranked

28761
citing authors

#	ARTICLE	IF	CITATIONS
1	The Fear of COVID-19 Scale: Development and Initial Validation. <i>International Journal of Mental Health and Addiction</i> , 2022, 20, 1537-1545.	4.4	2,674
2	A "components" model of addiction within a biopsychosocial framework. <i>Journal of Substance Use</i> , 2005, 10, 191-197.	0.3	1,654
3	Online Social Networking and Addiction—A Review of the Psychological Literature. <i>International Journal of Environmental Research and Public Health</i> , 2011, 8, 3528-3552.	1.2	1,272
4	The relationship between addictive use of social media and video games and symptoms of psychiatric disorders: A large-scale cross-sectional study. <i>Psychology of Addictive Behaviors</i> , 2016, 30, 252-262.	1.4	986
5	Internet Addiction: A Systematic Review of Epidemiological Research for the Last Decade. <i>Current Pharmaceutical Design</i> , 2014, 20, 4026-4052.	0.9	967
6	Social Interactions in Massively Multiplayer Online Role-Playing Gamers. <i>Cyberpsychology, Behavior and Social Networking</i> , 2007, 10, 575-583.	2.2	693
7	Can Disordered Mobile Phone Use Be Considered a Behavioral Addiction? An Update on Current Evidence and a Comprehensive Model for Future Research. <i>Current Addiction Reports</i> , 2015, 2, 156-162.	1.6	690
8	Internet Gaming Addiction: A Systematic Review of Empirical Research. <i>International Journal of Mental Health and Addiction</i> , 2012, 10, 278-296.	4.4	680
9	The relationship between addictive use of social media, narcissism, and self-esteem: Findings from a large national survey. <i>Addictive Behaviors</i> , 2017, 64, 287-293.	1.7	668
10	Social Networking Sites and Addiction: Ten Lessons Learned. <i>International Journal of Environmental Research and Public Health</i> , 2017, 14, 311.	1.2	646
11	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
12	Does Internet and Computer "Addiction" Exist? Some Case Study Evidence. <i>Cyberpsychology, Behavior and Social Networking</i> , 2000, 3, 211-218.	2.2	605
13	The Effect of COVID-19 on Youth Mental Health. <i>Psychiatric Quarterly</i> , 2020, 91, 841-852.	1.1	604
14	Preventing problematic internet use during the COVID-19 pandemic: Consensus guidance. <i>Comprehensive Psychiatry</i> , 2020, 100, 152180.	1.5	522
15	Problematic Social Media Use: Results from a Large-Scale Nationally Representative Adolescent Sample. <i>PLoS ONE</i> , 2017, 12, e0169839.	1.1	508
16	"Internet Addiction": A Critical Review. <i>International Journal of Mental Health and Addiction</i> , 2006, 4, 31-51.	4.4	490
17	First COVID-19 suicide case in Bangladesh due to fear of COVID-19 and xenophobia: Possible suicide prevention strategies. <i>Asian Journal of Psychiatry</i> , 2020, 51, 102073.	0.9	474
18	Online Gaming Addiction: The Role of Sensation Seeking, Self-Control, Neuroticism, Aggression, State Anxiety, and Trait Anxiety. <i>Cyberpsychology, Behavior, and Social Networking</i> , 2010, 13, 313-316.	2.1	465

#	ARTICLE	IF	CITATIONS
19	Problem gambling worldwide: An update and systematic review of empirical research (2000â€“2015). <i>Journal of Behavioral Addictions</i> , 2016, 5, 592-613.	1.9	464
20	Prevalence of the Addictions: A Problem of the Majority or the Minority?. <i>Evaluation and the Health Professions</i> , 2011, 34, 3-56.	0.9	457
21	Excessive Computer Game Playing: Evidence for Addiction and Aggression?. <i>Cyberpsychology, Behavior and Social Networking</i> , 2007, 10, 290-292.	2.2	445
22	Internet Addiction - Time to be Taken Seriously?. <i>Addiction Research</i> , 2000, 8, 413-418.	0.6	431
23	Prevalence of Pathological Internet Use among University Students and Correlations with Self-Esteem, the General Health Questionnaire (GHQ), and Disinhibition. <i>Cyberpsychology, Behavior and Social Networking</i> , 2005, 8, 562-570.	2.2	429
24	The relationships between behavioral addictions and the five-factor model of personality. <i>Journal of Behavioral Addictions</i> , 2013, 2, 90-99.	1.9	428
25	Toward a consensus definition of pathological video-gaming: A systematic review of psychometric assessment tools. <i>Clinical Psychology Review</i> , 2013, 33, 331-342.	6.0	398
26	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
27	The fear of COVID-19 and its role in preventive behaviours. , 2020, 2, .		366
28	Internet addiction in students: Prevalence and risk factors. <i>Computers in Human Behavior</i> , 2013, 29, 959-966.	5.1	362
29	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
30	Online computer gaming: a comparison of adolescent and adult gamers. <i>Journal of Adolescence</i> , 2004, 27, 87-96.	1.2	354
31	The Exercise Addiction Inventory: A New Brief Screening Tool. <i>Addiction Research and Theory</i> , 2004, 12, 489-499.	1.2	351
32	Prevalence of Adolescent Problem Gambling: A Systematic Review of Recent Research. <i>Journal of Gambling Studies</i> , 2017, 33, 397-424.	1.1	336
33	Intolerance of Uncertainty and Mental Wellbeing: Serial Mediation by Rumination and Fear of COVID-19. <i>International Journal of Mental Health and Addiction</i> , 2022, 20, 2731-2742.	4.4	333
34	Breaking the Stereotype: The Case of Online Gaming. <i>Cyberpsychology, Behavior and Social Networking</i> , 2003, 6, 81-91.	2.2	330
35	Internet addiction in adolescents: Prevalence and risk factors. <i>Computers in Human Behavior</i> , 2013, 29, 1987-1996.	5.1	323
36	Dependence on Computer Games by Adolescents. <i>Psychological Reports</i> , 1998, 82, 475-480.	0.9	316

#	ARTICLE	IF	CITATIONS
37	Internet Gambling: Issues, Concerns, and Recommendations. <i>Cyberpsychology, Behavior and Social Networking</i> , 2003, 6, 557-568.	2.2	312
38	Internet and Gaming Addiction: A Systematic Literature Review of Neuroimaging Studies. <i>Brain Sciences</i> , 2012, 2, 347-374.	1.1	311
39	Demographic Factors and Playing Variables in Online Computer Gaming. <i>Cyberpsychology, Behavior and Social Networking</i> , 2004, 7, 479-487.	2.2	310
40	Validation and Psychometric Evaluation of the Italian Version of the Fear of COVID-19 Scale. <i>International Journal of Mental Health and Addiction</i> , 2022, 20, 1913-1922.	4.4	304
41	Social Networking Addiction. , 2014, , 119-141.		297
42	Gambling Technologies: Prospects for Problem Gambling. <i>Journal of Gambling Studies</i> , 1999, 15, 265-283.	1.1	294
43	Problematic Internet Use and Problematic Online Gaming Are Not the Same: Findings from a Large Nationally Representative Adolescent Sample. <i>Cyberpsychology, Behavior, and Social Networking</i> , 2014, 17, 749-754.	2.1	287
44	Psychometric Validation of the Bangla Fear of COVID-19 Scale: Confirmatory Factor Analysis and Rasch Analysis. <i>International Journal of Mental Health and Addiction</i> , 2022, 20, 2623-2634.	4.4	284
45	The Role of Context in Online Gaming Excess and Addiction: Some Case Study Evidence. <i>International Journal of Mental Health and Addiction</i> , 2010, 8, 119-125.	4.4	282
46	Exercise Addiction: Symptoms, Diagnosis, Epidemiology, and Etiology. <i>Substance Use and Misuse</i> , 2012, 47, 403-417.	0.7	280
47	Online gaming addiction in children and adolescents: A review of empirical research. <i>Journal of Behavioral Addictions</i> , 2012, 1, 3-22.	1.9	279
48	COVID-19-Related Suicides in Bangladesh Due to Lockdown and Economic Factors: Case Study Evidence from Media Reports. <i>International Journal of Mental Health and Addiction</i> , 2021, 19, 2110-2115.	4.4	276
49	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
50	Development of a work addiction scale. <i>Scandinavian Journal of Psychology</i> , 2012, 53, 265-272.	0.8	270
51	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
52	Fruit machine gambling: The importance of structural characteristics. <i>Journal of Gambling Studies</i> , 1993, 9, 101-120.	1.1	266
53	Behavioural addiction: an issue for everybody?. <i>Employee Counselling Today</i> , 1996, 8, 19-25.	0.3	258
54	The costs and determinants of order aggressiveness. <i>Journal of Financial Economics</i> , 2000, 56, 65-88.	4.6	257

#	ARTICLE	IF	CITATIONS
55	The prevalence of compulsive buying: a meta-analysis. <i>Addiction</i> , 2016, 111, 408-419.	1.7	256
56	Risk factors in adolescence: the case of gambling, videogame playing, and the internet. , 2000, 16, 199-225.		254
57	Video Game Structural Characteristics: A New Psychological Taxonomy. <i>International Journal of Mental Health and Addiction</i> , 2010, 8, 90-106.	4.4	252
58	Assessing clinical trials of Internet addiction treatment: A systematic review and CONSORT evaluation. <i>Clinical Psychology Review</i> , 2011, 31, 1110-1116.	6.0	246
59	A Psychometric Comparison of the Internet Addiction Test, the Internet-Related Problem Scale, and Self-Diagnosis. <i>Cyberpsychology, Behavior, and Social Networking</i> , 2011, 14, 141-149.	2.1	245
60	Social networking addiction, attachment style, and validation of the Italian version of the Bergen Social Media Addiction Scale. <i>Journal of Behavioral Addictions</i> , 2017, 6, 178-186.	1.9	245
61	Prevalence and Predictors of Video Game Addiction: A Study Based on a National Representative Sample of Gamers. <i>International Journal of Mental Health and Addiction</i> , 2016, 14, 672-686.	4.4	242
62	Uses and Gratifications of Problematic Social Media Use Among University Students: a Simultaneous Examination of the Big Five of Personality Traits, Social Media Platforms, and Social Media Use Motives. <i>International Journal of Mental Health and Addiction</i> , 2020, 18, 525-547.	4.4	241
63	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
64	Sleep problems during COVID-19 pandemic and its association to psychological distress: A systematic review and meta-analysis. <i>EClinicalMedicine</i> , 2021, 36, 100916.	3.2	233
65	Internet addiction and sleep problems: A systematic review and meta-analysis. <i>Sleep Medicine Reviews</i> , 2019, 47, 51-61.	3.8	232
66	A qualitative investigation of problem gambling as an escape-based coping strategy. <i>Psychology and Psychotherapy: Theory, Research and Practice</i> , 2007, 80, 107-125.	1.3	227
67	The exercise addiction inventory: a quick and easy screening tool for health practitioners. <i>British Journal of Sports Medicine</i> , 2005, 39, e30-e30.	3.1	224
68	The (co-)occurrence of problematic video gaming, substance use, and psychosocial problems in adolescents. <i>Journal of Behavioral Addictions</i> , 2014, 3, 157-165.	1.9	224
69	The Structural Characteristics of Video Games: A Psycho-Structural Analysis. <i>Cyberpsychology, Behavior and Social Networking</i> , 2004, 7, 1-10.	2.2	222
70	Sex on the internet: Observations and implications for internet sex addiction. <i>Journal of Sex Research</i> , 2001, 38, 333-342.	1.6	218
71	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
72	Buddhist-Derived Loving-Kindness and Compassion Meditation for the Treatment of Psychopathology: a Systematic Review. <i>Mindfulness</i> , 2015, 6, 1161-1180.	1.6	212

#	ARTICLE	IF	CITATIONS
73	The role of cognitive bias and skill in fruit machine gambling. <i>British Journal of Psychology</i> , 1994, 85, 351-369.	1.2	211
74	Sociodemographic Correlates of Internet Gambling: Findings from the 2007 British Gambling Prevalence Survey. <i>Cyberpsychology, Behavior and Social Networking</i> , 2009, 12, 199-202.	2.2	210
75	Attachment and emotion regulation in substance addictions and behavioral addictions. <i>Journal of Behavioral Addictions</i> , 2017, 6, 534-544.	1.9	207
76	Video Game Addiction: Past, Present and Future. <i>Current Psychiatry Reviews</i> , 2012, 8, 308-318.	0.9	202
77	Internet Gaming Disorder and the DSM-5: Conceptualization, Debates, and Controversies. <i>Current Addiction Reports</i> , 2015, 2, 254-262.	1.6	200
78	The Validity of Student Evaluation of Teaching in Higher Education: Love me, love my lectures?. <i>Assessment and Evaluation in Higher Education</i> , 2000, 25, 397-405.	3.9	199
79	Gender Swapping and Socializing in Cyberspace: An Exploratory Study. <i>Cyberpsychology, Behavior and Social Networking</i> , 2008, 11, 47-53.	2.2	199
80	Internet sex addiction: A review of empirical research. <i>Addiction Research and Theory</i> , 2012, 20, 111-124.	1.2	199
81	Gambling on the internet: A brief note. <i>Journal of Gambling Studies</i> , 1996, 12, 471-473.	1.1	187
82	Psychometric properties and concurrent validity of two exercise addiction measures: A population wide study. <i>Psychology of Sport and Exercise</i> , 2012, 13, 739-746.	1.1	186
83	The Mental Health Impact of the COVID-19 Pandemic Across Different Cohorts. <i>International Journal of Mental Health and Addiction</i> , 2022, 20, 380-386.	4.4	185
84	Internet Gambling: An Online Empirical Study Among Student Gamblers. <i>International Journal of Mental Health and Addiction</i> , 2008, 6, 194-204.	4.4	184
85	The Convergence of Gambling and Digital Media: Implications for Gambling in Young People. <i>Journal of Gambling Studies</i> , 2010, 26, 175-187.	1.1	184
86	Organizational identification, work engagement, and job satisfaction. <i>Journal of Managerial Psychology</i> , 2015, 30, 1019-1033.	1.3	183
87	Instagram addiction and the Big Five of personality: The mediating role of self-liking. <i>Journal of Behavioral Addictions</i> , 2018, 7, 158-170.	1.9	183
88	The COVID-19 pandemic and serious psychological consequences in Bangladesh: A population-based nationwide study. <i>Journal of Affective Disorders</i> , 2021, 279, 462-472.	2.0	183
89	Amusement machine playing in childhood and adolescence: A comparative analysis of video games and fruit machines. <i>Journal of Adolescence</i> , 1991, 14, 53-73.	1.2	180
90	Computer game playing in adolescence: Prevalence and demographic indicators. <i>Journal of Community and Applied Social Psychology</i> , 1995, 5, 189-193.	1.4	178

#	ARTICLE	IF	CITATIONS
91	Violent video games and aggression. <i>Aggression and Violent Behavior</i> , 1999, 4, 203-212.	1.2	178
92	EverQuest™s Just a Computer Game Right? An Interpretative Phenomenological Analysis of Online Gaming Addiction. <i>International Journal of Mental Health and Addiction</i> , 2006, 4, 205-216.	4.4	175
93	Investigating mediated effects of fear of COVID-19 and COVID-19 misunderstanding in the association between problematic social media use, psychological distress, and insomnia. <i>Internet Interventions</i> , 2020, 21, 100345.	1.4	175
94	Facebook Addiction: Concerns, Criticism, and Recommendations—A Response to Andreassen and Colleagues. <i>Psychological Reports</i> , 2012, 110, 518-520.	0.9	174
95	An international perspective on youth gambling prevalence studies. <i>International Journal of Adolescent Medicine and Health</i> , 2010, 22, 3-38.	0.6	174
96	The Mediating Effect of Gaming Motivation Between Psychiatric Symptoms and Problematic Online Gaming: An Online Survey. <i>Journal of Medical Internet Research</i> , 2015, 17, e88.	2.1	172
97	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
98	The Development of the Problematic Pornography Consumption Scale (PPCS). <i>Journal of Sex Research</i> , 2018, 55, 395-406.	1.6	170
99	Characteristics and Psychiatric Symptoms of Internet Gaming Disorder among Adults Using Self-Reported DSM-5 Criteria. <i>Psychiatry Investigation</i> , 2016, 13, 58.	0.7	168
100	The Psychology of Esports: A Systematic Literature Review. <i>Journal of Gambling Studies</i> , 2019, 35, 351-365.	1.1	167
101	The Social Impact of Internet Gambling. <i>Social Science Computer Review</i> , 2002, 20, 312-320.	2.6	165
102	DSM-5 internet gaming disorder needs a unified approach to assessment. <i>Neuropsychiatry</i> , 2014, 4, 1-4.	0.4	164
103	Associations Between Fear of COVID-19, Mental Health, and Preventive Behaviours Across Pregnant Women and Husbands: An Actor-Partner Interdependence Modelling. <i>International Journal of Mental Health and Addiction</i> , 2022, 20, 68-82.	4.4	164
104	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
105	Home video game playing in schoolchildren: a study of incidence and patterns of play. <i>Journal of Adolescence</i> , 1995, 18, 687-691.	1.2	161
106	An investigation into problematic smartphone use: The role of narcissism, anxiety, and personality factors. <i>Journal of Behavioral Addictions</i> , 2017, 6, 378-386.	1.9	161
107	Neurobiological Correlates in Internet Gaming Disorder: A Systematic Literature Review. <i>Frontiers in Psychiatry</i> , 2018, 9, 166.	1.3	161
108	The evolution of Internet addiction: A global perspective. <i>Addictive Behaviors</i> , 2016, 53, 193-195.	1.7	159

#	ARTICLE	IF	CITATIONS
109	Is excessive online usage a function of medium or activity?. <i>Journal of Behavioral Addictions</i> , 2014, 3, 74-77.	1.9	156
110	Problematic Internet use, well-being, self-esteem and self-control: Data from a high-school survey in China. <i>Addictive Behaviors</i> , 2016, 61, 74-79.	1.7	156
111	Definitions and measures of exercise dependence. <i>Addiction Research and Theory</i> , 2006, 14, 631-646.	1.2	155
112	Voluntary Limit Setting and Player Choice in Most Intense Online Gamblers: An Empirical Study of Gambling Behaviour. <i>Journal of Gambling Studies</i> , 2013, 29, 647-660.	1.1	155
113	The Bergen Shopping Addiction Scale: reliability and validity of a brief screening test. <i>Frontiers in Psychology</i> , 2015, 6, 1374.	1.1	155
114	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
115	Revisiting the Role of Impulsivity and Compulsivity in Problematic Sexual Behaviors. <i>Journal of Sex Research</i> , 2019, 56, 166-179.	1.6	155
116	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
117	Videogame Addiction and its Treatment. <i>Journal of Contemporary Psychotherapy</i> , 2009, 39, 247-253.	0.7	153
118	The Attitudes, Feelings, and Experiences of Online Gamers: A Qualitative Analysis. <i>Cyberpsychology, Behavior and Social Networking</i> , 2009, 12, 747-753.	2.2	153
119	PGSI and DSM-IV in the 2007 British Gambling Prevalence Survey: reliability, item response, factor structure and inter-scale agreement. <i>International Gambling Studies</i> , 2010, 10, 31-44.	1.3	153
120	The emerging role of Buddhism in clinical psychology: Toward effective integration.. <i>Psychology of Religion and Spirituality</i> , 2014, 6, 123-137.	0.9	152
121	Social Networking Addiction: Emerging Themes and Issues. <i>Journal of Addiction Research & Therapy</i> , 2013, 04, .	0.2	152
122	Internet Gaming Disorder in Children and Adolescents. <i>Pediatrics</i> , 2017, 140, S81-S85.	1.0	148
123	The Development of the Problematic Online Gaming Questionnaire (POGQ). <i>PLoS ONE</i> , 2012, 7, e36417.	1.1	147
124	Social Responsibility Tools in Online Gambling: A Survey of Attitudes and Behavior among Internet Gamblers. <i>Cyberpsychology, Behavior and Social Networking</i> , 2009, 12, 413-421.	2.2	146
125	Psychometric validation of the Persian Bergen Social Media Addiction Scale using classic test theory and Rasch models. <i>Journal of Behavioral Addictions</i> , 2017, 6, 620-629.	1.9	146
126	Measurement invariance across young adults from Hong Kong and Taiwan among three internet-related addiction scales: Bergen Social Media Addiction Scale (BSMAS), Smartphone Application-Based Addiction Scale (SABAS), and Internet Gaming Disorder Scale-Short Form (IGDS-SF9) (Study Part A). <i>Addictive Behaviors</i> , 2020, 101, 105969.	1.7	145

#	ARTICLE	IF	CITATIONS
127	Internet Addiction and its Psychosocial Risks (Depression, Anxiety, Stress and Loneliness) among Iranian Adolescents and Young Adults: A Structural Equation Model in a Cross-Sectional Study. <i>International Journal of Mental Health and Addiction</i> , 2016, 14, 257-267.	4.4	144
128	Acquisition, Development, and Maintenance of Online Poker Playing in a Student Sample. <i>Cyberpsychology, Behavior and Social Networking</i> , 2007, 10, 354-361.	2.2	143
129	Defining the online gambler and patterns of behaviour integration: evidence from the British Gambling Prevalence Survey 2010. <i>International Gambling Studies</i> , 2011, 11, 339-356.	1.3	143
130	Addiction to Social Media and Attachment Styles: A Systematic Literature Review. <i>International Journal of Mental Health and Addiction</i> , 2019, 17, 1094-1118.	4.4	142
131	Motivational processes and dysfunctional mechanisms of social media use among adolescents: A qualitative focus group study. <i>Computers in Human Behavior</i> , 2019, 93, 164-175.	5.1	141
132	Internet Addiction Disorder and Internet Gaming Disorder are Not the Same. <i>Journal of Addiction Research & Therapy</i> , 2014, 05, .	0.2	140
133	AN ANALYSIS OF THE ROLE OF GENDER AND SELF-EFFICACY IN DEVELOPING FEMALE ENTREPRENEURIAL INTEREST AND BEHAVIOR. <i>Journal of Developmental Entrepreneurship</i> , 2009, 14, 105-119.	0.4	139
134	The influence of alexithymia on mobile phone addiction: The role of depression, anxiety and stress. <i>Journal of Affective Disorders</i> , 2018, 225, 761-766.	2.0	138
135	The cognitive psychology of gambling. <i>Journal of Gambling Studies</i> , 1990, 6, 31-42.	1.1	137
136	Ten myths about work addiction. <i>Journal of Behavioral Addictions</i> , 2018, 7, 845-857.	1.9	136
137	Excessive use of Massively Multi-Player Online Role-Playing Games: A Pilot Study. <i>International Journal of Mental Health and Addiction</i> , 2009, 7, 563-571.	4.4	135
138	The Prevalence of Workaholism: A Survey Study in a Nationally Representative Sample of Norwegian Employees. <i>PLoS ONE</i> , 2014, 9, e102446.	1.1	135
139	Meditation Awareness Training (MAT) for Work-related Wellbeing and Job Performance: A Randomised Controlled Trial. <i>International Journal of Mental Health and Addiction</i> , 2014, 12, 806-823.	4.4	135
140	Neuroticism, Trait Fear of Missing Out, and Phubbing: The Mediating Role of State Fear of Missing Out and Problematic Instagram Use. <i>International Journal of Mental Health and Addiction</i> , 2020, 18, 628-639.	4.4	134
141	Problematic Online Behaviors among Adolescents and Emerging Adults: Associations between Cyberbullying Perpetration, Problematic Social Media Use, and Psychosocial Factors. <i>International Journal of Mental Health and Addiction</i> , 2019, 17, 891-908.	4.4	132
142	Exercise Addiction: A Case Study. <i>Addiction Research</i> , 1997, 5, 161-168.	0.6	131
143	Social media addiction: What is the role of content in YouTube?. <i>Journal of Behavioral Addictions</i> , 2017, 6, 364-377.	1.9	131
144	Internet gaming disorder in Lebanon: Relationships with age, sleep habits, and academic achievement. <i>Journal of Behavioral Addictions</i> , 2018, 7, 70-78.	1.9	131

#	ARTICLE	IF	CITATIONS
145	The Psychometric Properties of the Smartphone Application-Based Addiction Scale (SABAS). <i>International Journal of Mental Health and Addiction</i> , 2018, 16, 393-403.	4.4	131
146	The acquisition, development and maintenance of lottery and scratchcard gambling in adolescence. <i>Journal of Adolescence</i> , 1998, 21, 265-273.	1.2	130
147	Psychometric Testing of Three Chinese Online-Related Addictive Behavior Instruments among Hong Kong University Students. <i>Psychiatric Quarterly</i> , 2019, 90, 117-128.	1.1	128
148	The relationship between fear of COVID-19 and mental health problems: A meta-analysis. <i>Death Studies</i> , 2022, 46, 515-523.	1.8	127
149	Validation of the Internet Gaming Disorder Scale " Short-Form (IGDS9-SF) in an Italian-speaking sample. <i>Journal of Behavioral Addictions</i> , 2016, 5, 683-690.	1.9	126
150	Problematic Social Networking Site Use and Comorbid Psychiatric Disorders: A Systematic Review of Recent Large-Scale Studies. <i>Frontiers in Psychiatry</i> , 2018, 9, 686.	1.3	126
151	Internet gaming disorder in adolescence: Psychological characteristics of a clinical sample. <i>Journal of Behavioral Addictions</i> , 2018, 7, 707-718.	1.9	125
152	Using an integrated social cognition model to predict COVID-19 preventive behaviours. <i>British Journal of Health Psychology</i> , 2020, 25, 981-1005.	1.9	124
153	Internet-Related Behaviors and Psychological Distress Among Schoolchildren During COVID-19 School Suspension. <i>Journal of the American Academy of Child and Adolescent Psychiatry</i> , 2020, 59, 1099-1102.e1.	0.3	124
154	Online Data Collection from Video Game Players: Methodological Issues. <i>Cyberpsychology, Behavior and Social Networking</i> , 2004, 7, 511-518.	2.2	123
155	Experiences of Time Loss among Videogame Players: An Empirical Study. <i>Cyberpsychology, Behavior and Social Networking</i> , 2007, 10, 38-44.	2.2	121
156	The Role of Structural Characteristics in Problematic Video Game Play: An Empirical Study. <i>International Journal of Mental Health and Addiction</i> , 2011, 9, 320-333.	4.4	120
157	Weight-related stigma and psychological distress: A systematic review and meta-analysis. <i>Clinical Nutrition</i> , 2020, 39, 2001-2013.	2.3	120
158	Excessive Internet Use: Implications for Sexual Behavior. <i>Cyberpsychology, Behavior and Social Networking</i> , 2000, 3, 537-552.	2.2	118
159	A Critical Review of the Harm-Minimisation Tools Available for Electronic Gambling. <i>Journal of Gambling Studies</i> , 2017, 33, 187-221.	1.1	118
160	The Use of Online Methodologies in Data Collection for Gambling and Gaming Addictions. <i>International Journal of Mental Health and Addiction</i> , 2010, 8, 8-20.	4.4	116
161	Psychometric Properties of the Problematic Internet Use Questionnaire Short-Form (PIUQ-SF-6) in a Nationally Representative Sample of Adolescents. <i>PLoS ONE</i> , 2016, 11, e0159409.	1.1	116
162	Anxiety and Suicidal Thoughts During the COVID-19 Pandemic: Cross-Country Comparative Study Among Indonesian, Taiwanese, and Thai University Students. <i>Journal of Medical Internet Research</i> , 2020, 22, e24487.	2.1	116

#	ARTICLE	IF	CITATIONS
163	Fear of COVID-19 Scale (FCV-19S) across countries: Measurement invariance issues. <i>Nursing Open</i> , 2021, 8, 1892-1908.	1.1	113
164	Clinical Interventions for Technology-Based Problems: Excessive Internet and Video Game Use. <i>Journal of Cognitive Psychotherapy</i> , 2012, 26, 43-56.	0.2	112
165	The Relationships between Workaholism and Symptoms of Psychiatric Disorders: A Large-Scale Cross-Sectional Study. <i>PLoS ONE</i> , 2016, 11, e0152978.	1.1	112
166	Time invariance of three ultra-brief internet-related instruments: Smartphone Application-Based Addiction Scale (SABAS), Bergen Social Media Addiction Scale (BSMAS), and the nine-item Internet Gaming Disorder Scale- Short Form (IGDS-SF9) (Study Part B). <i>Addictive Behaviors</i> , 2020, 101, 105960.	1.7	112
167	The Treatment of Internet Gaming Disorder: a Brief Overview of the PIPATIC Program. <i>International Journal of Mental Health and Addiction</i> , 2018, 16, 1000-1015.	4.4	111
168	An Exploration of Problematic Smartphone Use among Chinese University Students: Associations with Academic Anxiety, Academic Procrastination, Self-Regulation and Subjective Wellbeing. <i>International Journal of Mental Health and Addiction</i> , 2019, 17, 596-614.	4.4	111
169	Comparing generalized and specific problematic smartphone/internet use: Longitudinal relationships between smartphone application-based addiction and social media addiction and psychological distress. <i>Journal of Behavioral Addictions</i> , 2020, 9, 410-419.	1.9	111
170	The Psychology of the Fruit Machine: The Role of Structural Characteristics (Revisited). <i>International Journal of Mental Health and Addiction</i> , 2006, 4, 151-179.	4.4	110
171	Self-Reported Losses Versus Actual Losses in Online Gambling: An Empirical Study. <i>Journal of Gambling Studies</i> , 2017, 33, 795-806.	1.1	109
172	Mindfulness and other Buddhist-derived interventions in correctional settings: A systematic review. <i>Aggression and Violent Behavior</i> , 2013, 18, 365-372.	1.2	108
173	Meditation awareness training for the treatment of workaholism: A controlled trial. <i>Journal of Behavioral Addictions</i> , 2017, 6, 212-220.	1.9	108
174	The association between Facebook addiction and depression: A pilot survey study among Bangladeshi students. <i>Psychiatry Research</i> , 2019, 271, 628-633.	1.7	108
175	An Empirical Study of Gender Differences in Online Gambling. <i>Journal of Gambling Studies</i> , 2014, 30, 71-88.	1.1	106
176	Extended theory of planned behavior in explaining the intention to COVID-19 vaccination uptake among mainland Chinese university students: an online survey study. <i>Human Vaccines and Immunotherapeutics</i> , 2021, 17, 3413-3420.	1.4	106
177	Affect and the Computer Game Player: The Effect of Gender, Personality, and Game Reinforcement Structure on Affective Responses to Computer Game-Play. <i>Cyberpsychology, Behavior and Social Networking</i> , 2006, 9, 308-316.	2.2	105
178	Biomedical waste amid COVID-19: perspectives from Bangladesh. <i>The Lancet Global Health</i> , 2020, 8, e1262.	2.9	104
179	The effect of type a personality on physiological arousal while playing computer games. <i>Addictive Behaviors</i> , 1995, 20, 543-548.	1.7	102
180	A Qualitative Analysis of Online Gaming Addicts in Treatment. <i>International Journal of Mental Health and Addiction</i> , 2013, 11, 149-161.	4.4	102

#	ARTICLE	IF	CITATIONS
181	Factors related to preventive COVID-19 infection behaviors among people with mental illness. <i>Journal of the Formosan Medical Association</i> , 2020, 119, 1772-1780.	0.8	102
182	COVID-19 suicidal behavior among couples and suicide pacts: Case study evidence from press reports. <i>Psychiatry Research</i> , 2020, 289, 113105.	1.7	102
183	Behavioral addictions: Past, present and future. <i>Journal of Behavioral Addictions</i> , 2012, 1, 1-2.	1.9	101
184	Towards a second generation of mindfulness-based interventions. <i>Australian and New Zealand Journal of Psychiatry</i> , 2015, 49, 591-592.	1.3	101
185	Exploring Individual Differences in Online Addictions: the Role of Identity and Attachment. <i>International Journal of Mental Health and Addiction</i> , 2017, 15, 853-868.	4.4	100
186	Policy responses to problematic video game use: A systematic review of current measures and future possibilities. <i>Journal of Behavioral Addictions</i> , 2017, 7, 503-517.	1.9	100
187	Psychometric Testing of Three COVID-19-Related Scales Among People with Mental Illness. <i>International Journal of Mental Health and Addiction</i> , 2022, 20, 324-336.	4.4	100
188	Evaluation of the English Version of the Fear of COVID-19 Scale and Its Relationship with Behavior Change and Political Beliefs. <i>International Journal of Mental Health and Addiction</i> , 2023, 21, 372-382.	4.4	100
189	Problematic internet-related behaviors mediate the associations between levels of internet engagement and distress among schoolchildren during COVID-19 lockdown: A longitudinal structural equation modeling study. <i>Journal of Behavioral Addictions</i> , 2021, 10, 135-148.	1.9	100
190	Testing normative and self-appraisal feedback in an online slot-machine pop-up in a real-world setting. <i>Frontiers in Psychology</i> , 2015, 6, 339.	1.1	99
191	Fear of COVID-19 and its association with mental health-related factors: systematic review and meta-analysis. <i>BJPsych Open</i> , 2022, 8, e73.	0.3	99
192	Tolerance in gambling: An objective measure using the psychophysiological analysis of male fruit machine gamblers. <i>Addictive Behaviors</i> , 1993, 18, 365-372.	1.7	98
193	Video Game Playing and Gambling in Adolescents: Common Risk Factors. <i>Journal of Child and Adolescent Substance Abuse</i> , 2004, 14, 77-100.	0.5	98
194	The socio-political, economic, and cultural determinants of social entrepreneurship activity. <i>Journal of Small Business and Enterprise Development</i> , 2013, 20, 341-357.	1.6	98
195	Video game characteristics, happiness and flow as predictors of addiction among video game players: A pilot study. <i>Journal of Behavioral Addictions</i> , 2013, 2, 145-152.	1.9	98
196	Portuguese Validation of the Internet Gaming Disorder Scale—Short-Form. <i>Cyberpsychology, Behavior, and Social Networking</i> , 2016, 19, 288-293.	2.1	98
197	Treatment efficacy of a specialized psychotherapy program for Internet Gaming Disorder. <i>Journal of Behavioral Addictions</i> , 2018, 7, 939-952.	1.9	97
198	Mindfulness-based interventions: towards mindful clinical integration. <i>Frontiers in Psychology</i> , 2013, 4, 194.	1.1	96

#	ARTICLE	IF	CITATIONS
199	The acquisition, development, and maintenance of fruit machine gambling in adolescents. <i>Journal of Gambling Studies</i> , 1990, 6, 193-204.	1.1	95
200	Online gaming addiction: Classification, prediction and associated risk factors. <i>Addiction Research and Theory</i> , 2012, 20, 359-371.	1.2	95
201	The use of personalized behavioral feedback for online gamblers: an empirical study. <i>Frontiers in Psychology</i> , 2015, 6, 1406.	1.1	95
202	Post-traumatic stress disorder and psychological distress in Chinese youths following the COVID-19 emergency. <i>Journal of Health Psychology</i> , 2020, 25, 1164-1175.	1.3	95
203	Contextualising over-engagement in work: Towards a more global understanding of workaholism as an addiction. <i>Journal of Behavioral Addictions</i> , 2012, 1, 87-95.	1.9	94
204	Cognitive-Behavioral Approaches to Outpatient Treatment of Internet Addiction in Children and Adolescents. <i>Journal of Clinical Psychology</i> , 2012, 68, 1185-1195.	1.0	94
205	Psychobiology of the Near-Miss in Fruit Machine Gambling. <i>Journal of Psychology: Interdisciplinary and Applied</i> , 1991, 125, 347-357.	0.9	93
206	An Exploratory Study of Trolling in Online Video Gaming. <i>International Journal of Cyber Behavior, Psychology and Learning</i> , 2012, 2, 17-33.	0.6	93
207	The Dark Tetrad traits and problematic social media use: The mediating role of cyberbullying and cyberstalking. <i>Personality and Individual Differences</i> , 2018, 135, 264-269.	1.6	93
208	Is "pop-up" messaging in online slot machine gambling effective as a responsible gambling strategy?. <i>Journal of Gambling Issues</i> , 2014, , 1.	0.3	93
209	Psychometric Properties of the Problematic Online Gaming Questionnaire Short-Form and Prevalence of Problematic Online Gaming in a National Sample of Adolescents. <i>Cyberpsychology, Behavior, and Social Networking</i> , 2013, 16, 340-348.	2.1	91
210	MMORPG gaming and hostility predict Internet Addiction symptoms in adolescents: An empirical multilevel longitudinal study. <i>Addictive Behaviors</i> , 2017, 64, 294-300.	1.7	91
211	School-based Prevention for Adolescent Internet Addiction: Prevention is the Key. A Systematic Literature Review. <i>Current Neuropharmacology</i> , 2019, 17, 507-525.	1.4	91
212	Commercial Video Games As Therapy: A New Research Agenda to Unlock the Potential of a Global Pastime. <i>Frontiers in Psychiatry</i> , 2017, 8, 300.	1.3	90
213	An Overview of Problematic Gaming. , 2015, , 27-45.		90
214	Addiction to fruit machines: A preliminary study among young males. <i>Journal of Gambling Studies</i> , 1990, 6, 113-126.	1.1	89
215	Online Poker Gambling in University Students: Further Findings from an Online Survey. <i>International Journal of Mental Health and Addiction</i> , 2010, 8, 82-89.	4.4	89
216	Personalized Behavioral Feedback for Online Gamblers: A Real World Empirical Study. <i>Frontiers in Psychology</i> , 2016, 7, 1875.	1.1	89

#	ARTICLE	IF	CITATIONS
217	Problematic internet use among young and adult population in Bangladesh: Correlates with lifestyle and online activities during the COVID-19 pandemic. <i>Addictive Behaviors Reports</i> , 2020, 12, 100311.	1.0	89
218	An exploratory study of the association between online gaming addiction and enjoyment motivations for playing massively multiplayer online role-playing games. <i>Computers in Human Behavior</i> , 2015, 50, 221-230.	5.1	88
219	Do gaming motives mediate between psychiatric symptoms and problematic gaming? An empirical survey study. <i>Addiction Research and Theory</i> , 2017, 25, 397-408.	1.2	88
220	Problematic smartphone use, nature connectedness, and anxiety. <i>Journal of Behavioral Addictions</i> , 2018, 7, 109-116.	1.9	88
221	Motivation to Have COVID-19 Vaccination Explained Using an Extended Protection Motivation Theory among University Students in China: The Role of Information Sources. <i>Vaccines</i> , 2021, 9, 380.	2.1	88
222	Portuguese validation of the Internet Addiction Test: An empirical study. <i>Journal of Behavioral Addictions</i> , 2014, 3, 107-114.	1.9	87
223	Meditation Awareness Training for the Treatment of Sex Addiction: A Case Study. <i>Journal of Behavioral Addictions</i> , 2016, 5, 363-372.	1.9	87
224	Problematic gaming exists and is an example of disordered gaming. <i>Journal of Behavioral Addictions</i> , 2017, 6, 296-301.	1.9	87
225	Fear of COVID-19, Mindfulness, Humor, and Hopelessness: A Multiple Mediation Analysis. <i>International Journal of Mental Health and Addiction</i> , 2022, 20, 2151-2164.	4.4	87
226	Video games and health. <i>BMJ: British Medical Journal</i> , 2005, 331, 122-123.	2.4	86
227	Loyalty towards online games, gaming addiction, and purchase intention towards online mobile in-game features. <i>Computers in Human Behavior</i> , 2018, 87, 238-246.	5.1	86
228	Analysis of Problematic Smartphone Use Across Different Age Groups within the "Components Model of Addiction"™. <i>International Journal of Mental Health and Addiction</i> , 2021, 19, 616-631.	4.4	86
229	Experiences of Addiction and Recovery: the Case for Subjective Accounts. <i>Addiction Research and Theory</i> , 2002, 10, 281-311.	1.2	85
230	Hypersexuality, Gender, and Sexual Orientation: A Large-Scale Psychometric Survey Study. <i>Archives of Sexual Behavior</i> , 2018, 47, 2265-2276.	1.2	85
231	Depression, anxiety, and stress mediate the associations between internet gaming disorder, insomnia, and quality of life during the COVID-19 outbreak. <i>Addictive Behaviors Reports</i> , 2020, 12, 100307.	1.0	85
232	The Psychometric Properties of the Internet Related Problem Scale: A Pilot Study. <i>International Journal of Mental Health and Addiction</i> , 2008, 6, 205-213.	4.4	84
233	Online Data Collection From Gamblers: Methodological Issues. <i>International Journal of Mental Health and Addiction</i> , 2007, 5, 151-163.	4.4	83
234	Decision making, cognitive distortions and emotional distress: A comparison between pathological gamblers and healthy controls. <i>Journal of Behavior Therapy and Experimental Psychiatry</i> , 2017, 54, 204-210.	0.6	83

#	ARTICLE	IF	CITATIONS
235	Negative public attitudes towards gambling: findings from the 2007 British Gambling Prevalence Survey using a new attitude scale. <i>International Gambling Studies</i> , 2009, 9, 39-54.	1.3	82
236	Excessive Eating and Compulsive Buying Behaviours in Women: An Empirical Pilot Study Examining Reward Sensitivity, Anxiety, Impulsivity, Self-Esteem and Social Desirability. <i>International Journal of Mental Health and Addiction</i> , 2012, 10, 474-489.	4.4	82
237	Internet Gaming Disorder Treatment: A Case Study Evaluation of Four Different Types of Adolescent Problematic Gamers. <i>International Journal of Mental Health and Addiction</i> , 2019, 17, 1-12.	4.4	82
238	Fear of COVID-19 and Depression: A Comparative Study Among the General Population and Healthcare Professionals During COVID-19 Pandemic Crisis in Bangladesh. <i>International Journal of Mental Health and Addiction</i> , 2023, 21, 976-992.	4.4	82
239	Adolescent lottery and scratchcard players: do their attitudes influence their gambling behaviour?. <i>Journal of Adolescence</i> , 2004, 27, 467-475.	1.2	81
240	Impulsivity in Multiplayer Online Battle Arena Gamers: Preliminary Results on Experimental and Self-Report Measures. <i>Journal of Behavioral Addictions</i> , 2016, 5, 351-356.	1.9	81
241	IS THE BUYING OF LOOT BOXES IN VIDEO GAMES A FORM OF GAMBLING OR GAMING?. <i>Gaming Law Review</i> , 2018, 22, 52-54.	0.1	81
242	Depression, Internet Gaming Disorder, and the Moderating Effect of the Gamer-Avatar Relationship: an Exploratory Longitudinal Study. <i>International Journal of Mental Health and Addiction</i> , 2018, 16, 102-124.	4.4	81
243	Psychology of Computer Use: XLIII. Some Comments on "Addictive Use of the Internet" by Young. <i>Psychological Reports</i> , 1997, 80, 81-82.	0.9	80
244	Study addiction "A new area of psychological study: Conceptualization, assessment, and preliminary empirical findings. <i>Journal of Behavioral Addictions</i> , 2015, 4, 75-84.	1.9	80
245	Psychometric validation of the Persian nine-item Internet Gaming Disorder Scale " Short Form: Does gender and hours spent online gaming affect the interpretations of item descriptions?. <i>Journal of Behavioral Addictions</i> , 2017, 6, 256-263.	1.9	80
246	The observational study of adolescent gambling in UK amusement arcades. <i>Journal of Community and Applied Social Psychology</i> , 1991, 1, 309-320.	1.4	79
247	Adolescent gambling and drug use. <i>Journal of Community and Applied Social Psychology</i> , 1998, 8, 423-427.	1.4	79
248	The Treatment of Workaholism With Meditation Awareness Training: A Case Study. <i>Explore: the Journal of Science and Healing</i> , 2014, 10, 193-195.	0.4	79
249	Internet Addiction in Psychotherapy. , 2015, , .		79
250	Mobile gaming and problematic smartphone use: A comparative study between Belgium and Finland. <i>Journal of Behavioral Addictions</i> , 2018, 7, 88-99.	1.9	79
251	An Exploratory Study of "Selfitis" and the Development of the Selfitis Behavior Scale. <i>International Journal of Mental Health and Addiction</i> , 2018, 16, 722-736.	4.4	79
252	Exercise Addiction in British Sport Science Students. <i>International Journal of Mental Health and Addiction</i> , 2007, 5, 25-28.	4.4	78

#	ARTICLE	IF	CITATIONS
253	An Empirical Investigation of Theoretical Loss and Gambling Intensity. <i>Journal of Gambling Studies</i> , 2014, 30, 879-887.	1.1	78
254	Behavioural addiction and substance addiction should be defined by their similarities not their dissimilarities. <i>Addiction</i> , 2017, 112, 1718-1720.	1.7	78
255	The mediating effect of the cyberchondria and anxiety sensitivity in the association between problematic internet use, metacognition beliefs, and fear of COVID-19 among Iranian online population. <i>Heliyon</i> , 2020, 6, e05135.	1.4	78
256	The development of the Compulsive Sexual Behavior Disorder Scale (CSBD-19): An ICD-11 based screening measure across three languages. <i>Journal of Behavioral Addictions</i> , 2020, 9, 247-258.	1.9	78
257	Behavioural profiling of problem gamblers: a summary and review. <i>International Gambling Studies</i> , 2012, 12, 349-366.	1.3	77
258	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
259	An empirical study on the motivations underlying augmented reality games: The case of Pok�mon Go during and after Pok�mon fever. <i>Personality and Individual Differences</i> , 2018, 133, 56-66.	1.6	77
260	The Relationship between Impulsivity and Internet Addiction in Chinese College Students: A Moderated Mediation Analysis of Meaning in Life and Self-Esteem. <i>PLoS ONE</i> , 2015, 10, e0131597.	1.1	77
261	Computer Game Playing in Early Adolescence. <i>Youth and Society</i> , 1997, 29, 223-237.	1.3	76
262	Spanish validation of the Internet Gaming Disorder-20 (IGD-20) Test. <i>Computers in Human Behavior</i> , 2016, 56, 215-224.	5.1	76
263	Problematic Instagram Use: The Role of Perceived Feeling of Presence and Escapism. <i>International Journal of Mental Health and Addiction</i> , 2019, 17, 909-921.	4.4	76
264	The mediating effect of motivations between psychiatric distress and gaming disorder among esports gamers and recreational gamers. <i>Comprehensive Psychiatry</i> , 2019, 94, 152117.	1.5	76
265	Female Gaming, Gaming Addiction, and the Role of Women Within Gaming Culture: A Narrative Literature Review. <i>Frontiers in Psychiatry</i> , 2019, 10, 454.	1.3	76
266	Ten-Item Internet Gaming Disorder Test (IGDT-10): Measurement invariance and cross-cultural validation across seven language-based samples. <i>Psychology of Addictive Behaviors</i> , 2019, 33, 91-103.	1.4	76
267	An Overview of Structural Characteristics in Problematic Video Game Playing. <i>Current Addiction Reports</i> , 2017, 4, 272-283.	1.6	75
268	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
269	Female Gamers' Experience of Online Harassment and Social Support in Online Gaming: A Qualitative Study. <i>International Journal of Mental Health and Addiction</i> , 2019, 17, 970-994.	4.4	75
270	Methodological and Conceptual Limitations in Exercise Addiction Research. <i>Yale Journal of Biology and Medicine</i> , 2015, 88, 303-8.	0.2	75

#	ARTICLE	IF	CITATIONS
271	From Adolescent to Adult Gambling: An Analysis of Longitudinal Gambling Patterns in South Australia. <i>Journal of Gambling Studies</i> , 2014, 30, 547-563.	1.1	74
272	Mother and Son Suicide Pact Due to COVID-19-Related Online Learning Issues in Bangladesh: An Unusual Case Report. <i>International Journal of Mental Health and Addiction</i> , 2023, 21, 687-690.	4.4	74
273	Work Addiction, Obsessive-Compulsive Personality Disorder, Burn-Out, and Global Burden of Disease: Implications from the ICD-11. <i>International Journal of Environmental Research and Public Health</i> , 2020, 17, 660.	1.2	74
274	The convergence of gaming practices with other media forms: what potential for learning? A review of the literature. <i>Learning, Media and Technology</i> , 2008, 33, 11-20.	2.1	73
275	Problematic internet use in Bangladeshi students: The role of socio-demographic factors, depression, anxiety, and stress. <i>Asian Journal of Psychiatry</i> , 2019, 44, 48-54.	0.9	72
276	Day-of-the-week effects in federal funds rates: Further empirical findings. <i>Journal of Banking and Finance</i> , 1995, 19, 1265-1284.	1.4	71
277	Impact of Internet gambling on problem gambling among adolescents in Italy: Findings from a large-scale nationally representative survey. <i>Computers in Human Behavior</i> , 2016, 57, 99-106.	5.1	71
278	The Role of Avoidance Coping and Escape Motives in Problematic Online Gaming: A Systematic Literature Review. <i>International Journal of Mental Health and Addiction</i> , 2022, 20, 996-1022.	4.4	71
279	The psychology of lottery gambling. <i>International Gambling Studies</i> , 2001, 1, 27-45.	1.3	70
280	Internet abuse in the workplace: Issues and concerns for employers and employment counselors. <i>Journal of Employment Counseling</i> , 2003, 40, 87-96.	0.8	70
281	Aggression, empathy and sexual orientation in males. <i>Personality and Individual Differences</i> , 2006, 40, 475-486.	1.6	70
282	The association between problematic online gaming and perceived stress: The moderating effect of psychological resilience. <i>Journal of Behavioral Addictions</i> , 2019, 8, 174-180.	1.9	70
283	Adolescent gambling on the internet: a review. <i>International Journal of Adolescent Medicine and Health</i> , 2010, 22, 59-75.	0.6	70
284	Nicotine, tobacco and addiction. <i>Nature</i> , 1996, 384, 18-18.	13.7	69
285	Theoretical Loss and Gambling Intensity: A Simulation Study. <i>Gaming Law Review and Economics</i> , 2012, 16, 269-273.	0.7	69
286	The Internet addiction components model and personality: Establishing construct validity via a nomological network. <i>Computers in Human Behavior</i> , 2014, 39, 312-321.	5.1	69
287	There is Only One Mindfulness: Why Science and Buddhism Need to Work Together. <i>Mindfulness</i> , 2015, 6, 49-56.	1.6	69
288	Psychometric evaluation of Persian Nomophobia Questionnaire: Differential item functioning and measurement invariance across gender. <i>Journal of Behavioral Addictions</i> , 2018, 7, 100-108.	1.9	69

#	ARTICLE	IF	CITATIONS
289	Internet Addiction, Fatigue, and Sleep Problems Among Adolescent Students: a Large-Scale Study. <i>International Journal of Mental Health and Addiction</i> , 2019, 17, 959-969.	4.4	69
290	Resilience, Hope, and Subjective Happiness Among the Turkish Population: Fear of COVID-19 as a Mediator. <i>International Journal of Mental Health and Addiction</i> , 2023, 21, 803-818.	4.4	69
291	Compulsive Internet use and workaholism: An exploratory two-wave longitudinal study. <i>Computers in Human Behavior</i> , 2016, 60, 492-499.	5.1	68
292	Internet Gambling and Social Responsibility: An Exploratory Study. <i>Cyberpsychology, Behavior and Social Networking</i> , 2004, 7, 49-57.	2.2	67
293	Editorial Conceptualizing addiction: The case for a "complex systems" account. <i>Addiction Research and Theory</i> , 2004, 12, 99-102.	1.2	67
294	The Relationship Between Structural Game Characteristics and Gambling Behavior: A Population-Level Study. <i>Journal of Gambling Studies</i> , 2015, 31, 1297-1315.	1.1	67
295	A Systematic Review of the Co-occurrence of Gaming Disorder and Other Potentially Addictive Behaviors. <i>Current Addiction Reports</i> , 2019, 6, 383-401.	1.6	67
296	Prevalence and Factors Associated with Depression and Anxiety Among First-Year University Students in Bangladesh: A Cross-Sectional Study. <i>International Journal of Mental Health and Addiction</i> , 2022, 20, 1289-1302.	4.4	67
297	Current trends in slot machine gambling: Research and policy issues. <i>Journal of Gambling Studies</i> , 1995, 11, 239-247.	1.1	66
298	A Pilot Study of Problem Gambling among Student Online Gamblers: Mood States as Predictors of Problematic Behavior. <i>Cyberpsychology, Behavior and Social Networking</i> , 2009, 12, 741-745.	2.2	66
299	Rating the Suitability of Responsible Gambling Features for Specific Game Types: A Resource for Optimizing Responsible Gambling Strategy. <i>International Journal of Mental Health and Addiction</i> , 2014, 12, 94-112.	4.4	66
300	Passive Facebook use, Facebook addiction, and associations with escapism: An experimental vignette study. <i>Computers in Human Behavior</i> , 2017, 71, 24-31.	5.1	66
301	Measurement Invariance of the Internet Gaming Disorder Scale "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
302	Reducing compulsive Internet use and anxiety symptoms via two brief interventions: A comparison between mindfulness and gradual muscle relaxation. <i>Journal of Behavioral Addictions</i> , 2019, 8, 530-536.	1.9	66
303	Psychometric Instruments for Problematic Pornography Use: A Systematic Review. <i>Evaluation and the Health Professions</i> , 2021, 44, 111-141.	0.9	66
304	Why Swedish people play online poker and factors that can increase or decrease trust in poker Web sites: A qualitative investigation. <i>Journal of Gambling Issues</i> , 2008, , 80.	0.3	66
305	Betting your life on it. <i>BMJ: British Medical Journal</i> , 2004, 329, 1055-1056.	2.4	65
306	Is "Loss of Control" Always a Consequence of Addiction?. <i>Frontiers in Psychiatry</i> , 2013, 4, 36.	1.3	65

#	ARTICLE	IF	CITATIONS
307	Neuroticism and quality of life: Multiple mediating effects of smartphone addiction and depression. <i>Psychiatry Research</i> , 2017, 258, 457-461.	1.7	65
308	Drug, nicotine, and alcohol use among exercisers: Does substance addiction co-occur with exercise addiction?. <i>Addictive Behaviors Reports</i> , 2018, 7, 26-31.	1.0	65
309	Internet-Related Behaviors and Psychological Distress Among Schoolchildren During the COVID-19 School Hiatus. <i>Cyberpsychology, Behavior, and Social Networking</i> , 2021, 24, 654-663.	2.1	65
310	Internet addiction and psychological distress among Chinese schoolchildren before and during the COVID-19 outbreak: A latent class analysis. <i>Journal of Behavioral Addictions</i> , 2021, 10, 731-746.	1.9	65
311	Sickness presenteeism determines job satisfaction via affective-motivational states. <i>Social Science and Medicine</i> , 2015, 139, 100-106.	1.8	64
312	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
313	Marketing and Advertising Online Sports Betting: A Problem Gambling Perspective. <i>Journal of Sport and Social Issues</i> , 2017, 41, 256-272.	2.0	64
314	Assessing Psychological Response to the COVID-19: The Fear of COVID-19 Scale and the COVID Stress Scales. <i>International Journal of Mental Health and Addiction</i> , 2021, 19, 2407-2410.	4.4	64
315	Gambling, alcohol, consumption, cigarette smoking and health: Findings from the 2007 British Gambling Prevalence Survey. <i>Addiction Research and Theory</i> , 2010, 18, 208-223.	1.2	63
316	Geek or Chic? Emerging Stereotypes of Online Gamers. <i>Bulletin of Science, Technology and Society</i> , 2012, 32, 471-479.	1.1	63
317	Boom, Bust, Recovery: Forensics of the Latvia Crisis. <i>Brookings Papers on Economic Activity</i> , 2013, 2013, 325-388.	0.8	63
318	How do impulsivity traits influence problem gambling through gambling motives? The role of perceived gambling risk/benefits.. <i>Psychology of Addictive Behaviors</i> , 2015, 29, 813-823.	1.4	63
319	Understanding the convergence of markets in online sports betting. <i>International Review for the Sociology of Sport</i> , 2018, 53, 807-823.	1.6	63
320	The dark side of internet: Preliminary evidence for the associations of dark personality traits with specific online activities and problematic internet use. <i>Journal of Behavioral Addictions</i> , 2018, 7, 993-1003.	1.9	63
321	Youth Gambling. , 2011, , .		63
322	Personality traits in Pathological Gambling: Sensation Seeking, Deferment of Gratification and Competitiveness as Risk Factors. <i>Addiction Research and Theory</i> , 2004, 12, 201-212.	1.2	62
323	Gaming addiction, definition and measurement: A large-scale empirical study. <i>Computers in Human Behavior</i> , 2013, 29, 2150-2155.	5.1	62
324	Typology and Sociodemographic Characteristics of Massively Multiplayer Online Game Players. <i>International Journal of Human-Computer Interaction</i> , 2013, 29, 192-200.	3.3	62

#	ARTICLE	IF	CITATIONS
325	Do mindfulness-based therapies have a role in the treatment of psychosis?. Australian and New Zealand Journal of Psychiatry, 2014, 48, 124-127.	1.3	62
326	The impact of gambling advertising: Problem gamblers report stronger impacts on involvement, knowledge, and awareness than recreational gamblers.. Psychology of Addictive Behaviors, 2015, 29, 483-491.	1.4	62
327	Measuring compulsive buying behaviour: Psychometric validity of three different scales and prevalence in the general population and in shopping centres. Psychiatry Research, 2015, 225, 326-334.	1.7	62
328	A cross-cultural re-evaluation of the Exercise Addiction Inventory (EAI) in five countries. Sports Medicine - Open, 2015, 1, 5.	1.3	62
329	Meditation awareness training for the treatment of fibromyalgia syndrome: A randomized controlled trial. British Journal of Health Psychology, 2017, 22, 186-206.	1.9	62
330	Measurement Invariance of the Internet Gaming Disorder Scaleâ€œShort-Form (IGDS9-SF) Between Australia, the USA, and the UK. International Journal of Mental Health and Addiction, 2018, 16, 377-392.	4.4	62
331	Psychometric assessment of the Internet Gaming Disorder diagnostic criteria: An Item Response Theory study. Addictive Behaviors Reports, 2018, 8, 176-184.	1.0	62
332	The role of family and personality traits in Internet gaming disorder: A mediation model combining cognitive and attachment perspectives. Journal of Behavioral Addictions, 2019, 8, 48-62.	1.9	62
333	Online Gaming During the COVID-19 Pandemic in India: Strategies for Work-Life Balance. International Journal of Mental Health and Addiction, 2022, 20, 296-302.	4.4	62
334	Internet gaming disorder and psychosocial well-being: A longitudinal study of older-aged adolescents and emerging adults. Addictive Behaviors, 2020, 110, 106530.	1.7	62
335	Online gaming as an educational tool in learning and training. British Journal of Educational Technology, 2007, 38, 535-537.	3.9	61
336	Pathological video game playing in Spanish and British adolescents: Towards the exploration of Internet Gaming Disorder symptomatology. Computers in Human Behavior, 2014, 41, 304-312.	5.1	61
337	The Extent and Distribution of Gambling-Related Harms and the Prevention Paradox in a British Population Survey. Journal of Behavioral Addictions, 2016, 5, 204-212.	1.9	61
338	Individual Factors and the Context of Physical Activity in Exercise Dependence: A Prospective Study of â€œUltra-Marathonersâ€™. International Journal of Mental Health and Addiction, 2007, 5, 233-243.	4.4	60
339	A Cross-Genre Study of Online Gaming. International Journal of Cyber Behavior, Psychology and Learning, 2012, 2, 13-29.	0.6	60
340	Buddhist philosophy for the treatment of problem gambling. Journal of Behavioral Addictions, 2013, 2, 63-71.	1.9	60
341	Gambling behavior in alcohol-serving and non-alcohol-serving-venues: a study of electronic gaming machine players using account records. Addiction Research and Theory, 2017, 25, 201-207.	1.2	60
342	Mental Health Problems and Associated Predictors Among Bangladeshi Students. International Journal of Mental Health and Addiction, 2022, 20, 657-671.	4.4	60

#	ARTICLE	IF	CITATIONS
343	The role of childhood emotional maltreatment and body image dissatisfaction in problematic smartphone use among adolescents. <i>Psychiatry Research</i> , 2019, 271, 634-639.	1.7	60
344	Fear of COVID-19, loneliness, smartphone addiction, and mental wellbeing among the Turkish general population: a serial mediation model. <i>Behaviour and Information Technology</i> , 2022, 41, 2484-2496.	2.5	60
345	The Turn of the Year in Money Markets: Tests of the Risk-Shifting Window Dressing and Preferred Habitat Hypotheses. <i>The Journal of Business</i> , 2005, 78, 1337-1364.	2.1	59
346	Psychometric Evaluation of the Persian eHealth Literacy Scale (eHEALS) Among Elder Iranians With Heart Failure. <i>Evaluation and the Health Professions</i> , 2020, 43, 222-229.	0.9	59
347	Do selfie-expectancies and social appearance anxiety predict adolescents'™ problematic social media use?. <i>Computers in Human Behavior</i> , 2020, 110, 106395.	5.1	59
348	Fear of COVID-19 and Perceived COVID-19 Infectability Supplement Theory of Planned Behavior to Explain Iranians'™ Intention to Get COVID-19 Vaccinated. <i>Vaccines</i> , 2021, 9, 684.	2.1	59
349	Psychometric Properties of the Internet Gaming Disorder Scale'™ Short-Form (IGDS9-SF): Systematic Review. <i>Journal of Medical Internet Research</i> , 2021, 23, e26821.	2.1	59
350	Videogame Addiction: Further Thoughts and Observations. <i>International Journal of Mental Health and Addiction</i> , 2008, 6, 182-185.	4.4	58
351	Cognitive Dissonance, Personalized Feedback, and Online Gambling Behavior: An Exploratory Study Using Objective Tracking Data and Subjective Self-Report. <i>International Journal of Mental Health and Addiction</i> , 2018, 16, 631-641.	4.4	58
352	The Digital Addiction Scale for Children: Development and Validation. <i>Cyberpsychology, Behavior, and Social Networking</i> , 2019, 22, 771-778.	2.1	58
353	Internet Gambling Addiction. , 2012, , 735-753.		58
354	Creating Social Change Out of Nothing: The Role of Entrepreneurial Bricolage in Social Entrepreneurs' Catalytic Innovations. <i>Advances in Entrepreneurship, Firm Emergence and Growth</i> , 2011, , 1-24.	1.5	57
355	The mediating effect of self-esteem, depression and anxiety between satisfaction with body appearance and problematic internet use. <i>American Journal of Drug and Alcohol Abuse</i> , 2013, 39, 259-265.	1.1	57
356	The longitudinal association between anxiety and Internet addiction in adolescence: The moderating effect of classroom extraversion. <i>Journal of Behavioral Addictions</i> , 2017, 6, 237-247.	1.9	57
357	Gambling Before and During the COVID-19 Pandemic Among European Regular Sports Bettors: An Empirical Study Using Behavioral Tracking Data. <i>International Journal of Mental Health and Addiction</i> , 2023, 21, 20-27.	4.4	57
358	The Genetics of Problem and Pathological Gambling: A Systematic Review. <i>Current Pharmaceutical Design</i> , 2014, 20, 3993-3999.	0.9	57
359	The Role of Structural Characteristics in Video-Game Play Motivation: A Q-Methodology Study. <i>Cyberpsychology, Behavior, and Social Networking</i> , 2010, 13, 581-585.	2.1	56
360	A content analysis of how '™normal'™ sports betting behaviour is represented in gambling advertising. <i>Addiction Research and Theory</i> , 2018, 26, 238-247.	1.2	56

#	ARTICLE	IF	CITATIONS
361	Internet Gaming Disorder Behaviors in Emergent Adulthood: a Pilot Study Examining the Interplay Between Anxiety and Family Cohesion. <i>International Journal of Mental Health and Addiction</i> , 2019, 17, 828-844.	4.4	56
362	Potential Effects of the COVID-19 Pandemic on Future Birth Rate. <i>Frontiers in Public Health</i> , 2020, 8, 578438.	1.3	56
363	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
364	A rare case of Bangladeshi student suicide by gunshot due to unusual multiple causalities. <i>Asian Journal of Psychiatry</i> , 2020, 49, 101951.	0.9	56
365	The Love Addiction Inventory: Preliminary Findings of the Development Process and Psychometric Characteristics. <i>International Journal of Mental Health and Addiction</i> , 2021, 19, 651-668.	4.4	56
366	Co-occurrences of substance use and other potentially addictive behaviors: Epidemiological results from the Psychological and Genetic Factors of the Addictive Behaviors (PGA) Study. <i>Journal of Behavioral Addictions</i> , 2020, 9, 272-288.	1.9	56
367	What proportion of gambling is problem gambling? Estimates from the 2010 British Gambling Prevalence Survey. <i>International Gambling Studies</i> , 2013, 13, 4-18.	1.3	55
368	Trajectories of Problem Video Gaming Among Adult Regular Gamers: An 18-Month Longitudinal Study. <i>Cyberpsychology, Behavior, and Social Networking</i> , 2013, 16, 72-76.	2.1	55
369	Internet Gaming Disorder and Its Associated Personality Traits: A Systematic Review Using PRISMA Guidelines. <i>International Journal of Mental Health and Addiction</i> , 2021, 19, 1420-1442.	4.4	55
370	First case of student suicide in India due to the COVID-19 education crisis: A brief report and preventive measures. <i>Asian Journal of Psychiatry</i> , 2020, 53, 102202.	0.9	55
371	What Differentiates Professional Poker Players from Recreational Poker Players? A Qualitative Interview Study. <i>International Journal of Mental Health and Addiction</i> , 2012, 10, 243-257.	4.4	54
372	Muscle dysmorphia: Could it be classified as an addiction to body image?. <i>Journal of Behavioral Addictions</i> , 2015, 4, 1-5.	1.9	54
373	Psychoactive Substance Use and Problematic Internet Use as Predictors of Bullying and Cyberbullying Victimization. <i>International Journal of Mental Health and Addiction</i> , 2018, 16, 466-479.	4.4	54
374	The Psychometric Properties of the Hypersexual Behavior Inventory Using a Large-Scale Nonclinical Sample. <i>Journal of Sex Research</i> , 2019, 56, 180-190.	1.6	54
375	COVIDâ€“19 suicide and its causative factors among the healthcare professionals: Case study evidence from press reports. <i>Perspectives in Psychiatric Care</i> , 2021, 57, 1707-1711.	0.9	54
376	The role of subjective mood states in the maintenance of fruit machine gambling behaviour. <i>Journal of Gambling Studies</i> , 1995, 11, 123-135.	1.1	53
377	Workaholism is still a useful construct. <i>Addiction Research and Theory</i> , 2005, 13, 97-100.	1.2	53
378	Internet Gambling, Health, Smoking and Alcohol Use: Findings from the 2007 British Gambling Prevalence Survey. <i>International Journal of Mental Health and Addiction</i> , 2011, 9, 1-11.	4.4	53

#	ARTICLE	IF	CITATIONS
379	Problematic Online Gaming. , 2014, , 61-97.		53
380	The influence of resilience on mental health: The role of general well-being. International Journal of Nursing Practice, 2017, 23, e12535.	0.8	53
381	Controlling the illusion of control: a grounded theory of sports betting advertising in the UK. International Gambling Studies, 2018, 18, 39-55.	1.3	53
382	Psychosocial factors mediating the relationship between childhood emotional trauma and internet gaming disorder: a pilot study. HÅgre Utbildning, 2019, 10, 1565031.	1.4	53
383	Trait emotional intelligence and problematic online behaviors among adolescents: The mediating role of mindfulness, rumination, and depression. Personality and Individual Differences, 2019, 139, 208-213.	1.6	53
384	New Concepts, Old Known Issues. Advances in Psychology, Mental Health, and Behavioral Studies, 2015, , 16-30.	0.1	53
385	An examination of participation in online gambling activities and the relationship with problem gambling. Journal of Behavioral Addictions, 2013, 2, 31-41.	1.9	52
386	Meditation Awareness Training (MAT) for Improved Psychological Well-being: A Qualitative Examination of Participant Experiences. Journal of Religion and Health, 2014, 53, 849-863.	0.8	52
387	Risk factors of geriatric depression among elderly Bangladeshi people: A pilot interview study. Asian Journal of Psychiatry, 2019, 44, 163-169.	0.9	52
388	The Association Between Internet Gaming Disorder and Impulsivity: A Systematic Review of Literature. International Journal of Mental Health and Addiction, 2022, 20, 92-118.	4.4	52
389	Assessing the fear of COVID-19 among different populations: A response to Ransing et al. (2020). Brain, Behavior, and Immunity, 2020, 89, 524-525.	2.0	52
390	Objectified Body Consciousness, Body Image Control in Photos, and Problematic Social Networking: The Role of Appearance Control Beliefs. Frontiers in Psychology, 2020, 11, 147.	1.1	52
391	Does loneliness, self-esteem and psychological distress correlate with problematic internet use? A Bangladeshi survey study. Asia-Pacific Psychiatry, 2020, 12, e12386.	1.2	52
392	Are sexual functioning problems associated with frequent pornography use and/or problematic pornography use? Results from a large community survey including males and females. Addictive Behaviors, 2021, 112, 106603.	1.7	52
393	The relationship between smartphone addiction and musculoskeletal pain prevalence among young population: a cross-sectional study. Korean Journal of Pain, 2021, 34, 72-81.	0.8	52
394	Measurement Invariance of the Drivers of COVID-19 Vaccination Acceptance Scale: Comparison between Taiwanese and Mainland Chinese-Speaking Populations. Vaccines, 2021, 9, 297.	2.1	52
395	Internet abuse and internet addiction in the workplace. Journal of Workplace Learning, 2010, 22, 463-472.	0.9	51
396	Uso problemático de Internet y móvil en adolescentes y jóvenes españoles. Anales De Psicología, 2012, 28, .	0.3	51

#	ARTICLE	IF	CITATIONS
397	A Scoping Study of the Structural and Situational Characteristics of Internet Gambling. <i>International Journal of Cyber Behavior, Psychology and Learning</i> , 2013, 3, 29-49.	0.6	51
398	Gambling in children and adolescents. <i>Journal of Gambling Behavior</i> , 1989, 5, 66-83.	0.6	50
399	Motivating and Inhibiting Factors in Online Gambling Behaviour: A Grounded Theory Study. <i>International Journal of Mental Health and Addiction</i> , 2012, 10, 39-53.	4.4	50
400	Meditation Awareness Training (MAT) for Psychological Well-Being in a Sub-Clinical Sample of University Students: A Controlled Pilot Study. <i>Mindfulness</i> , 2014, 5, 381.	1.6	50
401	Theoretical Loss and Gambling Intensity (Revisited): A Response to Braverman et al. (2013). <i>Journal of Gambling Studies</i> , 2015, 31, 921-931.	1.1	50
402	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
403	Psychometric Properties of Three Simplified Chinese Online-Related Addictive Behavior Instruments Among Mainland Chinese Primary School Students. <i>Frontiers in Psychiatry</i> , 2020, 11, 875.	1.3	50
404	The Mediating Effects of Fear of COVID-19 and Depression on the Association Between Intolerance of Uncertainty and Emotional Eating During the COVID-19 Pandemic in Turkey. <i>International Journal of Mental Health and Addiction</i> , 2022, 20, 1882-1896.	4.4	50
405	Time Loss Whilst Playing Video Games: Is there a Relationship to Addictive Behaviours?. <i>International Journal of Mental Health and Addiction</i> , 2007, 5, 141-149.	4.4	49
406	Video game addiction and social responsibility. <i>Addiction Research and Theory</i> , 2010, 18, 489-493.	1.2	49
407	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
408	<p>A latent profile approach for the study of internet gaming disorder, social media addiction, and psychopathology in a normative sample of adolescents<p>. <i>Psychology Research and Behavior Management</i> , 2019, Volume 12, 651-659.	1.3	49
409	A network analysis approach to the relationship between fear of missing out (FoMO), smartphone addiction, and social networking site use among a sample of Chinese university students. <i>Computers in Human Behavior</i> , 2022, 128, 107086.	5.1	49
410	Internet-Based Structural Characteristics of Sports Betting and Problem Gambling Severity: Is There a Relationship?. <i>International Journal of Mental Health and Addiction</i> , 2019, 17, 1360-1373.	4.4	48
411	Youth political (dis)engagement and the need for citizenship education: Encouraging young peopleâ€™s civic and political participation through the curriculum. <i>Education, Citizenship and Social Justice</i> , 2019, 14, 3-21.	0.5	48
412	Adapting the Motors of Influenza Vaccination Acceptance Scale into the Motors of COVID-19 Vaccination Acceptance Scale: Psychometric evaluation among mainland Chinese university students. <i>Vaccine</i> , 2021, 39, 4510-4515.	1.7	48
413	Operations management, entrepreneurship, and value creation: Emerging opportunities in a crossâ€disciplinary context. <i>Journal of Operations Management</i> , 2011, 29, 78-85.	3.3	47
414	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

#	ARTICLE	IF	CITATIONS
415	Mobile Phone Dependence, Social Support and Impulsivity in Chinese University Students. <i>International Journal of Environmental Research and Public Health</i> , 2018, 15, 504.	1.2	47
416	The Dark Tetrad traits and problematic online gaming: The mediating role of online gaming motives and moderating role of game types. <i>Personality and Individual Differences</i> , 2018, 135, 298-303.	1.6	47
417	The dengue epidemic in Bangladesh: risk factors and actionable items. <i>Lancet, The</i> , 2019, 394, 2149-2150.	6.3	47
418	Gender Differences in the Association Between Cyberbullying Victimization and Perpetration: The Role of Anger Rumination and Traditional Bullying Experiences. <i>International Journal of Mental Health and Addiction</i> , 2019, 17, 1252-1267.	4.4	47
419	Government Bureaucracy, Transactional Impediments, and Entrepreneurial Intentions. <i>International Small Business Journal</i> , 2009, 27, 626-645.	2.9	46
420	Game Transfer Phenomena in Video Game Playing. <i>International Journal of Cyber Behavior, Psychology and Learning</i> , 2011, 1, 15-33.	0.6	46
421	The relationship between study addiction and work addiction: A cross-cultural longitudinal study. <i>Journal of Behavioral Addictions</i> , 2016, 5, 708-714.	1.9	46
422	Videogames as Therapy. <i>International Journal of Privacy and Health Information Management</i> , 2017, 5, 71-96.	0.2	46
423	Smartphone Application-Based Addiction Among Iranian Adolescents: A Psychometric Study. <i>International Journal of Mental Health and Addiction</i> , 2019, 17, 765-780.	4.4	46
424	Hospital suicide due to non-treatment by healthcare staff fearing COVID-19 infection in Bangladesh?. <i>Asian Journal of Psychiatry</i> , 2020, 54, 102295.	0.9	46
425	Fear of Missing Out and Smartphone Addiction Mediates the Relationship Between Positive and Negative Affect and Sleep Quality Among Chinese University Students. <i>Frontiers in Psychiatry</i> , 2020, 11, 877.	1.3	46
426	On a Preferred Habitat for Liquidity at the Turn-of-the-Year: Evidence from the Term-Repo Market. <i>Journal of Financial Services Research</i> , 1997, 12, 21-38.	0.6	45
427	Addiction to Work: A Critical Review of the Workaholism Construct and Recommendations for Assessment. <i>Journal of Psychosocial Nursing and Mental Health Services</i> , 2015, 53, 48-59.	0.3	45
428	A Longitudinal Study of Adolescent Internet Addiction. <i>Journal of Adolescent Research</i> , 2016, 31, 442-473.	1.3	45
429	Beyond the myths about work addiction: Toward a consensus on definition and trajectories for future studies on problematic overworking. <i>Journal of Behavioral Addictions</i> , 2019, 8, 7-15.	1.9	45
430	Online guidance, advice, and support for problem gamblers and concerned relatives and friends: an evaluation of the <i>GamAid</i> pilot service. <i>British Journal of Guidance and Counselling</i> , 2007, 35, 373-389.	0.6	44
431	The Role of Light and Music in Gambling Behaviour: An Empirical Pilot Study. <i>International Journal of Mental Health and Addiction</i> , 2010, 8, 107-118.	4.4	44
432	An Empirical Study of Problematic Internet Use and Self-Esteem. <i>International Journal of Cyber Behavior, Psychology and Learning</i> , 2011, 1, 13-24.	0.6	44

#	ARTICLE	IF	CITATIONS
433	Attentional biases in problem and non-problem gamblers. <i>Journal of Affective Disorders</i> , 2016, 198, 135-141.	2.0	44
434	Conceptual Issues Concerning Internet Addiction and Internet Gaming Disorder: Further Critique on Ryding and Kaye (2017). <i>International Journal of Mental Health and Addiction</i> , 2018, 16, 233-239.	4.4	44
435	Psychometric Evaluation of the Nine-Item Problematic Internet Use Questionnaire (PIUQ-9) in Nine European Samples of Internet Users. <i>Frontiers in Psychiatry</i> , 2019, 10, 136.	1.3	44
436	A new era for gaming disorder research: Time to shift from consensus to consistency. <i>Addictive Behaviors</i> , 2020, 103, 106059.	1.7	44
437	How Has the COVID-19 Pandemic Impacted Internet Use Behaviors and Facilitated Problematic Internet Use? A Bangladeshi Study. <i>Psychology Research and Behavior Management</i> , 2021, Volume 14, 1127-1138.	1.3	44
438	Expanding Protection Motivation Theory to Explain Willingness of COVID-19 Vaccination Uptake among Taiwanese University Students. <i>Vaccines</i> , 2021, 9, 1046.	2.1	44
439	Online therapy: Implications for problem gamblers and clinicians ¹ . <i>British Journal of Guidance and Counselling</i> , 2003, 31, 113-135.	0.6	43
440	A brief report on the relationship between self-control, video game addiction and academic achievement in normal and ADHD students. <i>Journal of Behavioral Addictions</i> , 2013, 2, 239-243.	1.9	43
441	Understanding the role of shame and its consequences in female hypersexual behaviours: A pilot study. <i>Journal of Behavioral Addictions</i> , 2014, 3, 231-237.	1.9	43
442	A preliminary cross-cultural study of Hikikomori and Internet Gaming Disorder: The moderating effects of game-playing time and living with parents. <i>Addictive Behaviors Reports</i> , 2019, 9, 100137.	1.0	43
443	Feedback Models for Gambling Control: The Use and Efficacy of Online Responsible Gambling Tools. , 2020, , 333-339.		43
444	Financial threat, hardship and distress predict depression, anxiety and stress among the unemployed youths: A Bangladeshi multi-city study. <i>Journal of Affective Disorders</i> , 2020, 276, 1149-1158.	2.0	43
445	Gambling addiction and the evolution of the "near miss". <i>Addiction Research and Theory</i> , 2004, 12, 407-411.	1.2	42
446	Online Therapy for Addictive Behaviors. <i>Cyberpsychology, Behavior and Social Networking</i> , 2005, 8, 555-561.	2.2	42
447	A Blended Value Framework for Educating the Next Cadre of Social Entrepreneurs. <i>Academy of Management Learning and Education</i> , 2012, 11, 479-493.	1.6	42
448	Betting, Forex Trading, and Fantasy Gaming Sponsorshipsâ€”a Responsible Marketing Inquiry into the â€œGambificationâ€™ of English Football. <i>International Journal of Mental Health and Addiction</i> , 2018, 16, 404-419.	4.4	42
449	Ontological addiction theory: Attachment to me, mine, and I. <i>Journal of Behavioral Addictions</i> , 2018, 7, 892-896.	1.9	42
450	In-Play Sports Betting: a Scoping Study. <i>International Journal of Mental Health and Addiction</i> , 2019, 17, 1456-1495.	4.4	42

#	ARTICLE	IF	CITATIONS
451	The Role of Cognitive Emotion Regulation Strategies in Problem Gaming Among Adolescents: A Nationally Representative Survey Study. <i>Frontiers in Psychiatry</i> , 2019, 10, 273.	1.3	42
452	Adolescent problematic internet use and parental mediation: A Bangladeshi structured interview study. <i>Addictive Behaviors Reports</i> , 2020, 12, 100288.	1.0	42
453	Temporal associations between morningness/eveningness, problematic social media use, psychological distress and daytime sleepiness: Mediated roles of sleep quality and insomnia among young adults. <i>Journal of Sleep Research</i> , 2021, 30, e13076.	1.7	42
454	Using Fear and Anxiety Related to COVID-19 to Predict Cyberchondria: Cross-sectional Survey Study. <i>Journal of Medical Internet Research</i> , 2021, 23, e26285.	2.1	42
455	Relationship between Gambling and Video-Game Playing: A Response to Johansson and Gotestam. <i>Psychological Reports</i> , 2005, 96, 644-646.	0.9	41
456	Flow on the Internet: a longitudinal study of Internet addiction symptoms during adolescence. <i>Behaviour and Information Technology</i> , 2018, 37, 159-172.	2.5	41
457	The Development and Validation of the Bergenâ€“Yale Sex Addiction Scale With a Large National Sample. <i>Frontiers in Psychology</i> , 2018, 9, 144.	1.1	41
458	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
459	The Empirical Analysis of Non-problematic Video Gaming and Cognitive Skills: A Systematic Review. <i>International Journal of Mental Health and Addiction</i> , 2019, 17, 389-414.	4.4	41
460	A thorough psychometric comparison between Athens Insomnia Scale and Insomnia Severity Index among patients with advanced cancer. <i>Journal of Sleep Research</i> , 2020, 29, e12891.	1.7	41
461	The Fear of COVID-19 Scale: Psychometric Properties of the Ethiopian Amharic Version. <i>International Journal of Mental Health and Addiction</i> , 2023, 21, 878-889.	4.4	41
462	Gaming disorder and internet addiction: A systematic review of resting-state EEG studies. <i>Addictive Behaviors</i> , 2020, 107, 106429.	1.7	41
463	The mediational role of trust in the healthcare system in the association between generalized trust and willingness to get COVID-19 vaccination in Iran. <i>Human Vaccines and Immunotherapeutics</i> , 2022, 18, 1-8.	1.4	41
464	Validity, utility and acceptability of borderline personality disorder diagnosis in childhood and adolescence: survey of psychiatrists. <i>The Psychiatrist</i> , 2011, 35, 19-22.	0.3	40
465	The irrelevancy of game-type in the acquisition, development, and maintenance of problem gambling. <i>Frontiers in Psychology</i> , 2012, 3, 621.	1.1	40
466	Work-Related Mental Health and Job Performance: Can Mindfulness Help?. <i>International Journal of Mental Health and Addiction</i> , 2014, 12, 129.	4.4	40
467	The relationship between college studentsâ€™ alexithymia and mobile phone addiction: Testing mediation and moderation effects. <i>BMC Psychiatry</i> , 2018, 18, 329.	1.1	40
468	An Empirical Investigation of Dance Addiction. <i>PLoS ONE</i> , 2015, 10, e0125988.	1.1	40

#	ARTICLE	IF	CITATIONS
469	DEPENDENCE ON COMPUTER GAMES BY ADOLESCENTS. <i>Psychological Reports</i> , 1998, 82, 475.	0.9	40
470	Analyzing Models of Work Addiction: Single Factor and Bi-Factor Models of the Bergen Work Addiction Scale. <i>International Journal of Mental Health and Addiction</i> , 2016, 14, 662-671.	4.4	39
471	The development and psychometric evaluation of the Internet Disorder Scale (IDS-15). <i>Addictive Behaviors</i> , 2017, 64, 261-268.	1.7	39
472	Development and Validation of Videogame Addiction Scale for Children (VASC). <i>International Journal of Mental Health and Addiction</i> , 2017, 15, 869-882.	4.4	39
473	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
474	Trait Emotional Intelligence and Problematic Social Media Use Among Adults: The Mediating Role of Social Media Use Motives. <i>International Journal of Mental Health and Addiction</i> , 2019, 17, 336-345.	4.4	39
475	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
476	Childhood Emotional Trauma and Cyberbullying Perpetration Among Emerging Adults: A Multiple Mediation Model of the Role of Problematic Social Media Use and Psychopathology. <i>International Journal of Mental Health and Addiction</i> , 2020, 18, 548-566.	4.4	39
477	PTSD-related suicide six years after the Rana Plaza collapse in Bangladesh. <i>Psychiatry Research</i> , 2020, 287, 112645.	1.7	39
478	Short-term abstinence effects across potential behavioral addictions: A systematic review. <i>Clinical Psychology Review</i> , 2020, 76, 101828.	6.0	39
479	A systematic review of musculoskeletal complaints, symptoms, and pathologies related to mobile phone usage. <i>Musculoskeletal Science and Practice</i> , 2020, 49, 102196.	0.6	39
480	Depression and suicidal behaviors among Bangladeshi mothers of children with Autism Spectrum Disorder: A comparative study. <i>Asian Journal of Psychiatry</i> , 2020, 51, 101994.	0.9	39
481	The Psychology of Mukbang Watching: A Scoping Review of the Academic and Non-academic Literature. <i>International Journal of Mental Health and Addiction</i> , 2021, 19, 1190-1213.	4.4	39
482	Effects of cognitive behavioral therapy for insomnia (CBT-I) on quality of life: A systematic review and meta-analysis. <i>Sleep Medicine Reviews</i> , 2022, 64, 101646.	3.8	39
483	Contemporary issues in adolescent video game playing: brief overview and introduction to the special issue. <i>Journal of Adolescence</i> , 2004, 27, 1-3.	1.2	38
484	The role of social factors in gambling: evidence from the 2007 British Gambling Prevalence Survey. <i>Community, Work and Family</i> , 2010, 13, 257-271.	1.5	38
485	Work addiction in Poland: adaptation of the Bergen Work Addiction Scale and relationship with psychopathology. <i>Health Psychology Report</i> , 2017, 5, 345-355.	0.5	38
486	Why Do You Drink Caffeine? The Development of the Motives for Caffeine Consumption Questionnaire (MCCQ) and Its Relationship with Gender, Age and the Types of Caffeinated Beverages. <i>International Journal of Mental Health and Addiction</i> , 2018, 16, 981-999.	4.4	38

#	ARTICLE	IF	CITATIONS
487	Mind over Matter: Testing the Efficacy of an Online Randomized Controlled Trial to Reduce Distraction from Smartphone Use. <i>International Journal of Environmental Research and Public Health</i> , 2020, 17, 4842.	1.2	38
488	Dangerous sports and recreational drug-use: rationalizing and contextualizing risk. <i>Journal of Community and Applied Social Psychology</i> , 2004, 14, 215-232.	1.4	37
489	Towards addiction as relationship. <i>Addiction Research and Theory</i> , 2006, 14, 207-215.	1.2	37
490	Assessing Internet Addiction Using the Parsimonious Internet Addiction Components Modelâ€”A Preliminary Study. <i>International Journal of Mental Health and Addiction</i> , 2014, 12, 351.	4.4	37
491	Game Transfer Phenomena and its associated factors: An exploratory empirical online survey study. <i>Computers in Human Behavior</i> , 2015, 51, 195-202.	5.1	37
492	Compulsive Buyingâ€”Features and Characteristics of Addiction. , 2016, , 993-1007.		37
493	Risk-Taking, Delay Discounting, and Time Perspective in Adolescent Gamblers: An Experimental Study. <i>Journal of Gambling Studies</i> , 2017, 33, 383-395.	1.1	37
494	Internet Gaming Disorder: the interplay between physical activity and userâ€”avatar relationship. <i>Behaviour and Information Technology</i> , 2018, 37, 558-574.	2.5	37
495	The effect of loss-limit reminders on gambling behavior: A real-world study of Norwegian gamblers. <i>Journal of Behavioral Addictions</i> , 2018, 7, 1056-1067.	1.9	37
496	Unobtrusive monitoring of behavior and movement patterns to detect clinical depression severity level via smartphone. <i>Journal of Biomedical Informatics</i> , 2020, 103, 103371.	2.5	37
497	Suicide of Bangladeshi medical students: Risk factor trends based on Bangladeshi press reports. <i>Asian Journal of Psychiatry</i> , 2020, 48, 101905.	0.9	37
498	Validating the Persian Intuitive Eating Scale-2 Among Breast Cancer Survivors Who Are Overweight/Obese. <i>Evaluation and the Health Professions</i> , 2021, 44, 385-394.	0.9	37
499	Adolescentsâ€™ Body Shame and Social Networking Sites: The Mediating Effect of Body Image Control in Photos. <i>Sex Roles</i> , 2020, 83, 773-785.	1.4	37
500	The Associations between Problematic Social Networking Site Use and Sleep Quality, Attention-Deficit Hyperactivity Disorder, Depression, Anxiety and Stress. <i>International Journal of Mental Health and Addiction</i> , 2021, 19, 686-700.	4.4	37
501	The Biopsychosocial Approach to Gambling: Contextual Factors in Research and Clinical Interventions. <i>Journal of Gambling Issues</i> , 2001, , .	0.3	37
502	Factors in problem adolescent fruit machine gambling: Results of a small postal survey. <i>Journal of Gambling Studies</i> , 1993, 9, 31-45.	1.1	36
503	Scratchcard gambling among adolescent males. <i>Journal of Gambling Studies</i> , 2000, 16, 79-91.	1.1	36
504	Study Addiction: A Cross-Cultural Longitudinal Study Examining Temporal Stability and Predictors of Its Changes. <i>Journal of Behavioral Addictions</i> , 2016, 5, 357-362.	1.9	36

#	ARTICLE	IF	CITATIONS
505	Exercise addiction in adolescents and emerging adults – Validation of a youth version of the Exercise Addiction Inventory. <i>Journal of Behavioral Addictions</i> , 2018, 7, 117-125.	1.9	36
506	Student Suicide Risk and Gender: A Retrospective Study from Bangladeshi Press Reports. <i>International Journal of Mental Health and Addiction</i> , 2022, 20, 1438-1445.	4.4	36
507	Fear of COVID-19 and workplace phobia among Pakistani doctors: A survey study. <i>BMC Public Health</i> , 2021, 21, 833.	1.2	36
508	The psychology of the near-miss (revisited): A comment on Delfabbro & Winefield (1999). <i>British Journal of Psychology</i> , 1999, 90, 441-445.	1.2	35
509	The UK National Telephone Gambling Helpline-Results on the First Year of Operation. <i>Journal of Gambling Studies</i> , 1999, 15, 83-90.	1.1	35
510	Automatic Mental Processes, Automatic Actions and Behaviours in Game Transfer Phenomena: An Empirical Self-Report Study Using Online Forum Data. <i>International Journal of Mental Health and Addiction</i> , 2014, 12, 432-452.	4.4	35
511	Why Do You Dance? Development of the Dance Motivation Inventory (DMI). <i>PLoS ONE</i> , 2015, 10, e0122866.	1.1	35
512	The efficacy of a web-based gambling intervention program for high school students: A preliminary randomized study. <i>Computers in Human Behavior</i> , 2016, 55, 946-954.	5.1	35
513	Buddhist emptiness theory: Implications for psychology.. <i>Psychology of Religion and Spirituality</i> , 2017, 9, 309-318.	0.9	35
514	The Impact of Speed of Play in Gambling on Psychological and Behavioural Factors: A Critical Review. <i>Journal of Gambling Studies</i> , 2018, 34, 393-412.	1.1	35
515	Depressive symptoms in patients with irritable bowel syndrome: a meta-analysis of comparative studies. <i>International Journal of Biological Sciences</i> , 2018, 14, 1504-1512.	2.6	35
516	Problematic Mukbang Watching and Its Relationship to Disordered Eating and Internet Addiction: A Pilot Study Among Emerging Adult Mukbang Watchers. <i>International Journal of Mental Health and Addiction</i> , 2021, 19, 2160-2169.	4.4	35
517	Selfie-engagement on social media: Pathological narcissism, positive expectation, and body objectification – Which is more influential?. <i>Addictive Behaviors Reports</i> , 2020, 11, 100263.	1.0	35
518	Parent–adolescent attachment and peer attachment associated with Internet Gaming Disorder: A longitudinal study of first-year undergraduate students. <i>Journal of Behavioral Addictions</i> , 2020, 9, 116-128.	1.9	35
519	Research note Excessive online computer gaming: implications for education.. <i>Journal of Computer Assisted Learning</i> , 2002, 18, 379-380.	3.3	34
520	Can Videogames be Good for Your Health?. <i>Journal of Health Psychology</i> , 2004, 9, 339-344.	1.3	34
521	An Empirical Investigation of Music and Gambling Behaviour. <i>International Gambling Studies</i> , 2007, 7, 315-326.	1.3	34
522	Social Business Education: An Interview With Nobel Laureate Muhammad Yunus. <i>Academy of Management Learning and Education</i> , 2012, 11, 453-462.	1.6	34

#	ARTICLE	IF	CITATIONS
523	Understanding Positive Play: An Exploration of Playing Experiences and Responsible Gambling Practices. <i>Journal of Gambling Studies</i> , 2015, 31, 1715-1734.	1.1	34
524	A Systematic Review of Online Sex Addiction and Clinical Treatments Using CONSORT Evaluation. <i>Current Addiction Reports</i> , 2015, 2, 163-174.	1.6	34
525	Psychopathological Consequences Related to Problematic Instagram Use Among Adolescents: The Mediating Role of Body Image Dissatisfaction and Moderating Role of Gender. <i>International Journal of Mental Health and Addiction</i> , 2021, 19, 1385-1397.	4.4	34
526	Efficacy of a Theory-Based Cognitive Behavioral Technique App-Based Intervention for Patients With Insomnia: Randomized Controlled Trial. <i>Journal of Medical Internet Research</i> , 2020, 22, e15841.	2.1	34
527	Online video gaming: what should educational psychologists know?. <i>Educational Psychology in Practice</i> , 2010, 26, 35-40.	0.5	33
528	Measurement Invariance of the Internet Addiction Test Among Hong Kong, Japanese, and Malaysian Adolescents. <i>Cyberpsychology, Behavior, and Social Networking</i> , 2015, 18, 609-617.	2.1	33
529	Income Inequality and Adolescent Gambling Severity: Findings from a Large-Scale Italian Representative Survey. <i>Frontiers in Psychology</i> , 2017, 8, 1318.	1.1	33
530	Towards a Conceptualization of Young People's Political Engagement: A Qualitative Focus Group Study. <i>Societies</i> , 2018, 8, 17.	0.8	33
531	Mediated roles of generalized trust and perceived social support in the effects of problematic social media use on mental health: A cross-sectional study. <i>Health Expectations</i> , 2021, 24, 165-173.	1.1	33
532	Post-Traumatic Stress Disorder in Chinese Teachers during COVID-19 Pandemic: Roles of Fear of COVID-19, Nomophobia, and Psychological Distress. <i>Healthcare (Switzerland)</i> , 2021, 9, 1288.	1.0	33
533	Internet Gambling: Preliminary Results of the First U.K. Prevalence Study. <i>Journal of Gambling Issues</i> , 2001, , .	0.3	33
534	Fear of COVID-19 and Trust in the Healthcare System Mediates the Association between Individual's Risk Perception and Preventive COVID-19 Behaviours among Iranians. <i>International Journal of Environmental Research and Public Health</i> , 2021, 18, 12146.	1.2	33
535	Are there risks associated with using mindfulness in the treatment of psychopathology?. <i>Clinical Practice (London, England)</i> , 2014, 11, 389-392.	0.1	32
536	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
537	Utility of Parental Mediation Model on Youth's Problematic Online Gaming. <i>International Journal of Mental Health and Addiction</i> , 2015, 13, 712-727.	4.4	32
538	Assessing the psychological response to the COVID-19: A response to Bitan et al. 'Fear of COVID-19 scale: Psychometric characteristics, reliability and validity in the Israeli population'. <i>Psychiatry Research</i> , 2020, 290, 113127.	1.7	32
539	Online Dating and Problematic Use: A Systematic Review. <i>International Journal of Mental Health and Addiction</i> , 2021, 19, 2245-2278.	4.4	32
540	Item Response Theory Analysis of the Fear of COVID-19 Scale (FCV-19S): A Systematic Review. <i>Psychology Research and Behavior Management</i> , 2022, Volume 15, 581-596.	1.3	32

#	ARTICLE	IF	CITATIONS
541	Adolescent machine gambling and crime. <i>Journal of Adolescence</i> , 1996, 19, 183-188.	1.2	31
542	Adolescent perceptions of the National Lottery and scratchcards: a qualitative study using group interviews. <i>Journal of Adolescence</i> , 2002, 25, 655-668.	1.2	31
543	Internet Addiction. , 2007, , 141-163.		31
544	Video gaming and gaming addiction in transgender people: An exploratory study. <i>Journal of Behavioral Addictions</i> , 2017, 6, 21-29.	1.9	31
545	Prevalence and Psychiatric Risk Factors of Excessive Internet Use among Northern Bangladeshi Job-Seeking Graduate Students: A Pilot Study. <i>International Journal of Mental Health and Addiction</i> , 2021, 19, 908-918.	4.4	31
546	Childhood Emotional Abuse and Cyberbullying Perpetration Among Adolescents: The Mediating Role of Trait Mindfulness. <i>International Journal of Mental Health and Addiction</i> , 2020, 18, 1548-1559.	4.4	31
547	Childhood Emotional Maltreatment and Problematic Social Media Use Among Adolescents: The Mediating Role of Body Image Dissatisfaction. <i>International Journal of Mental Health and Addiction</i> , 2020, 18, 1536-1547.	4.4	31
548	The mediating role of problematic social media use in the relationship between social avoidance/distress and self-esteem. <i>Technology in Society</i> , 2021, 64, 101485.	4.8	31
549	Social Interactions in Online Gaming. <i>International Journal of Game-Based Learning</i> , 2011, 1, 20-36.	0.9	31
550	Community Outbreak Moderates the Association Between COVID-19-Related Behaviors and COVID-19 Fear Among Older People: A One-Year Longitudinal Study in Taiwan. <i>Frontiers in Medicine</i> , 2021, 8, 756985.	1.2	31
551	Altered Visual Perception in Game Transfer Phenomena: An Empirical Self-Report Study. <i>International Journal of Human-Computer Interaction</i> , 2014, 30, 95-105.	3.3	30
552	Mom, Dad Itâ€™s Only a Game! Perceived Gambling and Gaming Behaviors among Adolescents and Young Adults: an Exploratory Study. <i>International Journal of Mental Health and Addiction</i> , 2014, 12, 772-794.	4.4	30
553	Attentional bias in non-problem gamblers, problem gamblers, and abstinent pathological gamblers: An experimental study. <i>Journal of Affective Disorders</i> , 2016, 206, 9-16.	2.0	30
554	A Comparison of Online Versus Offline Gambling Harm in Portuguese Pathological Gamblers: An Empirical Study. <i>International Journal of Mental Health and Addiction</i> , 2018, 16, 1219-1237.	4.4	30
555	Psychometric evaluation of the Persian Internet Disorder Scale among adolescents. <i>Journal of Behavioral Addictions</i> , 2018, 7, 665-675.	1.9	30
556	A prospective study on the link between weightâ€related selfâ€stigma and binge eating: Role of food addiction and psychological distress. <i>International Journal of Eating Disorders</i> , 2020, 53, 442-450.	2.1	30
557	Trait Emotional Intelligence and Internet Gaming Disorder Among Gamers: The Mediating Role of Online Gaming Motives and Moderating Role of Age Groups. <i>International Journal of Mental Health and Addiction</i> , 2020, 18, 1446-1457.	4.4	30
558	Selfitis Behavior: Assessing the Italian Version of the Selfitis Behavior Scale and Its Mediating Role in the Relationship of Dark Traits with Social Media Addiction. <i>International Journal of Environmental Research and Public Health</i> , 2020, 17, 5738.	1.2	30

#	ARTICLE	IF	CITATIONS
559	Mentalizing Failures, Emotional Dysregulation, and Cognitive Distortions Among Adolescent Problem Gamblers. <i>Journal of Gambling Studies</i> , 2021, 37, 283-298.	1.1	30
560	Internet Gaming Addiction: The Case of Massively Multiplayer Online Role-Playing Games. , 2015, , 1515-1525.		30
561	COVID-19-Related Variables and Its Association with Anxiety and Suicidal Ideation: Differences Between International and Local University Students in Taiwan. <i>Psychology Research and Behavior Management</i> , 2021, Volume 14, 1857-1866.	1.3	30
562	Associations between vaccination and quality of life among Taiwan general population: A comparison between COVID-19 vaccines and flu vaccines. <i>Human Vaccines and Immunotherapeutics</i> , 2022, 18, .	1.4	30
563	An exploratory study of gambling cross addictions. <i>Journal of Gambling Studies</i> , 1994, 10, 371-384.	1.1	29
564	Adolescent machine gambling and crime. <i>Journal of Adolescence</i> , 1996, 19, 99-104.	1.2	29
565	The Role of Tick Size in Upstairs Trading and Downstairs Trading. <i>Journal of Financial Intermediation</i> , 1998, 7, 393-417.	1.4	29
566	The Psychological Study of Video Game Players: Methodological Challenges and Practical Advice. <i>International Journal of Mental Health and Addiction</i> , 2009, 7, 555-562.	4.4	29
567	What does PIN identify? Evidence from the T-bill market. <i>Journal of Financial Markets</i> , 2012, 15, 29-46.	0.7	29
568	Competitive and Professional Gaming. <i>International Journal of Cyber Behavior, Psychology and Learning</i> , 2013, 3, 67-77.	0.6	29
569	Validation of the reasons for gambling questionnaire (RGQ) in a British population survey. <i>Addictive Behaviors</i> , 2015, 45, 276-280.	1.7	29
570	Meditation Awareness Training for Individuals with Fibromyalgia Syndrome: an Interpretative Phenomenological Analysis of Participantsâ€™ Experiences. <i>Mindfulness</i> , 2016, 7, 409-419.	1.6	29
571	Association between parental marital conflict and Internet addiction: A moderated mediation analysis. <i>Journal of Affective Disorders</i> , 2018, 240, 27-32.	2.0	29
572	The assessment of internet addiction in Bangladesh: Why are prevalence rates so different?. <i>Asian Journal of Psychiatry</i> , 2019, 40, 46-47.	0.9	29
573	Career as a Professional Gamer: Gaming Motives as Predictors of Career Plans to Become a Professional Esport Player. <i>Frontiers in Psychology</i> , 2020, 11, 1866.	1.1	29
574	A brief psychological overview of disordered gaming. <i>Current Opinion in Psychology</i> , 2020, 36, 38-43.	2.5	29
575	Internet gaming as a coping method among schizophrenic patients facing psychological distress. <i>Journal of Behavioral Addictions</i> , 2021, 9, 1022-1031.	1.9	29
576	How Communication Technology Fosters Individual and Social Wellbeing During the Covid-19 Pandemic: Preliminary Support For a Digital Interaction Model. <i>Journal of Happiness Studies</i> , 2022, 23, 727-745.	1.9	29

#	ARTICLE	IF	CITATIONS
577	Social comparison orientation and fear of missing out as mediators between self-concept clarity and problematic smartphone use. <i>Addictive Behaviors</i> , 2021, 122, 107014.	1.7	29
578	Barriers to female sex addiction treatment in the UK. <i>Journal of Behavioral Addictions</i> , 2016, 5, 562-567.	1.9	28
579	Prevalence and Characteristics of Game Transfer Phenomena: A Descriptive Survey Study. <i>International Journal of Human-Computer Interaction</i> , 2016, 32, 470-480.	3.3	28
580	How coping styles, cognitive distortions, and attachment predict problem gambling among adolescents and young adults. <i>Journal of Behavioral Addictions</i> , 2017, 6, 648-657.	1.9	28
581	Age-related physical and psychological vulnerability as pathways to problem gambling in older adults. <i>Journal of Behavioral Addictions</i> , 2018, 7, 137-145.	1.9	28
582	Betting is Loving and Bettors are Predators: A Conceptual Metaphor Approach to Online Sports Betting Advertising. <i>Journal of Gambling Studies</i> , 2018, 34, 709-726.	1.1	28
583	Smartphone addiction in students: A qualitative examination of the components model of addiction using face-to-face interviews. <i>Journal of Behavioral Addictions</i> , 2019, 8, 780-793.	1.9	28
584	Social media addiction and sexual dysfunction among Iranian women: The mediating role of intimacy and social support. <i>Journal of Behavioral Addictions</i> , 2019, 8, 318-325.	1.9	28
585	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
586	Prevalence and Predisposing Factors of Suicidal Ideation Among the University Students in Bangladesh: A Single-Site Survey. <i>International Journal of Mental Health and Addiction</i> , 2022, 20, 1958-1971.	4.4	28
587	Depressive symptoms associated with COVID-19 preventive practice measures, daily activities in home quarantine and suicidal behaviors: Findings from a large-scale online survey in Bangladesh. <i>BMC Psychiatry</i> , 2021, 21, 273.	1.1	28
588	E-mentoring: Does it have a place in medicine?. <i>Postgraduate Medical Journal</i> , 2005, 81, 389-390.	0.9	27
589	The boundary-less classroom: extending social innovation and impact learning to the field. <i>Journal of Small Business and Enterprise Development</i> , 2010, 17, 652-663.	1.6	27
590	A Dialogue with William J. Baumol: Insights on Entrepreneurship Theory and Education. <i>Entrepreneurship Theory and Practice</i> , 2012, 36, 611-625.	7.1	27
591	Female Gamers. <i>International Journal of Game-Based Learning</i> , 2013, 3, 54-71.	0.9	27
592	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
593	Gambling in children and adolescents. <i>British Medical Bulletin</i> , 2020, 136, 21-29.	2.7	27
594	Autism, Problematic Internet Use and Gaming Disorder: A Systematic Review. <i>Review Journal of Autism and Developmental Disorders</i> , 2022, 9, 120-140.	2.2	27

#	ARTICLE	IF	CITATIONS
595	Can Watching Online Videos Be Addictive? A Qualitative Exploration of Online Video Watching among Chinese Young Adults. <i>International Journal of Environmental Research and Public Health</i> , 2021, 18, 7247.	1.2	27
596	Sex Addiction on the Internet. <i>Janus Head</i> , 2004, 7, 188-217.	0.0	27
597	Social Facilitation in Online and Offline Gambling: A Pilot Study. <i>International Journal of Mental Health and Addiction</i> , 2011, 9, 240-247.	4.4	26
598	Gambling in Britain: A Time of Change? Health Implications from the British Gambling Prevalence Survey 2010. <i>International Journal of Mental Health and Addiction</i> , 2012, 10, 273-277.	4.4	26
599	Global Limit Setting as a Responsible Gambling Tool: What Do Players Think?. <i>International Journal of Mental Health and Addiction</i> , 2020, 18, 14-26.	4.4	26
600	User-avatar bond profiles: How do they associate with disordered gaming?. <i>Addictive Behaviors</i> , 2020, 103, 106245.	1.7	26
601	The use of personalized messages on wagering behavior of Swedish online gamblers: An empirical study. <i>Computers in Human Behavior</i> , 2020, 110, 106402.	5.1	26
602	Clustering of lifestyle factors and the relationship with depressive symptoms among adolescents in Northeastern China. <i>Journal of Affective Disorders</i> , 2020, 274, 704-710.	2.0	26
603	Work addiction and personality: A meta-analytic study. <i>Journal of Behavioral Addictions</i> , 2021, 9, 945-966.	1.9	26
604	Factors affecting Pakistani young adults's intentions to uptake COVID-19 vaccination: An extension of the theory of planned behavior. <i>Brain and Behavior</i> , 2021, 11, e2370.	1.0	26
605	Gaming Disorder: A systematic review exploring the user-avatar relationship in videogames. <i>Computers in Human Behavior</i> , 2022, 128, 107124.	5.1	26
606	Prevalence of problematic Internet use during the coronavirus disease 2019 pandemic. <i>Current Opinion in Behavioral Sciences</i> , 2022, 46, 101179.	2.0	26
607	Online gaming: a scoping study of massively multi-player online role playing games. <i>Electronic Commerce Research</i> , 2009, 9, 3-26.	3.0	25
608	The use of online methodologies in studying paraphilias – A review. <i>Journal of Behavioral Addictions</i> , 2012, 1, 143-150.	1.9	25
609	Do Chinese and British University Students Use Smartphones Differently? A Cross-cultural Mixed Methods Study. <i>International Journal of Mental Health and Addiction</i> , 2019, 17, 644-657.	4.4	25
610	Recognizing Emotions through Facial Expressions: A Large-scale Experimental Study. <i>International Journal of Environmental Research and Public Health</i> , 2020, 17, 7420.	1.2	25
611	Development and Validation of the Mukbang Addiction Scale. <i>International Journal of Mental Health and Addiction</i> , 2021, 19, 1031-1044.	4.4	25
612	EXERCISE ADDICTION AND PERSONALITY: A TWO-DECADE SYSTEMATIC REVIEW OF THE EMPIRICAL LITERATURE (1995–2016). <i>Baltic Journal of Sport & Health Sciences</i> , 2017, 3, 19-33.	0.1	25

#	ARTICLE	IF	CITATIONS
613	Psychometric evaluation of fear of COVID-19 Scale (FCV-19S) among Chinese primary and middle schoolteachers, and their students. <i>Current Psychology</i> , 2023, 42, 12557-12573.	1.7	25
614	Towards a risk factor model of fruit machine addiction: A brief note. <i>Journal of Gambling Studies</i> , 1995, 11, 343-346.	1.1	24
615	Social Gambling via Facebook: Further Observations and Concerns. <i>Gaming Law Review and Economics</i> , 2013, 17, 104-106.	0.7	24
616	Does mindfulness work?. <i>BMJ, The</i> , 2015, 351, h6919.	3.0	24
617	Trait urgency and gambling problems in young people by age: The mediating role of decision-making processes. <i>Addictive Behaviors</i> , 2015, 46, 39-44.	1.7	24
618	A large-scale national study of gambling severity among immigrant and non-immigrant adolescents: The role of the family. <i>Addictive Behaviors</i> , 2017, 66, 125-131.	1.7	24
619	Internet pornography viewing preference as a risk factor for adolescent Internet addiction: The moderating role of classroom personality factors. <i>Journal of Behavioral Addictions</i> , 2018, 7, 423-432.	1.9	24
620	The Psychosocial Impact of Extreme Gaming on Indian PUBG Gamers: the Case of PUBG (PlayerUnknown's Battlegrounds). <i>International Journal of Mental Health and Addiction</i> , 2021, 19, 2170-2174.	4.4	24
621	The psychometric evaluation of the Revised Exercise Addiction Inventory: Improved psychometric properties by changing item response rating. <i>Journal of Behavioral Addictions</i> , 2019, 8, 157-161.	1.9	24
622	Problematic Facebook Use and Problematic Video Gaming Among Female and Male Gamers. <i>Cyberpsychology, Behavior, and Social Networking</i> , 2020, 23, 126-133.	2.1	24
623	Gambling in Young Adults Aged 17-24 Years: A Population-Based Study. <i>Journal of Gambling Studies</i> , 2020, 36, 747-766.	1.1	24
624	The Pornography "Rebooting" Experience: A Qualitative Analysis of Abstinence Journals on an Online Pornography Abstinence Forum. <i>Archives of Sexual Behavior</i> , 2021, 50, 711-728.	1.2	24
625	Validation of the French Version of the Fear of COVID-19 Scale and Its Associations with Depression, Anxiety, and Differential Emotions. <i>International Journal of Mental Health and Addiction</i> , 2022, 20, 2057-2071.	4.4	24
626	Cyberchondria, Fear of COVID-19, and Risk Perception Mediate the Association between Problematic Social Media Use and Intention to Get a COVID-19 Vaccine. <i>Vaccines</i> , 2022, 10, 122.	2.1	24
627	Video games and clinical practice: Issues, uses and treatments. <i>British Journal of Clinical Psychology</i> , 1997, 36, 639-641.	1.7	23
628	Video game violence and aggression: Comments on "Video game playing and its relations with aggressive and prosocial behaviour" by O. Wiegman and E. G. M. van Schie. <i>British Journal of Social Psychology</i> , 2000, 39, 147-149.	1.8	23
629	Innovation ecology as a precursor to entrepreneurial growth. <i>Journal of Small Business and Enterprise Development</i> , 2009, 16, 375-390.	1.6	23
630	Characteristics and Predictors of Problem Gambling on the Internet. <i>International Journal of Mental Health and Addiction</i> , 2013, 11, 634-657.	4.4	23

#	ARTICLE	IF	CITATIONS
631	Auditory Experiences in Game Transfer Phenomena. <i>International Journal of Cyber Behavior, Psychology and Learning</i> , 2014, 4, 59-75.	0.6	23
632	Problematic Internet use in British adolescents: An exploration of the addictive symptomatology. <i>Computers in Human Behavior</i> , 2014, 35, 224-233.	5.1	23
633	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
634	Ontological Addiction: Classification, Etiology, and Treatment. <i>Mindfulness</i> , 2016, 7, 660-671.	1.6	23
635	Meditation-Induced Near-Death Experiences: a 3-Year Longitudinal Study. <i>Mindfulness</i> , 2018, 9, 1794-1806.	1.6	23
636	Spanish validation of the Problem Gambling Severity Index: A confirmatory factor analysis with sports bettors. <i>Journal of Behavioral Addictions</i> , 2018, 7, 814-820.	1.9	23
637	Testing the Mediating Role of Phubbing in the Relationship Between the Big Five Personality Traits and Satisfaction with Life. <i>International Journal of Mental Health and Addiction</i> , 2022, 20, 44-56.	4.4	23
638	Validation and evaluation of the psychometric properties of bangla nine-item Internet Disorder Scale's Short Form. <i>Journal of Addictive Diseases</i> , 2020, 38, 540-549.	0.8	23
639	The association between internet addiction, sleep quality, and health-related quality of life among Iranian medical students. <i>Journal of Addictive Diseases</i> , 2020, 38, 317-325.	0.8	23
640	The Mediating Effects of Eating Disorder, Food Addiction, and Insomnia in the Association between Psychological Distress and Being Overweight among Iranian Adolescents. <i>Nutrients</i> , 2020, 12, 1371.	1.7	23
641	The mediating role of perceived social support in the relationship between perceived stigma and depression among individuals diagnosed with substance use disorders. <i>Journal of Psychiatric and Mental Health Nursing</i> , 2022, 29, 307-316.	1.2	23
642	Assessment of Problematic Internet Use and Online Video Gaming. , 2015, , 46-68.		23
643	Morbid exercise behaviour and eating disorders: A meta-analysis. <i>Journal of Behavioral Addictions</i> , 2020, 9, 206-224.	1.9	23
644	Psychometric properties of the Maslach Burnout Inventory for Medical Personnel (MBI-HSS-MP). <i>Heliyon</i> , 2022, 8, e08868.	1.4	23
645	Occupational health issues concerning Internet use in the workplace. <i>Work and Stress</i> , 2002, 16, 283-286.	2.8	22
646	A Qualitative Thematic Analysis of Exercise Addiction: An Exploratory Study. <i>International Journal of Mental Health and Addiction</i> , 2006, 4, 13-26.	4.4	22
647	INTERNET AND VIDEO-GAME ADDICTION. , 2008, , 231-267.		22
648	An empirical examination of factors associated with Game Transfer Phenomena severity. <i>Computers in Human Behavior</i> , 2016, 64, 274-284.	5.1	22

#	ARTICLE	IF	CITATIONS
649	Effects of lifestyle intervention using patient-centered cognitive behavioral therapy among patients with cardio-metabolic syndrome: a randomized, controlled trial. <i>BMC Cardiovascular Disorders</i> , 2016, 16, 227.	0.7	22
650	Reward Preferences of Pathological Gamblers Under Conditions of Uncertainty: An Experimental Study. <i>Journal of Gambling Studies</i> , 2016, 32, 1175-1189.	1.1	22
651	Compulsive sexual behaviour as a behavioural addiction: the impact of the internet and other issues. <i>Addiction</i> , 2016, 111, 2107-2108.	1.7	22
652	Validation of the 8-item Attitudes Towards Gambling Scale (ATGS-8) in a British population survey. <i>Addictive Behaviors</i> , 2016, 54, 70-74.	1.7	22
653	Analyzing Consumer Protection for Gamblers Across Different Online Gambling Operators: A Descriptive Study. <i>Gaming Law Review and Economics</i> , 2017, 21, 278-285.	0.7	22
654	Online and offline video game use in adolescents: measurement invariance and problem severity. <i>American Journal of Drug and Alcohol Abuse</i> , 2017, 43, 111-116.	1.1	22
655	Relations between Stress and Quality of Life among Women in Late Pregnancy: The Parallel Mediating Role of Depressive Symptoms and Sleep Quality. <i>Psychiatry Investigation</i> , 2019, 16, 363-369.	0.7	22
656	Dark personality traits and problematic smartphone use: The mediating role of fearful attachment. <i>Personality and Individual Differences</i> , 2019, 149, 214-219.	1.6	22
657	Evaluating the Psychometric Properties of the 7-Item Persian Game Addiction Scale for Iranian Adolescents. <i>Frontiers in Psychology</i> , 2019, 10, 149.	1.1	22
658	Being There: A Preliminary Study Examining the Role of Presence in Internet Gaming Disorder. <i>International Journal of Mental Health and Addiction</i> , 2019, 17, 880-890.	4.4	22
659	Gaming and Gaming Disorder: A Mediation Model Gender, Salience, Age of Gaming Onset, and Time Spent Gaming. <i>Cyberpsychology, Behavior, and Social Networking</i> , 2020, 23, 647-651.	2.1	22
660	The trait-state fear of missing out scale: Validity, reliability, and measurement invariance in a Chinese sample of university students. <i>Journal of Affective Disorders</i> , 2020, 274, 711-718.	2.0	22
661	Understanding the relationship between the Proteus effect, immersion, and gender among World of Warcraft players: An empirical survey study. <i>Behaviour and Information Technology</i> , 2021, 40, 821-836.	2.5	22
662	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
663	The psychology of music in gambling environments: An observational research note. <i>Journal of Gambling Issues</i> , 2005, , .	0.3	22
664	The association between fear of Covid-19 and smartphone addiction among individuals: the mediating and moderating role of cyberchondria severity. <i>Current Psychology</i> , 2023, 42, 2377-2390.	1.7	22
665	The Relationship between Alexithymia, Dysmorphic Concern, and Exercise Addiction: The Moderating Effect of Self-Esteem. <i>Journal of Personalized Medicine</i> , 2021, 11, 1111.	1.1	22
666	The relationship between videogame micro-transactions and problem gaming and gambling: A systematic review. <i>Computers in Human Behavior</i> , 2022, 131, 107219.	5.1	22

#	ARTICLE	IF	CITATIONS
667	Psychological distress and internet addiction following the COVID-19 outbreak: Fear of missing out and boredom proneness as mediators. <i>Archives of Psychiatric Nursing</i> , 2022, 40, 8-14.	0.7	22
668	Pinball Wizard: The Case of a Pinball Machine Addict. <i>Psychological Reports</i> , 1992, 71, 160-162.	0.9	21
669	All-in and Bad Beat: Professional Poker Players and Pathological Gambling. <i>International Journal of Mental Health and Addiction</i> , 2015, 13, 19-32.	4.4	21
670	Factors associated with the practice of water, sanitation, and hygiene (WASH) among the Rohingya refugees in Bangladesh. <i>Journal of Water Sanitation and Hygiene for Development</i> , 2019, 9, 794-800.	0.7	21
671	Online Problem Gambling: A Comparison of Casino Players and Sports Bettors via Predictive Modeling Using Behavioral Tracking Data. <i>Journal of Gambling Studies</i> , 2021, 37, 877-897.	1.1	21
672	Depression literacy among Bangladeshi pre-university students: Differences based on gender, educational attainment, depression, and anxiety. <i>Asian Journal of Psychiatry</i> , 2020, 50, 101944.	0.9	21
673	Psychometric Properties of the Italian Version of the Smartphone Application-Based Addiction Scale (SABAS). <i>International Journal of Mental Health and Addiction</i> , 2021, 19, 1261-1273.	4.4	21
674	Assessing Mental Health for China's Police: Psychometric Features of the Self-Rating Depression Scale and Symptom Checklist 90-Revised. <i>International Journal of Environmental Research and Public Health</i> , 2020, 17, 2737.	1.2	21
675	Gambling Before and During the COVID-19 Pandemic Among Online Casino Gamblers: An Empirical Study Using Behavioral Tracking Data. <i>International Journal of Mental Health and Addiction</i> , 2022, 20, 1722-1732.	4.4	21
676	The 21-item Barratt Impulsiveness Scale Revised (BIS-R-21): An alternative three-factor model. <i>Journal of Behavioral Addictions</i> , 2020, 9, 225-246.	1.9	21
677	Morbid Exercise Behavior. , 2018, , 277-311.		21
678	Health Risks of Mobile Phone Addiction Among College Students in China. <i>International Journal of Mental Health and Addiction</i> , 2023, 21, 2650-2665.	4.4	21
679	The Effect of Federal Reserve Accounting Rules on the Equilibrium Level of Overnight Repo Rates. <i>Journal of Business Finance and Accounting</i> , 1997, 24, 815-832.	1.5	20
680	Social responsibility in online videogaming: What should the videogame industry do?. <i>Addiction Research and Theory</i> , 2014, 22, 181-185.	1.2	20
681	Adolescent gambling and impulsivity: Does employment during high school moderate the association?. <i>Addictive Behaviors</i> , 2016, 60, 37-41.	1.7	20
682	Can Positive Social Perception and Reduced Stigma be a Problem in Sports Betting? A Qualitative Focus Group Study with Spanish Sports Bettors Undergoing Treatment for Gambling Disorder. <i>Journal of Gambling Studies</i> , 2019, 35, 571-585.	1.1	20
683	Online gaming and gaming disorder: more than just a trivial pursuit. <i>Irish Journal of Psychological Medicine</i> , 2022, 39, 1-7.	0.7	20
684	Effectiveness of cognitive-behavioral therapy on nutrition improvement and weight of overweight and obese adolescents: A randomized controlled trial. <i>Diabetes and Metabolic Syndrome: Clinical Research and Reviews</i> , 2019, 13, 2190-2197.	1.8	20

#	ARTICLE	IF	CITATIONS
685	In-Play Betting, Sport Broadcasts, and Gambling Severity: A Survey Study of Spanish Sports Bettors on the Risks of Betting on Sport While Watching It. <i>Communication and Sport</i> , 2020, 8, 50-71.	1.6	20
686	The Effects of Responsible Gambling Pop-Up Messages on Gambling Behaviors and Cognitions: A Systematic Review and Meta-Analysis. <i>Frontiers in Psychiatry</i> , 2020, 11, 601800.	1.3	20
687	Associations Between Instagram Addiction, Academic Performance, Social Anxiety, Depression, and Life Satisfaction Among University Students. <i>International Journal of Mental Health and Addiction</i> , 2022, 20, 2221-2242.	4.4	20
688	İnternet Oyun Oynama Bozukluğu –İlginç Bir Formülün (İOB-9-KF) Tutarlı Seye Uyarlanması: Güvenilirlik ve Güvenirlik Analizleri. <i>Addicta the Turkish Journal on Addictions</i> , 2018, 5, .	0.5	20
689	The Relationship Between Personality Traits, Psychopathological Symptoms, and Problematic Internet Use: A Complex Mediation Model. <i>Journal of Medical Internet Research</i> , 2019, 21, e11837.	2.1	20
690	PSYCHOLOGY OF COMPUTER USE: XLHI. SOME COMMENTS ON 'ADDICTIVE USE OF THE INTERNET' BY YOUNG. <i>Psychological Reports</i> , 1997, 80, 81.	0.9	20
691	Videogames as Therapy. , 2013, , 43-68.		20
692	The association between problematic social networking site use, dark triad traits, and emotion dysregulation. <i>BMC Psychology</i> , 2021, 9, 160.	0.9	20
693	Suicidal behaviours among Ugandan university students: a cross-sectional study. <i>BMC Psychiatry</i> , 2022, 22, 234.	1.1	20
694	Prevalence and Factors Associated With Depression and Suicidal Ideation During the COVID-19 Pandemic Among University Students in Uganda: A Cross-Sectional Study. <i>Frontiers in Psychiatry</i> , 2022, 13, 842466.	1.3	20
695	Positive Thinking Among Slot Machine Gamblers: A Case of Maladaptive Coping?. <i>International Journal of Mental Health and Addiction</i> , 2007, 5, 39-52.	4.4	19
696	Is European Online Gambling Regulation Adequately Addressing In-Play Betting Advertising?. <i>Gaming Law Review and Economics</i> , 2016, 20, 495-503.	0.7	19
697	CASHING OUT IN SPORTS BETTING: IMPLICATIONS FOR PROBLEM GAMBLING AND REGULATION. <i>Gaming Law Review</i> , 2017, 21, 323-326.	0.1	19
698	The impact of daily emotional demands, job resources and emotional effort on intensive internet use during and after work. <i>Computers in Human Behavior</i> , 2017, 76, 561-575.	5.1	19
699	The Mediating Role of Self/Everyday Creativity and Depression on the Relationship Between Creative Personality Traits and Problematic Social Media Use Among Emerging Adults. <i>International Journal of Mental Health and Addiction</i> , 2020, 18, 77-88.	4.4	19
700	The Efficacy of a Gambling Prevention Program Among High-School Students. <i>Journal of Gambling Studies</i> , 2020, 36, 573-595.	1.1	19
701	Nationwide suicides due to alcohol withdrawal symptoms during COVID-19 pandemic: A review of cases from media reports. <i>Journal of Psychiatric Research</i> , 2020, 130, 289-291.	1.5	19
702	Maladaptive Rumination Mediates the Relationship between Self-Esteem, Perfectionism, and Work Addiction: A Large-scale Survey Study. <i>International Journal of Environmental Research and Public Health</i> , 2020, 17, 7332.	1.2	19

#	ARTICLE	IF	CITATIONS
703	Letter to the Editor: The economic and mental health costs of COVID-19 to immigrants. <i>Journal of Psychiatric Research</i> , 2020, 128, 23-24.	1.5	19
704	Depression and Disordered Gaming: Does Culture Matter?. <i>International Journal of Mental Health and Addiction</i> , 2022, 20, 843-861.	4.4	19
705	Influence of Life Satisfaction on Quality of Life: Mediating Roles of Depression and Anxiety Among Cardiovascular Disease Patients. <i>Clinical Nursing Research</i> , 2021, 30, 215-224.	0.7	19
706	Adolescent gambling and gambling-type games on social networking sites: Issues, concerns, and recommendations. <i>Aloma</i> , 2015, 33, 31-37.	0.3	19
707	Risks and Opportunities for Youth in the Digital Era. <i>European Psychologist</i> , 2022, 27, 86-101.	1.8	19
708	The Mediating Role of Impulsivity and the Moderating Role of Gender Between Fear of Missing Out and Gaming Disorder Among a Sample of Chinese University Students. <i>Cyberpsychology, Behavior, and Social Networking</i> , 2021, 24, 550-557.	2.1	19
709	Motors of COVID-19 Vaccination Acceptance Scale (MoVac-COVID19S): Evidence of Measurement Invariance Across Five Countries. <i>Risk Management and Healthcare Policy</i> , 2022, Volume 15, 435-445.	1.2	19
710	A longitudinal study of the effects of problematic smartphone use on social functioning among people with schizophrenia: Mediating roles for sleep quality and self-stigma. <i>Journal of Behavioral Addictions</i> , 2022, , .	1.9	19
711	Internet usage and 'internet addiction' in students and its implications for learning. <i>Journal of Computer Assisted Learning</i> , 1999, 15, 85-90.	3.3	18
712	Aggressive Behaviour in Slot Machine Gamblers: A Preliminary Observational Study. <i>Psychological Reports</i> , 2004, 95, 109-114.	0.9	18
713	Women's Hedonic Ratings of Body Odor of Heterosexual and Homosexual Men. <i>Archives of Sexual Behavior</i> , 2007, 36, 395-401.	1.2	18
714	Beyond illusion of control: An interpretative phenomenological analysis of gambling in the context of information technology. <i>Addiction Research and Theory</i> , 2012, 20, 250-260.	1.2	18
715	Cognitive Behavioral Therapy (CBT) and Meditation Awareness Training (MAT) for the Treatment of Co-occurring Schizophrenia and Pathological Gambling: A Case Study. <i>International Journal of Mental Health and Addiction</i> , 2014, 12, 181.	4.4	18
716	Inattention and Disordered Gaming: Does Culture Matter?. <i>Psychiatric Quarterly</i> , 2020, 91, 333-348.	1.1	18
717	Editorial: A Good Sleep: The Role of Factors in Psychosocial Health. <i>Frontiers in Neuroscience</i> , 2020, 14, 520.	1.4	18
718	Proteus Effect Profiles: how Do they Relate with Disordered Gaming Behaviours?. <i>Psychiatric Quarterly</i> , 2020, 91, 615-628.	1.1	18
719	Depression, anxiety, stress, and dysmenorrhea: a protocol for a systematic review. <i>Systematic Reviews</i> , 2020, 9, 65.	2.5	18
720	The relationship between bullying victimization and depression in adolescents: multiple mediating effects of internet addiction and sleep quality. <i>Psychology, Health and Medicine</i> , 2021, 26, 555-565.	1.3	18

#	ARTICLE	IF	CITATIONS
721	Dark Triad of Personality and Problematic Smartphone Use: A Preliminary Study on the Mediating Role of Fear of Missing Out. <i>International Journal of Environmental Research and Public Health</i> , 2021, 18, 8463.	1.2	18
722	Internet-based treatment of gambling problems: A systematic review and meta-analysis of randomized controlled trials. <i>Journal of Behavioral Addictions</i> , 2021, 10, 546-565.	1.9	18
723	A Systematic Review and Meta-Analysis on the Relationship between Body Dissatisfaction and Morbid Exercise Behaviour. <i>International Journal of Environmental Research and Public Health</i> , 2021, 18, 585.	1.2	18
724	Reciprocal Relationships Between Problematic Social Media Use, Problematic Gaming, and Psychological Distress Among University Students: A 9-Month Longitudinal Study. <i>Frontiers in Public Health</i> , 2022, 10, 858482.	1.3	18
725	Fruit machine addiction in adolescence: A case study. <i>Journal of Gambling Studies</i> , 1993, 9, 387-399.	1.1	17
726	Information flows and open outcry: evidence of imitation trading. <i>Journal of International Financial Markets, Institutions and Money</i> , 1998, 8, 101-116.	2.1	17
727	Why Internet Gambling Prohibition Will Ultimately Fail. <i>Gaming Law Review and Economics</i> , 2004, 8, 295-299.	0.3	17
728	Internet gambling in the workplace. <i>Journal of Workplace Learning</i> , 2009, 21, 658-670.	0.9	17
729	Problem Gambling Treatment Within the British National Health Service. <i>International Journal of Mental Health and Addiction</i> , 2011, 9, 276-281.	4.4	17
730	A review of Australian classification practices for commercial video games featuring simulated gambling. <i>International Gambling Studies</i> , 2012, 12, 231-242.	1.3	17
731	Federal Reserve financial crisis lending programs and bank stock returns. <i>Journal of Banking and Finance</i> , 2013, 37, 3819-3829.	1.4	17
732	Corporate use of mindfulness and authentic spiritual transmission: Competing or compatible ideals?. <i>Mindfulness & Compassion</i> , 2016, 1, 75-83.	0.5	17
733	Creativity and Psychoactive Substance Use: A Systematic Review. <i>International Journal of Mental Health and Addiction</i> , 2017, 15, 1135-1149.	4.4	17
734	An Empirical Study of the Effect of Voluntary Limit-Setting on Gamblers'™ Loyalty Using Behavioural Tracking Data. <i>International Journal of Mental Health and Addiction</i> , 2021, 19, 1939-1950.	4.4	17
735	Re-evaluation of the Latent Structure of Common Childhood Disorders: Is There a General Psychopathology Factor (P-Factor)?. <i>International Journal of Mental Health and Addiction</i> , 2019, 17, 258-278.	4.4	17
736	An experimental investigation of the role of delay discounting and craving in gambling chasing behavior. <i>Addictive Behaviors</i> , 2019, 93, 250-256.	1.7	17
737	CONVERGENCE BETWEEN GAMBLING AND GAMING: DOES THE GAMBLING AND GAMING INDUSTRY HAVE A RESPONSIBILITY IN PROTECTING THE CONSUMER?. <i>Gaming Law Review</i> , 2019, 23, 633-639.	0.1	17
738	Childhood Emotional Abuse and Cyberbullying Perpetration: The Role of Dark Personality Traits. <i>Journal of Interpersonal Violence</i> , 2021, 36, NP11877-NP11893.	1.3	17

#	ARTICLE	IF	CITATIONS
739	<i>PUBG</i> -related suicides during the COVID-19 pandemic: Three cases from Pakistan. <i>Perspectives in Psychiatric Care</i> , 2022, 58, 877-879.	0.9	17
740	Problematic Facebook use and problematic video gaming as mediators of relationship between impulsivity and life satisfaction among female and male gamers. <i>PLoS ONE</i> , 2020, 15, e0237610.	1.1	17
741	Fear of Missing Out (FoMO) and Gaming Disorder among Chinese University Students: Impulsivity and Game Time as Mediators. <i>Issues in Mental Health Nursing</i> , 2020, 41, 1104-1113.	0.6	17
742	Active school travel is associated with fewer suicide attempts among adolescents from low-and middle-income countries. <i>International Journal of Clinical and Health Psychology</i> , 2021, 21, 100202.	2.7	17
743	Adolescentsâ€™ selfie-taking and selfie-editing: A revision of the photo manipulation scale and a moderated mediation model. <i>Current Psychology</i> , 2023, 42, 3460-3476.	1.7	17
744	Psychometric Validation of the Persian Version of the COVID-19-Related Psychological Distress Scale and Association with COVID-19 Fear, COVID-19 Anxiety, Optimism, and Lack of Resilience. <i>International Journal of Mental Health and Addiction</i> , 2022, 20, 2665-2680.	4.4	17
745	Gender Differences in the Factors Associated With the Fear of COVID-19 Among Taiwanese Older People. <i>Inquiry (United States)</i> , 2021, 58, 004695802110555.	0.5	17
746	Gender Differences in the Associations Between Physical Activity, Smartphone Use, and Weight Stigma. <i>Frontiers in Public Health</i> , 2022, 10, 862829.	1.3	17
747	Excessive gambling and substance abuse: is there a relationship?. <i>Journal of Substance Use</i> , 2002, 7, 187-190.	0.3	16
748	Decision-Making, Cognitive Distortions and Alcohol Use in Adolescent Problem and Non-problem Gamblers: An Experimental Study. <i>Journal of Gambling Studies</i> , 2016, 32, 1203-1213.	1.1	16
749	The experimental analysis of problematic video gaming and cognitive skills: A systematic review. <i>Journal De Therapie Comportementale Et Cognitive</i> , 2017, 27, 110-117.	0.2	16
750	Testing a eustressâ€‘distress emotion regulation model in British and Spanish front-line employees.. <i>International Journal of Stress Management</i> , 2017, 24, 1-28.	0.9	16
751	The Effects of Trait Emotional Intelligence on Adolescent Substance Use: Findings From a Hungarian Representative Survey. <i>Frontiers in Psychiatry</i> , 2019, 10, 367.	1.3	16
752	A Four-Factor Model of Work Addiction: The Development of the Work Addiction Risk Test Revised. <i>European Addiction Research</i> , 2019, 25, 145-160.	1.3	16
753	The psychological and genetic factors of the addictive behaviors (PGA) study. <i>International Journal of Methods in Psychiatric Research</i> , 2019, 28, e1748.	1.1	16
754	Perceived Addictiveness of Smartphone Games: A Content Analysis of Game Reviews by Players. <i>International Journal of Mental Health and Addiction</i> , 2019, 17, 922-934.	4.4	16
755	The Effects of Voluntary Deposit Limit-Setting on Long-Term Online Gambling Expenditure. <i>Cyberpsychology, Behavior, and Social Networking</i> , 2020, 23, 113-118.	2.1	16
756	Psychometric validation of the Persian version of the Emotional Style Questionnaire. <i>Current Psychology</i> , 2022, 41, 5758-5770.	1.7	16

#	ARTICLE	IF	CITATIONS
757	Confirmatory factor analysis and exploratory structural equation modelling of the factor structure of the Depression Anxiety and Stress Scales-21. <i>PLoS ONE</i> , 2020, 15, e0233998.	1.1	16
758	The Role of Recreational Online Activities in School-Based Screen Time Sedentary Behaviour Interventions for Adolescents: A Systematic and Critical Literature Review. <i>International Journal of Mental Health and Addiction</i> , 2021, 19, 1065-1115.	4.4	16
759	Protective and Risk Factors in Exercise Addiction: A Series of Moderated Mediation Analyses. <i>International Journal of Environmental Research and Public Health</i> , 2021, 18, 9706.	1.2	16
760	The development and validation of the Videogaming Motives Questionnaire (VMQ). <i>PLoS ONE</i> , 2020, 15, e0240726.	1.1	16
761	Comparative Effectiveness of Mind-Body Exercise Versus Cognitive Behavioral Therapy for College Students with Problematic Smartphone Use: A Randomized Controlled Trial. <i>International Journal of Mental Health Promotion</i> , 2020, 22, 271-282.	0.4	16
762	Measurement Invariance of the Sexual Orientation Microaggression Inventory across LGB Males and Females in Taiwan: Bifactor Structure Fits the Best. <i>International Journal of Environmental Research and Public Health</i> , 2021, 18, 10668.	1.2	16
763	Fear of COVID-19 lead to procrastination among Turkish university students: The mediating role of intolerance of uncertainty. <i>BMC Psychology</i> , 2021, 9, 178.	0.9	16
764	The self-reported importance of olfaction during human mate choice. <i>Sexualities, Evolution and Gender</i> , 2005, 7, 199-213.	0.2	15
765	Further analysis of the expectations hypothesis using very short-term rates. <i>Journal of Banking and Finance</i> , 2008, 32, 600-613.	1.4	15
766	The Role of Impulsivity, Sensation Seeking, Coping, and Year of Study in Student Gambling: A Pilot Study. <i>International Journal of Mental Health and Addiction</i> , 2012, 10, 461-473.	4.4	15
767	Confirmation of the Chinese Version of the Problematic Internet Use Questionnaire Short Form (PIUQ-SF). <i>International Journal of Mental Health and Addiction</i> , 2017, 15, 191-197.	4.4	15
768	A comparative study of negative life events and depressive symptoms among healthy older adults and older adults with chronic disease. <i>International Journal of Social Psychiatry</i> , 2017, 63, 699-707.	1.6	15
769	The Case for Using Personally Relevant and Emotionally Stimulating Gambling Messages as a Gambling Harm-Minimisation Strategy. <i>International Journal of Mental Health and Addiction</i> , 2018, 16, 266-275.	4.4	15
770	Histrionic Personality, Narcissistic Personality, and Problematic Social Media Use: Testing of a New Hypothetical Model. <i>International Journal of Mental Health and Addiction</i> , 2021, 19, 986-1004.	4.4	15
771	Attitudes and Risk Factors of Pornography Consumption Among Bangladeshi University Students: An Exploratory Study. <i>International Journal of Mental Health and Addiction</i> , 2019, 17, 323-335.	4.4	15
772	A "Control Model"™ of Social Media Engagement in Adolescence: A Grounded Theory Analysis. <i>International Journal of Environmental Research and Public Health</i> , 2019, 16, 4696.	1.2	15
773	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
774	The Associations Between Maladaptive Personality Traits, Craving, Alcohol Use, and Adolescent Problem Gambling: An Italian Survey Study. <i>Journal of Gambling Studies</i> , 2020, 36, 243-258.	1.1	15

#	ARTICLE	IF	CITATIONS
775	Gifted Children with ADHD: How Are They Different from Non-gifted Children with ADHD? International Journal of Mental Health and Addiction, 2020, 18, 1467-1481.	4.4	15
776	Emerging insights on internet gaming disorder: Conceptual and measurement issues. Addictive Behaviors Reports, 2020, 11, 100242.	1.0	15
777	Depression and suicidality among Bangladeshi students: Subject selection reasons and learning environment as potential risk factors. Perspectives in Psychiatric Care, 2020, 57, 1150-1162.	0.9	15
778	Internet use disorders: What's new and what's not?. Journal of Behavioral Addictions, 2021, 9, 934-937.	1.9	15
779	The detrimental effects of the COVID-19 pandemic on domestic violence against women. Journal of Psychiatric Research, 2021, 134, 111-112.	1.5	15
780	Anxious Attachment and Facebook Addiction: The Mediating Role of Need to Belong, Self-esteem, and Facebook Use to Meet Romantic Partners. International Journal of Mental Health and Addiction, 2023, 21, 333-349.	4.4	15
781	The risk of social media addiction between the ideal/false and true self: Testing a path model through the tripartite person-centered perspective of authenticity. Telematics and Informatics, 2021, 65, 101709.	3.5	15
782	Mindfulness and the Four Noble Truths. Mindfulness in Behavioral Health, 2015, , 9-27.	0.2	15
783	The Development and Psychometric Properties of the Internet Disorder Scale "Short Form (IDS9-SF). Addicta the Turkish Journal on Addictions, 2017, 3, .	0.5	15
784	Mindfulness as a treatment for gambling disorder: Current directions and issues. Journal of Gambling and Commercial Gaming Research, 0, 1, 47-52.	0.0	15
785	Massively Multiplayer Online Role-Play Games for Learning. , 2009, , 51-66.		15
786	Zoom Fatigue, Psychological Distress, Life Satisfaction, and Academic Well-Being. Cyberpsychology, Behavior, and Social Networking, 2022, 25, 270-277.	2.1	15
787	Psychometric Evaluation of Three Versions of the UCLA Loneliness Scale (Full, Eight-Item, and) Tj ETQq1 1 0.784314 rgBT /Overlock 10 Research and Public Health, 2022, 19, 8095.	1.2	15
788	Response to Shaffer (1996): The Case for a 'Complex Systems' Conceptualisation of Addiction. Journal of Gambling Studies, 1998, 14, 73-82.	1.1	14
789	Video Game Addiction. , 2013, , 819-825.		14
790	Meditation as medication: are attitudes changing?. British Journal of General Practice, 2013, 63, 654-654.	0.7	14
791	Manufacturing consensus in a diverse field of scholarly opinions: A comment on Bushman, Gollwitzer, and Cruz (2015).. Psychology of Popular Media Culture, 2015, 4, 222-229.	2.6	14
792	Prevalence and Correlates of Suicidal Behaviors among College Students in Northeastern China: a Cross-Sectional Study. Psychiatric Quarterly, 2018, 89, 359-370.	1.1	14

#	ARTICLE	IF	CITATIONS
793	Examining the relationship between fitness-related self-conscious emotions, disordered eating symptoms, and morbid exercise behavior: An exploratory study. <i>Journal of Behavioral Addictions</i> , 2019, 8, 603-612.	1.9	14
794	“A Cancer in the Minds of Youth?” A Qualitative Study of Problematic Smartphone Use among Undergraduate Students. <i>International Journal of Mental Health and Addiction</i> , 2021, 19, 934-946.	4.4	14
795	Problem Gambling in Early Adulthood: a Population-Based Study. <i>International Journal of Mental Health and Addiction</i> , 2022, 20, 754-770.	4.4	14
796	The Relationship between Problematic Facebook Use and Early Maladaptive Schemas. <i>Journal of Clinical Medicine</i> , 2020, 9, 3921.	1.0	14
797	Measurement, Profiles, Prevalence, and Psychological Risk Factors of Problematic Gaming Among the Turkish Community: A Large-scale National Study. <i>International Journal of Mental Health and Addiction</i> , 2021, 19, 1662-1682.	4.4	14
798	The Development of the Turkish Social Media Craving Scale (SMCS): a Validation Study. <i>International Journal of Mental Health and Addiction</i> , 2021, 19, 359-373.	4.4	14
799	Internet addiction and maladaptive schemas: The potential role of disconnection/rejection and impaired autonomy/performance. <i>Clinical Psychology and Psychotherapy</i> , 2021, 28, 1509-1524.	1.4	14
800	Compensatory Usage of the Internet: The Case of Mukbang Watching on YouTube. <i>Psychiatry Investigation</i> , 2021, 18, 269-276.	0.7	14
801	Trajectories of depression and anxiety in Chinese high school freshmen: Associations with Internet addiction. <i>Journal of Affective Disorders</i> , 2021, 286, 180-186.	2.0	14
802	Psychometric Validation of the Indonesian Version of the Fear of COVID-19 Scale: Personality Traits Predict the Fear of COVID-19. <i>International Journal of Mental Health and Addiction</i> , 2023, 21, 1348-1364.	4.4	14
803	The Impact of Heavy (Excessive) Video Gaming Students on Peers and Teachers in the School Environment: A Qualitative Study. <i>Addicta the Turkish Journal on Addictions</i> , 2018, 5, .	0.5	14
804	The Conceptualization and Assessment of Problematic Mobile Phone Use. , 2015, , 591-606.		14
805	A Screening Tool for Exercise Addiction: The Psychometric Properties of the Italian Exercise Addiction Inventory. <i>International Journal of Mental Health and Addiction</i> , 2023, 21, 1618-1635.	4.4	14
806	Suicidal behaviors among Bangladeshi university students: Prevalence and risk factors. <i>PLoS ONE</i> , 2022, 17, e0262006.	1.1	14
807	Gambling-related suicide in East African Community countries: evidence from press media reports. <i>BMC Public Health</i> , 2022, 22, 158.	1.2	14
808	Development and validation of the Reward Deficiency Syndrome Questionnaire (RDSQ-29). <i>Journal of Psychopharmacology</i> , 2022, 36, 409-422.	2.0	14
809	A Network Analysis of the Fear of COVID-19 Scale (FCV-19S): A Large-Scale Cross-Cultural Study in Iran, Bangladesh, and Norway. <i>International Journal of Environmental Research and Public Health</i> , 2022, 19, 6824.	1.2	14
810	Adolescent accounts of the UK National Lottery and scratchcards: an analysis using Q-sorts. <i>Journal of Gambling Studies</i> , 2002, 18, 161-183.	1.1	13

#	ARTICLE	IF	CITATIONS
811	The Federal Reserve and the 2007â€“2009 Financial Crisis: Treating a Virus with Antibiotics? Evidence from the Commercial Paper Market. <i>Financial Review</i> , 2011, 46, 541-567.	1.3	13
812	At-Risk/Problematic Shopping and Gambling in Adolescence. <i>Journal of Gambling Studies</i> , 2015, 31, 1431-1447.	1.1	13
813	When Is a New Scale not a New Scale? The Case of the Bergen Shopping Addiction Scale and the Compulsive Online Shopping Scale. <i>International Journal of Mental Health and Addiction</i> , 2016, 14, 1107-1110.	4.4	13
814	Facilitated attention for gambling cues in adolescent problem gamblers: An experimental study. <i>Journal of Affective Disorders</i> , 2019, 252, 39-46.	2.0	13
815	The perceived influence of sports betting marketing techniques on disordered gamblers in treatment. <i>European Sport Management Quarterly</i> , 2020, 20, 421-439.	2.3	13
816	A Content Analysis of Gambling Operatorsâ€™ Twitter Accounts at the Start of the English Premier League Football Season. <i>Journal of Gambling Studies</i> , 2020, 36, 319-341.	1.1	13
817	Should We Pay for Our Social Media/Messenger Applications? Preliminary Data on the Acceptance of an Alternative to the Current Prevailing Data Business Model. <i>Frontiers in Psychology</i> , 2020, 11, 1415.	1.1	13
818	Weight-Related Status and Associated Predictors with Psychological Well-being among First-Year University Students in Bangladesh: A Pilot Study. <i>International Journal of Mental Health and Addiction</i> , 2022, 20, 1354-1369.	4.4	13
819	Validity of the Yale Food Addiction Scale for Children (YFAS-C): Classical test theory and item response theory of the Persian YFAS-C. <i>Eating and Weight Disorders</i> , 2021, 26, 1457-1466.	1.2	13
820	Why Do Individuals Engage in In-Play Sports Betting? A Qualitative Interview Study. <i>Journal of Gambling Studies</i> , 2021, 37, 221-240.	1.1	13
821	Theoretical conceptualisations of problematic exercise in psychometric assessment instruments: A systematic review. <i>Journal of Behavioral Addictions</i> , 2021, 10, 4-20.	1.9	13
822	A network perspective on the relationship between gaming disorder, depression, alexithymia, boredom, and loneliness among a sample of Chinese university students. <i>Technology in Society</i> , 2021, 67, 101740.	4.8	13
823	Study addiction and â€“darkâ€“ personality traits: a cross-sectional survey study among emerging adults. <i>Journal of Addictive Diseases</i> , 2021, 39, 307-315.	0.8	13
824	Gambling. , 2015, , 539-558.		13
825	Online Addictions: Conceptualizations, Debates, and Controversies. <i>Addicta the Turkish Journal on Addictions</i> , 2016, , .	0.5	13
826	Are lottery scratchcards a "hard" form of gambling?. <i>Journal of Gambling Issues</i> , 2002, , .	0.3	13
827	Gaming and gambling in adolescence: the role of personality, reflective functioning, time perspective and dissociation. <i>International Gambling Studies</i> , 2022, 22, 161-179.	1.3	13
828	The Motors of COVID-19 Vaccination Acceptance Scale (MoVac-COVID19S): Measurement Invariant Evidence for Its Nine-Item Version in Taiwan, Indonesia, and Malaysia. <i>Psychology Research and Behavior Management</i> , 0, Volume 15, 1617-1625.	1.3	13

#	ARTICLE	IF	CITATIONS
829	Counselling in the treatment of pathological gambling: An overview. <i>British Journal of Guidance and Counselling</i> , 1999, 27, 179-190.	0.6	12
830	An empirical examination of the intraday volatility in euro-dollar rates. <i>Quarterly Review of Economics and Finance</i> , 2004, 44, 44-57.	1.5	12
831	A Case Study of Binge Problem Gambling. <i>International Journal of Mental Health and Addiction</i> , 2006, 4, 369-376.	4.4	12
832	The Casino Attitudes Scale: The Development of a New Brief Psychometric Instrument. <i>International Journal of Mental Health and Addiction</i> , 2008, 6, 244-248.	4.4	12
833	The biopsychosocial and "complex-systems" approach as a unified framework for addiction. <i>Behavioral and Brain Sciences</i> , 2008, 31, 446-447.	0.4	12
834	Poker Gambling Virtual Communities. <i>International Journal of Cyber Behavior, Psychology and Learning</i> , 2011, 1, 31-44.	0.6	12
835	Moscow after the Apocalypse. <i>Slavic Review</i> , 2013, 72, 481-504.	0.1	12
836	A Qualitative Analysis of Online Gaming. <i>International Journal of Cyber Behavior, Psychology and Learning</i> , 2014, 4, 41-57.	0.6	12
837	A longitudinal study of factors explaining attitude change towards gambling among adolescents. <i>Journal of Behavioral Addictions</i> , 2016, 5, 59-67.	1.9	12
838	A Model of Online Protection to Reduce Children's Online Risk Exposure: Empirical Evidence From Asia. <i>Sexuality and Culture</i> , 2018, 22, 1205-1229.	1.1	12
839	Assessment of the Italian Version of the Internet Disorder Scale (IDS-15). <i>International Journal of Mental Health and Addiction</i> , 2018, 16, 680-691.	4.4	12
840	Alcohol Drinking and Low Nutritional Value Food Eating Behavior of Sports Bettors in Gambling Advertisements. <i>International Journal of Mental Health and Addiction</i> , 2018, 16, 81-89.	4.4	12
841	An Empirically Based Typology of Alcohol Users in a Community Sample Using Latent Class Analysis. <i>European Addiction Research</i> , 2019, 25, 293-302.	1.3	12
842	Test-Retest Measurement Invariance of the Nine-Item Internet Gaming Disorder Scale in Two Countries: A Preliminary Longitudinal Study. <i>International Journal of Mental Health and Addiction</i> , 2021, 19, 2003-2020.	4.4	12
843	Predicting Limit-Setting Behavior of Gamblers Using Machine Learning Algorithms: A Real-World Study of Norwegian Gamblers Using Account Data. <i>International Journal of Mental Health and Addiction</i> , 2022, 20, 771-788.	4.4	12
844	Evaluation of the Selfitis Behavior Scale Across Two Persian-Speaking Countries, Iran and Afghanistan: Advanced Psychometric Testing in a Large-Scale Sample. <i>International Journal of Mental Health and Addiction</i> , 2020, 18, 222-235.	4.4	12
845	The Potential Interaction Between Time Perception and Gaming: A Narrative Review. <i>International Journal of Mental Health and Addiction</i> , 2020, 18, 1226-1246.	4.4	12
846	Indian celebrity suicides before and during the COVID-19 pandemic and their associated risk factors: Evidence from media reports. <i>Journal of Psychiatric Research</i> , 2020, 131, 177-179.	1.5	12

#	ARTICLE	IF	CITATIONS
847	Problematic Social Media Use and Social Connectedness in Adolescence: The Mediating and Moderating Role of Family Life Satisfaction. <i>International Journal of Mental Health and Addiction</i> , 2022, 20, 2086-2102.	4.4	12
848	A Thematic Analysis of Sports Bettors' Perceptions of Sports Betting Marketing Strategies in the UK. <i>International Journal of Mental Health and Addiction</i> , 2022, 20, 800-818.	4.4	12
849	Factors that influence marital intimacy: A qualitative analysis of Iranian married couples. <i>Cogent Psychology</i> , 2020, 7, 1771118.	0.6	12
850	Sofalizing and its relationship with social media addiction and psychosocial factors: A new phenomenon among emerging adults. <i>Social Science Journal</i> , 0, , 1-13.	0.9	12
851	Targeting the problem of treatment non-adherence among mentally ill patients: The impact of loss, grief and stigma. <i>Psychiatry Research</i> , 2020, 290, 113140.	1.7	12
852	Governmentalizing Palestinian futures: uncertainty, anticipation, possibility. <i>Geografiska Annaler, Series B: Human Geography</i> , 2021, 103, 352-366.	0.8	12
853	Unique and cumulative effects of lifestyle-related behaviors on depressive symptoms among Chinese adolescents. <i>International Journal of Social Psychiatry</i> , 2022, 68, 354-364.	1.6	12
854	Policy Recommendations for Preventing Problematic Internet Use in Schools: A Qualitative Study of Parental Perspectives. <i>International Journal of Environmental Research and Public Health</i> , 2021, 18, 4522.	1.2	12
855	Can playing poker be good for you? Poker as a transferable skill. <i>Journal of Gambling Issues</i> , 2005, , .	0.3	12
856	Interactive television quizzes as gambling: A cause for concern?. <i>Journal of Gambling Issues</i> , 2007, , 269.	0.3	12
857	El papel de la personalidad en el juego problemático y en las preferencias de géneros de videojuegos en adolescentes. <i>Revista De Psicología De La Salud</i> , 2021, 33, 263.	0.2	12
858	Suicidal Ideation during the COVID-19 Pandemic among A Large-Scale Iranian Sample: The Roles of Generalized Trust, Insomnia, and Fear of COVID-19. <i>Healthcare (Switzerland)</i> , 2022, 10, 93.	1.0	12
859	The Relationship Between Early Maladaptive Schemas, Depression, Anxiety and Problematic Video Gaming Among Female and Male Gamers. <i>International Journal of Mental Health and Addiction</i> , 2024, 22, 47-74.	4.4	12
860	Disorders due to addictive behaviors: Further issues, debates, and controversies. <i>Journal of Behavioral Addictions</i> , 2022, 11, 180-185.	1.9	12
861	Etiologies of Excessive Behaviour: A Study of Non-Professional Peoples' Beliefs. <i>Addiction Research</i> , 1993, 1, 199-206.	0.6	11
862	Co-existent fruit machine addiction and solvent abuse in adolescence: a cause for concern?. <i>Journal of Adolescence</i> , 1994, 17, 491-498.	1.2	11
863	Gambling: An Emerging Area of Concern for Health Psychologists. <i>Journal of Health Psychology</i> , 2001, 6, 477-479.	1.3	11
864	MINIMIZING HARM FROM GAMBLING: WHAT IS THE GAMBLING INDUSTRY'S ROLE?. <i>Addiction</i> , 2009, 104, 696-697.	1.7	11

#	ARTICLE	IF	CITATIONS
865	ON THE ROBUSTNESS OF RANGE-BASED VOLATILITY ESTIMATORS. Journal of Financial Research, 2010, 33, 179-199.	0.7	11
866	Are Mini-games Within RuneScape Gambling or Gaming?. Gaming Law Review and Economics, 2015, 19, 640-643.	0.7	11
867	Self-reported impulsivity is negatively correlated with amygdalar volumes in cocaine dependence. Psychiatry Research - Neuroimaging, 2015, 233, 212-217.	0.9	11
868	Exercise Addiction. , 2016, , 984-992.		11
869	Demonstrating the validity of the Video Game Functional Assessment-Revised (VGFA-R). Computers in Human Behavior, 2016, 54, 501-510.	5.1	11
870	Comparison of the Video Game Functional Assessment-Revised (VGFA-R) and Internet Gaming Disorder Test (IGD-20). Frontiers in Psychology, 2019, 10, 310.	1.1	11
871	Adolescents' eveningness chronotype and cyberbullying perpetration: the mediating role of depression-related aggression and anxiety-related aggression. Biological Rhythm Research, 2020, 51, 40-50.	0.4	11
872	Disordered gambling and attentional bias: The mediating role of risk-taking. Journal of Affective Disorders, 2020, 272, 496-500.	2.0	11
873	When adolescents face both Internet addiction and mood symptoms: A cross-sectional study of comorbidity and its predictors. Psychiatry Research, 2020, 284, 112795.	1.7	11
874	Alcohol consumption and risk for feeding and eating disorders in adolescence: The mediating role of drinking motives. Addictive Behaviors, 2020, 107, 106431.	1.7	11
875	Understanding Online Voluntary Self-Exclusion in Gambling: An Empirical Study Using Account-Based Behavioral Tracking Data. International Journal of Environmental Research and Public Health, 2021, 18, 2000.	1.2	11
876	The Moderating Role of Coping Mechanisms and Being an e-Sport Player Between Psychiatric Symptoms and Gaming Disorder: Online Survey. JMIR Mental Health, 2021, 8, e21115.	1.7	11
877	Association Between Perceived Stress and Post-Traumatic Stress Disorder Among Medical Staff During the COVID-19 Epidemic in Wuhan City. Frontiers in Public Health, 2021, 9, 666460.	1.3	11
878	Fear of COVID-19 and religious coping mediate the associations between religiosity and distress among older adults. Health Promotion Perspectives, 2021, 11, 316-322.	0.8	11
879	Mental Health and Personality Traits during COVID-19 in China: A Latent Profile Analysis. International Journal of Environmental Research and Public Health, 2021, 18, 8693.	1.2	11
880	The Marketing of Gambling. , 2008, , 135-153.		11
881	Mindfulness of Emptiness and the Emptiness of Mindfulness. Mindfulness in Behavioral Health, 2015, , 159-178.	0.2	11
882	The evolution of the "components model of addiction" and the need for a confirmatory approach in conceptualizing behavioral addictions. Dusunen Adam, 2020, , .	0.0	11

#	ARTICLE	IF	CITATIONS
883	Measurement, prevalence, and psychological risk factors associated with addictive food consumption: Development of a new food addiction scale and evidence from a national largescale sample. <i>Journal of Behavioral Addictions</i> , 2020, 9, 836-852.	1.9	11
884	The Myth of "Addictive Personality"™. <i>Global Journal of Addiction & Rehabilitation Medicine</i> , 2017, 3, .	0.1	11
885	The Effect of Mandatory Play Breaks on Subsequent Gambling Behavior Among Norwegian Online Sports Betting, Slots and Bingo Players: A Large-scale Real World Study. <i>Journal of Gambling Studies</i> , 2022, 38, 737-752.	1.1	11
886	Prevalence of gaming addiction and its impact on sleep quality: A cross-sectional study from Pakistan. <i>Annals of Medicine and Surgery</i> , 2022, 78, .	0.5	11
887	Gaming Convergence: Further Legal Issues and Psychosocial Impact. <i>Gaming Law Review and Economics</i> , 2011, 15, 461-464.	0.7	10
888	Behavioral Tracking Tools, Regulation, and Corporate Social Responsibility in Online Gambling. <i>Gaming Law Review and Economics</i> , 2013, 17, 579-583.	0.7	10
889	Treatment of Sexual Addiction Within the British National Health Service. <i>International Journal of Mental Health and Addiction</i> , 2014, 12, 561-571.	4.4	10
890	Tanning addiction: conceptualization, assessment and correlates. <i>British Journal of Dermatology</i> , 2018, 179, 345-352.	1.4	10
891	<i>Psychology and Exercise</i> . , 2019, , 63-72.		10
892	A Cross-Cultural Study of Weekly Sports Bettors in Australia and Spain. <i>Journal of Gambling Studies</i> , 2020, 36, 937-955.	1.1	10
893	Differentiation of self, emotion management skills, and nomophobia among smartphone users: The mediating and moderating roles of intolerance of uncertainty. <i>Social Science Journal</i> , 0, , 1-15.	0.9	10
894	The paradoxical role of insight in mental illness: The experience of stigma and shame in schizophrenia, mood disorders, and anxiety disorders. <i>Archives of Psychiatric Nursing</i> , 2020, 34, 449-457.	0.7	10
895	The Role of Violent Video Game Exposure, Personality, and Deviant Peers in Aggressive Behaviors Among Adolescents: A Two-Wave Longitudinal Study. <i>Cyberpsychology, Behavior, and Social Networking</i> , 2021, 24, 32-40.	2.1	10
896	Role of Personality Characteristics and Sexual Orientation in the Risk for Sexual Addiction Among Israeli Men: Validation of a Hebrew Sex Addiction Scale. <i>International Journal of Mental Health and Addiction</i> , 2021, 19, 32-46.	4.4	10
897	Association between Bullying Victimization and Symptoms of Depression among Adolescents: A Moderated Mediation Analysis. <i>International Journal of Environmental Research and Public Health</i> , 2021, 18, 3316.	1.2	10
898	Routine abdominal magnetic resonance imaging can determine psoas muscle area in paediatric Crohn's disease and correlates with bioelectrical impedance spectroscopy measures of lean mass. <i>Clinical Nutrition ESPEN</i> , 2021, 42, 233-238.	0.5	10
899	Tax-Induced Trading and the Turn-of-the-Year Anomaly: An Intraday Study. <i>Journal of Finance</i> , 1993, 48, 575.	3.2	10
900	Video Gaming and Gender Dysphoria: Some Case Study Evidence. <i>Aloma</i> , 2016, 34, 59-66.	0.3	10

#	ARTICLE	IF	CITATIONS
901	Exploring the Association Between Social Media Addiction and Relationship Satisfaction: Psychological Distress as a Mediator. <i>International Journal of Mental Health and Addiction</i> , 2023, 21, 2037-2051.	4.4	10
902	Applying the DSM-5 Criteria for Gambling Disorder to Online Gambling Account-Based Tracking Data: An Empirical Study Utilizing Cluster Analysis. <i>Journal of Gambling Studies</i> , 2022, 38, 1289-1306.	1.1	10
903	The Relationship Between Problematic Video Gaming, Problematic Facebook Use, and Self-Control Dimensions Among Female and Male Gamers. <i>Advances in Cognitive Psychology</i> , 2020, 16, 248-267.	0.2	10
904	Relationships of Sexual Orientation Microaggression with Anxiety and Depression among Lesbian, Gay, and Bisexual Taiwanese Youth: Self-Identity Disturbance Mediates but Gender Does Not Moderate the Relationships. <i>International Journal of Environmental Research and Public Health</i> , 2021, 18, 12981.	1.2	10
905	No Significant Changes in Addictive and Problematic Behaviors During the COVID-19 Pandemic and Related Lockdowns: A Three-Wave Longitudinal Study. <i>Frontiers in Psychology</i> , 2022, 13, 837315.	1.1	10
906	FOXN3 and GDNF Polymorphisms as Common Genetic Factors of Substance Use and Addictive Behaviors. <i>Journal of Personalized Medicine</i> , 2022, 12, 690.	1.1	10
907	Factor structure of ten psychoactive substance addictions and behavioural addictions. <i>Psychiatry Research</i> , 2022, 313, 114605.	1.7	10
908	Pathological gambling: Possible treatment using an audio playback technique. <i>Journal of Gambling Studies</i> , 1993, 9, 295-297.	1.1	9
909	The Socioeconomic Determinants of Innovation. <i>International Journal of Entrepreneurship and Innovation</i> , 2008, 9, 231-240.	1.4	9
910	Service Quality in Alcohol Treatment: A Qualitative Study. <i>International Journal of Mental Health and Addiction</i> , 2010, 8, 453-470.	4.4	9
911	A look inside AMLF: What traded and who benefited. <i>Journal of Banking and Finance</i> , 2013, 37, 1643-1657.	1.4	9
912	Legal Aspects of Responsible Gaming Pre-commitment and Personal Feedback Initiatives. <i>Gaming Law Review and Economics</i> , 2015, 19, 444-456.	0.7	9
913	Measures of behavioral function predict duration of video game play: Utilization of the Video Game Functional Assessment “Revised”. <i>Journal of Behavioral Addictions</i> , 2017, 6, 572-578.	1.9	9
914	The multiplicative effect of combining alcohol with energy drinks on adolescent gambling. <i>Addictive Behaviors</i> , 2018, 82, 7-13.	1.7	9
915	Social rejection towards mentally ill people in Hungary between 2001 and 2015: Has there been any change?. <i>Psychiatry Research</i> , 2018, 267, 73-79.	1.7	9
916	Flogging tired horses: Who wants whipping and who would walk away if whipping horses were withheld?. <i>PLoS ONE</i> , 2018, 13, e0192843.	1.1	9
917	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
918	The interplay between chasing behavior, time perspective, and gambling severity: An experimental study. <i>Journal of Behavioral Addictions</i> , 2019, 8, 259-267.	1.9	9

#	ARTICLE	IF	CITATIONS
919	The effects of a mandatory play break on subsequent gambling among Norwegian video lottery terminal players. <i>Journal of Behavioral Addictions</i> , 2019, 8, 522-529.	1.9	9
920	Morningness-eveningness and caffeine consumption: A largescale path-analysis study. <i>Chronobiology International</i> , 2019, 36, 1301-1309.	0.9	9
921	Gambling Among Adolescents and Emerging Adults: A Cross-Cultural Study Between Portuguese and English Youth. <i>International Journal of Mental Health and Addiction</i> , 2020, 18, 737-753.	4.4	9
922	Adolescent problem gambling requires community-level health promotion approaches. <i>Addiction Research and Theory</i> , 2020, 28, 91-94.	1.2	9
923	Psychometric Properties of the Persian Generalized Trust Scale: Confirmatory Factor Analysis and Rasch Models and Relationship with Quality of Life, Happiness, and Depression. <i>International Journal of Mental Health and Addiction</i> , 2021, 19, 1854-1865.	4.4	9
924	Why Some Sports Bettors Think Gambling Addiction Prevented Them from Becoming Winners? A Qualitative Approach to Understanding the Role of Knowledge in Sports Betting Products. <i>Journal of Gambling Studies</i> , 2020, 36, 903-920.	1.1	9
925	Young Teenage Suicides in Bangladeshâ€”Are Mandatory Junior School Certificate Exams to Blame?. <i>International Journal of Mental Health and Addiction</i> , 2020, , 1.	4.4	9
926	The erosion of nongambling spheres by smartphone gambling: A qualitative study on workplace and domestic disordered gambling. <i>Mobile Media and Communication</i> , 2021, 9, 254-273.	3.1	9
927	Can South Asian Countries Cope with the Mental Health Crisis Associated with COVID-19?. <i>International Journal of Mental Health and Addiction</i> , 2022, 20, 1923-1932.	4.4	9
928	Psychosocial Skills as a Protective Factor and Other Teacher Recommendations for Online Harms Prevention in Schools: A Qualitative Analysis. <i>Frontiers in Education</i> , 2021, 6, .	1.2	9
929	Online Gambling Advertising and the Third-Person Effect. <i>International Journal of Cyber Behavior, Psychology and Learning</i> , 2017, 7, 15-30.	0.6	9
930	UK-Based Police Officers' Perceptions of, and Role in Investigating, Cyber-Harassment as a Crime. <i>International Journal of Technoethics</i> , 2017, 8, 87-102.	0.6	9
931	Adolescent Gambling: Risk Factors and Implications for Prevention, Intervention, and Treatment. , 0, , 223-238.		9
932	A study of superstitious beliefs among bingo players. <i>Journal of Gambling Issues</i> , 2005, , .	0.3	9
933	Gaming Addiction and Internet Gaming Disorder. , 2015, , 74-93.		9
934	Innovating for Social Impact: Is Bricolage the Catalyst for Change?. , 2010, , .		9
935	Relationship Between Gaming Disorder, Self-Compensation Motivation, Game Flow, Time Spent Gaming, and Fear of Missing Out Among a Sample of Chinese University Students: A Network Analysis. <i>Frontiers in Psychiatry</i> , 2021, 12, 761519.	1.3	9
936	Uses and gratifications of problematic mukbang watching â€” The role of eating and social gratification: A pilot study. <i>Journal of Psychiatric Research</i> , 2022, 146, 28-30.	1.5	9

#	ARTICLE	IF	CITATIONS
937	The relationship between structural characteristics and gambling behaviour: An online gambling player tracking study. <i>Journal of Gambling Studies</i> , 2023, 39, 265-279.	1.1	9
938	Building and rebuilding charity brands: the role of creative agencies. <i>International Journal of Nonprofit and Voluntary Sector Marketing</i> , 2005, 10, 121-132.	0.5	8
939	Aggressive behaviour in adult slot machine gamblers: an interpretative phenomenological analysis. <i>Journal of Community and Applied Social Psychology</i> , 2005, 15, 255-272.	1.4	8
940	Exercise Addiction. , 2014, , 317-342.		8
941	Practical tips for using mindfulness in general practice. <i>British Journal of General Practice</i> , 2014, 64, 368-369.	0.7	8
942	U.S. BANK LENDING ACTIVITY IN THE POSTCRISIS WORLD. <i>Journal of Financial Research</i> , 2016, 39, 389-410.	0.7	8
943	Can compassion help cure health-related disorders?. <i>British Journal of General Practice</i> , 2017, 67, 177-178.	0.7	8
944	A multilevel longitudinal study of experiencing virtual presence in adolescence: the role of anxiety and openness to experience in the classroom. <i>Behaviour and Information Technology</i> , 2017, 36, 524-539.	2.5	8
945	Internet addiction in college students and its relationship with cigarette smoking and alcohol use in Northeast China. <i>Asia-Pacific Psychiatry</i> , 2017, 9, e12281.	1.2	8
946	“Behavioural addiction”™ and “selfitis”™ as constructs “ The truth is out there! A reply to Starcevic et al. (2018). <i>Australian and New Zealand Journal of Psychiatry</i> , 2018, 52, 730-731.	1.3	8
947	The role of school connectedness and maladaptive cognitions in the association between stress and Internet addiction: A serial mediation model. <i>Perspectives in Psychiatric Care</i> , 2019, 55, 728-733.	0.9	8
948	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
949	Factors Affecting Sleep Quality Among the University Students in Bangladesh: A Cross-Sectional Structured Interview Study. <i>Sleep and Vigilance</i> , 2020, 4, 177-184.	0.4	8
950	Psychometric Analysis and Validation of the Italian Bergen Facebook Addiction Scale. <i>International Journal of Mental Health and Addiction</i> , 2023, 21, 451-467.	4.4	8
951	The Relationship Between Gambling Event Frequency, Motor Response Inhibition, Arousal, and Dissociative Experience. <i>Journal of Gambling Studies</i> , 2021, 37, 241-268.	1.1	8
952	A theory-based intervention to promote medication adherence in patients with rheumatoid arthritis: A randomized controlled trial. <i>Clinical Rheumatology</i> , 2021, 40, 101-111.	1.0	8
953	The relationship between substance use disorder and gambling disorder: A nationwide longitudinal health registry study. <i>Scandinavian Journal of Public Health</i> , 2023, 51, 28-34.	1.2	8
954	Playing video games seems to have few serious acute adverse effects on health. <i>BMJ: British Medical Journal</i> , 2002, 324, 1159-1159.	2.4	8

#	ARTICLE	IF	CITATIONS
955	Should Voluntary "Self-Exclusion" by Gamblers be used as a Proxy Measure for Problem Gambling?. MOJ Addiction Medicine & Therapy, 2016, 2, .	0.1	8
956	Early Maladaptive Schemas in Development of Addictive Disorders as Parts of the Complex Addiction Jigsaw. International Journal of High Risk Behaviors & Addiction, 2014, 3, e16746.	0.1	8
957	Psychometric Validation of the Persian Self-Compassion Scale Youth Version. Mindfulness, 2022, 13, 385-397.	1.6	8
958	Comparison of children's social problem-solving skills who play videogames and traditional games: A cross-cultural study. Computers and Education, 2022, 187, 104548.	5.1	8
959	Adaptation and validation of the Online-Fear of Missing Out Inventory into Turkish and the association with social media addiction, smartphone addiction, and life satisfaction. BMC Psychology, 2022, 10, .	0.9	8
960	The role of healthy emotionality in the relationship between fear of COVID-19 and mental health problems: a cross-sectional study. Cognitive Processing, 2022, 23, 569-581.	0.7	8
961	An Empirical Attempt to Operationalize Chasing Losses in Gambling Utilizing Account-Based Player Tracking Data. Journal of Gambling Studies, 2023, 39, 1547-1561.	1.1	8
962	Pathological gambling and treatment. British Journal of Clinical Psychology, 1996, 35, 477-479.	1.7	7
963	Treating problem gamblers: a residential therapy approach. Journal of Gambling Studies, 2001, 17, 161-169.	1.1	7
964	Gambling-Related Violence: An Issue for the Police?. The Police Journal: A Quarterly Review for the Police Forces of the Commonwealth and English-speaking World, 2005, 78, 223-227.	1.1	7
965	A Typology of UK Slot Machine Gamblers: A Longitudinal Observational and Interview Study. International Journal of Mental Health and Addiction, 2011, 9, 606-626.	4.4	7
966	Service quality in alcohol treatment. International Journal of Health Care Quality Assurance, 2011, 24, 149-163.	0.2	7
967	Psychology and Exercise. , 2013, , 65-73.		7
968	Cross-cultural comparison of Spanish and British "service-with-a-smile" outcomes. Journal of Managerial Psychology, 2016, 31, 960-975.	1.3	7
969	Are contemporary mindfulness-based interventions unethical?. British Journal of General Practice, 2016, 66, 94-94.	0.7	7
970	Beyond the Boundaries of the Game. , 2017, , 97-121.		7
971	"¿el Am Becoming More and More Like My Eldest Brother!": The Relationship Between Older Siblings, Adolescent Gambling Severity, and the Attenuating Role of Parents in a Large-Scale Nationally Representative Survey Study. Journal of Gambling Studies, 2017, 33, 425-435.	1.1	7
972	An Exploratory Study on Motivational Predictors in Internet Gaming Disorder Among Peruvian Gamers. , 2018, , .		7

#	ARTICLE	IF	CITATIONS
973	The Mediating Role of Depression in the Relationship Between Body Image Dissatisfaction and Cyberbullying Perpetration. <i>International Journal of Mental Health and Addiction</i> , 2020, 18, 1482-1492.	4.4	7
974	Depression literacy and awareness programs among Bangladeshi students: An online survey. <i>Heliyon</i> , 2020, 6, e04901.	1.4	7
975	Investigating the effect of vitamin D vaginal suppository on sexual function among postmenopausal women: study protocol for a randomized controlled trial. <i>BMC Women's Health</i> , 2020, 20, 27.	0.8	7
976	Psychometric properties of Postpartum Partner Support Scale—Persian version. <i>Nursing Open</i> , 2021, 8, 1688-1695.	1.1	7
977	Correlates of Psychological Distress Among Pakistani Adults During the COVID-19 Outbreak: Parallel and Serial Mediation Analyses. <i>Frontiers in Psychology</i> , 2021, 12, 647821.	1.1	7
978	Perceived Challenges and Online Harms from Social Media Use on a Severity Continuum: A Qualitative Psychological Stakeholder Perspective. <i>International Journal of Environmental Research and Public Health</i> , 2021, 18, 3227.	1.2	7
979	ADHD symptoms, the current symptom scale, and exploratory structural equation modeling: A psychometric study. <i>Research in Developmental Disabilities</i> , 2021, 111, 103850.	1.2	7
980	Development and Psychometric Assessment of the Problematic QQ Use Scale among Adolescents. <i>International Journal of Environmental Research and Public Health</i> , 2021, 18, 6744.	1.2	7
981	Psychometric Properties of the Turkish Version of the Bergen Work Addiction Scale. <i>International Journal of Mental Health and Addiction</i> , 0, , 1.	4.4	7
982	An Exploratory Examination of the Relationship Between Symptoms of Depression and Exercise Addiction Among Undergraduate Recreational Exercisers. <i>International Journal of Mental Health and Addiction</i> , 2022, 20, 1385-1397.	4.4	7
983	Association between Active School Travel and Depressive Symptoms among 51,702 Adolescents in 26 Low- and Middle-Income Countries. <i>International Journal of Mental Health Promotion</i> , 2021, 23, 141-153.	0.4	7
984	A population-based nationwide dataset concerning the COVID-19 pandemic and serious psychological consequences in Bangladesh. <i>Data in Brief</i> , 2020, 33, 106621.	0.5	7
985	Digital Speech Therapy for the Aphasia Patients. , 2019, , .		7
986	An Empirical Study of Problematic Internet Use and Self-Esteem. , 2013, , 82-95.		7
987	Game Transfer Phenomena in Video Game Playing. , 2013, , 170-189.		7
988	Unravelling the Web. , 2010, , 29-49.		7
989	Analyzing Consumer Protection for Gamblers Across Different Online Gambling Operators: A Replication Study. <i>International Journal of Mental Health and Addiction</i> , 2023, 21, 1882-1897.	4.4	7
990	Self-Compassion Moderates the Association Between Body Dissatisfaction and Suicidal Ideation in Adolescents: A Cross-Sectional Study. <i>International Journal of Mental Health and Addiction</i> , 2023, 21, 2371-2388.	4.4	7

#	ARTICLE	IF	CITATIONS
991	Relationships Between Depressive Symptoms, Interpersonal Sensitivity and Social Support of Employees Before and During the COVID-19 Epidemic: A Cross-lag Study. <i>Frontiers in Psychology</i> , 2022, 13, 742381.	1.1	7
992	Psychological impact of COVID-19 restrictions among individuals at risk of exercise addiction and their socio-demographic correlates: A Saudi Arabian survey study. <i>Current Psychology</i> , 2022, , 1-16.	1.7	7
993	Examining the reliability of the scores of self-report instruments assessing problematic exercise: A systematic review and meta-analysis. <i>Journal of Behavioral Addictions</i> , 2022, 11, 326-347.	1.9	7
994	The Development and Validation of the Ontological Addiction Scale. <i>International Journal of Mental Health and Addiction</i> , 2023, 21, 4043-4070.	4.4	7
995	The path of depression among frontline nurses during COVID-19 pandemic: A fuzzy set qualitative comparative analysis. <i>International Journal of Mental Health Nursing</i> , 2022, 31, 1239-1248.	2.1	7
996	Gambling. , 2005, , 467-486.		6
997	Market-making costs in Treasury bills: A benchmark for the cost of liquidity. <i>Journal of Banking and Finance</i> , 2010, 34, 2146-2157.	1.4	6
998	Empirical Internet gambling research (1996-2008): Some further comments. <i>Addiction Research and Theory</i> , 2011, 19, 85-86.	1.2	6
999	Commentary on muscle dysmorphia as an addiction: A response to Grant (2015) and Nieuwoudt (2015). <i>Journal of Behavioral Addictions</i> , 2015, 4, 11-13.	1.9	6
1000	Validation of the Portuguese DSM-IV-MR-J. <i>International Journal of Mental Health and Addiction</i> , 2016, 14, 1096-1106.	4.4	6
1001	Assessing the Validity of Western Measurement of Online Risks to Children in an Asian Context. <i>Child Indicators Research</i> , 2016, 9, 407-428.	1.1	6
1002	Exercise Dependence in Amateur Competitors and Non-Competitor Recreational Exercisers. <i>International Journal of Mental Health and Addiction</i> , 2017, 15, 580-587.	4.4	6
1003	Cognitive Reactivity: Cultural Adaptation and Psychometric Testing of the Persian Version of the Leiden Index of Depression Sensitivity Revised (LEIDS-R) in an Iranian Sample. <i>International Journal of Mental Health and Addiction</i> , 2017, 15, 621-638.	4.4	6
1004	Cross-national differences in risk preference and individual deprivation: A large-scale empirical study. <i>Personality and Individual Differences</i> , 2018, 126, 52-60.	1.6	6
1005	Does Individual Gambling Behavior Vary across Gambling Venues with Differing Numbers of Terminals? An Empirical Real-World Study using Player Account Data. <i>Frontiers in Psychology</i> , 2018, 9, 158.	1.1	6
1006	Obsessive and harmonious passion in physically active Spanish and Hungarian men and women: A brief report on cultural and gender differences. <i>International Journal of Psychology</i> , 2019, 54, 598-603.	1.7	6
1007	The Development of the Turkish Craving for Internet Gaming Scale (CIGS): A Validation Study. <i>International Journal of Mental Health and Addiction</i> , 2019, , 1.	4.4	6
1008	Varicella outbreak among the Rohingya refugees in Bangladesh: Lessons learned and potential prevention strategies. <i>Travel Medicine and Infectious Disease</i> , 2019, 31, 101465.	1.5	6

#	ARTICLE	IF	CITATIONS
1009	HIV infection in Rohingya refugees in Bangladesh. <i>Lancet HIV</i> , 2019, 6, e419.	2.1	6
1010	CUSTOMIZATION AND PERSONALIZATION OF SPORTS BETTING PRODUCTS: IMPLICATIONS FOR RESPONSIBLE GAMBLING. <i>Gaming Law Review</i> , 2019, 23, 572-577.	0.1	6
1011	A longitudinal study of adaption to prison after initial incarceration. <i>Psychiatry Research</i> , 2019, 273, 240-246.	1.7	6
1012	A Prospective Study Examining the Relationship Between Dispositional Mindfulness and Insomnia Among Male Prisoners in Iran: The Mediating Effect of Psychological Distress and Perceived Stress. <i>International Journal of Mental Health and Addiction</i> , 2022, 20, 19-30.	4.4	6
1013	Neurophysiological Correlates of the Near-Miss Effect in Gambling. <i>Journal of Gambling Studies</i> , 2020, 36, 653-668.	1.1	6
1014	DSM-5 pathological personality domains as vulnerability factors in predicting COVID-19-related anxiety symptoms. <i>Journal of Addictive Diseases</i> , 2021, 39, 450-458.	0.8	6
1015	Exploring the public's perception of gambling addiction on Twitter during the COVID-19 pandemic: Topic modelling and sentiment analysis. <i>Journal of Addictive Diseases</i> , 2021, 39, 489-503.	0.8	6
1016	Adicción a los videojuegos: una breve revisión psicológica. <i>Revista De Psicoterapia</i> , 2008, 19, 33-49.	0.0	6
1017	Draconian policy measures are unlikely to prevent disordered gaming. <i>Journal of Behavioral Addictions</i> , 2021, , .	1.9	6
1018	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
1019	Psychometric evaluation of the Russian version of the Gaming Disorder Scale for Adolescents. <i>Current Psychology</i> , 2023, 42, 13754-13768.	1.7	6
1020	Problematic Smartphone Use and Problematic Social Media Use: The Predictive Role of Self-Construal and the Mediating Effect of Fear Missing Out. <i>Frontiers in Public Health</i> , 2022, 10, 814468.	1.3	6
1021	A Review of the Components of Problematic Exercise in Psychometric Assessment Instruments. <i>Frontiers in Public Health</i> , 2022, 10, 839902.	1.3	6
1022	The Effect of a Mandatory Play Break on Subsequent Gambling Behavior among British Online Casino Players: A Large-Scale Real-World Study. <i>Journal of Gambling Studies</i> , 2023, 39, 383-399.	1.1	6
1023	Suicidal ideation and its related factors among older adults: a population-based study in Southwestern Iran. <i>BMC Geriatrics</i> , 2022, 22, 371.	1.1	6
1024	Problematic Shopping Behavior: An Item Response Theory Examination of the Seven-Item Bergen Shopping Addiction Scale. <i>International Journal of Mental Health and Addiction</i> , 2023, 21, 4108-4126.	4.4	6
1025	Fruit machine addiction: two briefcase studies From Mark Griffiths (Polytechnic South West,) Tj ETQq1 1 0.784314,rgBT /Overlock 10	1.7	5
1026	Arcade Gambling: A Research Note. <i>Psychological Reports</i> , 1997, 80, 413-414.	0.9	5

#	ARTICLE	IF	CITATIONS
1027	Some Comments on "Health-Related Correlates of Gambling on the British National Lottery" by Reid, ET AL.. Psychological Reports, 1999, 85, 143-144.	0.9	5
1028	Betting Shop Violence: A Cause for Concern?. The Police Journal: A Quarterly Review for the Police Forces of the Commonwealth and English-speaking World, 2001, 74, 55-60.	1.1	5
1029	Bingo playing in the UK: The influence of demographic factors on play. International Gambling Studies, 2002, 2, 51-60.	1.3	5
1030	Year-end and quarter-end effects in the term structure of sterling repo and Eurepo rates. Journal of International Financial Markets, Institutions and Money, 2009, 19, 803-817.	2.1	5
1031	Assessing young people's political engagement: A critical and systematic literature review of the instruments used to measure political engagement. International Politics Reviews, 2016, 4, 55-72.	0.5	5
1032	Principles for Developing Benchmark Criteria for Staff Training in Responsible Gambling. Journal of Gambling Studies, 2017, 33, 167-186.	1.1	5
1033	Commentary: Development and Validation of a Self-reported Questionnaire for Measuring Internet Search Dependence. Frontiers in Public Health, 2017, 5, 95.	1.3	5
1034	The mediating role of female migration on social entrepreneurship activity. International Journal of Entrepreneurship and Innovation, 2018, 19, 273-281.	1.4	5
1035	A BRIEF OVERVIEW OF THE AUSTRIAN GAMBLING REGULATION AND IMPLICATIONS FOR PLAYER PROTECTION AND HARM MINIMIZATION. Gaming Law Review, 2018, 22, 564-567.	0.1	5
1036	Using Date Specific Searches on Google Books to Disconfirm Prior Origination Knowledge Claims for Particular Terms, Words, and Names. Social Sciences, 2018, 7, 66.	0.7	5
1037	A Virtual Reality Based Gas Assessment Application for Training Gas Engineers. , 2019, , .		5
1038	The Development of the Online Player Type Scale. International Journal of Cyber Behavior, Psychology and Learning, 2020, 10, 15-31.	0.6	5
1039	Voices of Temporary Sobriety " A Diary Study of an Alcohol-Free Month in Hungary. Substance Use and Misuse, 2020, 55, 839-850.	0.7	5
1040	Prevalence of Poor Sleep Quality and Its Determinants Among Bangladeshi Students: A Pilot Study. Sleep and Vigilance, 2020, 4, 185-193.	0.4	5
1041	Examining the role of social physique anxiety on the relationship between physical appearance comparisons and disordered eating symptoms among Spanish emerging adults. Scandinavian Journal of Psychology, 2020, 61, 803-808.	0.8	5
1042	Open letter from UK based academic scientists to the secretaries of state for digital, culture, media and sport and for health and social care regarding the need for independent funding for the prevention and treatment of gambling harms. BMJ, The, 2020, 370, m2613.	3.0	5
1043	Relationships among economic stress, social support, age and quality of life in patients with chronic wounds: A moderated mediation model. Journal of Advanced Nursing, 2020, 76, 2125-2136.	1.5	5
1044	Mandatory Junior School Certificate Exams and Young Teenage Suicides in Bangladesh: A Response to Arafat (2020). International Journal of Mental Health and Addiction, 2020, , 1.	4.4	5

#	ARTICLE	IF	CITATIONS
1045	Bangladeshi medical studentsâ€™ suicide: A response to Arafat (2020). Asian Journal of Psychiatry, 2020, 53, 102201.	0.9	5
1046	A descriptive survey of online gaming characteristics and gaming disorder in Ireland. Irish Journal of Psychological Medicine, 2023, 40, 200-208.	0.7	5
1047	The Psychometric Properties of the Online Gambling Symptom Assessment Scale (OGSAS). International Journal of Mental Health and Addiction, 2021, 19, 303-313.	4.4	5
1048	The utilization and perception of sports betting experts (â€˜tipstersâ€™) among sports bettors with gambling problems: a qualitative focus group interview study. International Gambling Studies, 2021, 21, 238-254.	1.3	5
1049	Sex addiction in Turkey: A large-scale survey with a national community sample. Current Psychology, 2023, 42, 2947-2955.	1.7	5
1050	In search of the optimum structural model for Internet Gaming Disorder. BMC Psychiatry, 2021, 21, 176.	1.1	5
1051	All for one? The Paycheck Protection Program distribution disparity. Journal of Entrepreneurship and Public Policy, 2021, 10, 323-335.	0.7	5
1052	Does Social Support Moderate Wound Pain and Health-Related Quality of Life in Patients With Chronic Wounds? A Multicenter Descriptive Cross-sectional Study. Journal of Wound, Ostomy and Continence Nursing, 2021, 48, 300-305.	0.6	5
1053	Latent Profile Analysis of Perceptions and Attitudes Towards COVID-19 in a Sample of Chinese People. Frontiers in Public Health, 2021, 9, 727242.	1.3	5
1054	Prevalence and high-risk behaviors associated with non-fatal overdose among people who use illicit opioids: A systematic review and meta-analysis. Journal of Substance Use, 2022, 27, 569-584.	0.3	5
1055	ONLINE FORUMS AND SOLICITED BLOGS: INNOVATIVE METHODOLOGIES FOR ONLINE GAMING DATA COLLECTION. Studia Psychologica, 2016, 15, 101.	0.1	5
1056	Internet Addiction and the Psychometric Properties of the Nine-item Internet Disorder Scale-Short Form: An Application of Rasch Analysis. Addiction and Health, 2019, 11, 234-242.	0.3	5
1057	Where do Gambling and Internet â€˜Addictionsâ€™ Belong? The Status of â€˜Otherâ€™ Addictions. , 0, , 446-465.		5
1058	Slot Machine Gamblers - Why Are They So Hard to Study?. Journal of Gambling Issues, 2002, , .	0.3	5
1059	Sexual Satisfaction and Cognitive Schemas Activated in a Sexual Context among Iranian Married Women of Reproductive Age. Journal of Sex and Marital Therapy, 2022, 48, 251-262.	1.0	5
1060	Fear of COVID-19 Among Undergraduate and Postgraduate Students in Pakistan. Trends in Psychology, 2023, 31, 194-209.	0.7	5
1061	COVID-19 Fear Among Pakistanis: Psychometric Evaluation of the Fear of COVID-19 Scale Using Item Response Theory and Confirmatory Factor Analysis. International Journal of Mental Health and Addiction, 2023, 21, 1240-1255.	4.4	5
1062	Sports Betting Advertising: A Systematic Review of Content Analysis Studies. International Journal of Mental Health and Addiction, 2023, 21, 3076-3102.	4.4	5

#	ARTICLE	IF	CITATIONS
1063	The Persian Exercise Addiction Inventory—Adult and Youth Versions: Psychometric Properties Based on Rasch Analysis Among Iranians. <i>International Journal of Mental Health and Addiction</i> , 2023, 21, 3376-3392.	4.4	5
1064	Alexithymia and Mobile Phone Addiction Among College Students With and Without Siblings: a Moderated Mediation of Depression and Gender. <i>International Journal of Mental Health and Addiction</i> , 2023, 21, 2877-2891.	4.4	5
1065	The relationship between cognitive schemas activated in sexual context and early maladaptive schemas among married women of childbearing age. <i>BMC Psychology</i> , 2022, 10, .	0.9	5
1066	Online Addictions Among Adolescents and Young Adults in Iran: The Role of Attachment Styles and Gender. <i>Social Science Computer Review</i> , 0, , 089443932211112.	2.6	5
1067	Book review of amusement machines: Dependency and delinquency. <i>Journal of Gambling Studies</i> , 1991, 7, 79-86.	1.1	4
1068	Teenage Gambling: A Pilot Study. <i>Psychological Reports</i> , 1991, 68, 946-946.	0.9	4
1069	Delivering Service Quality in Alcohol Treatment: A Qualitative Comparison of Public and Private Treatment Centres by Service Users and Service Providers. <i>International Journal of Mental Health and Addiction</i> , 2012, 10, 185-196.	4.4	4
1070	Teaching Ethics in Mindfulness-based Interventions. <i>Mindfulness</i> , 2015, 6, 1491-1493.	1.6	4
1071	The Relationship Between Gambling and Homelessness: A Commentary on Sharman et al. (2014). <i>Journal of Gambling Studies</i> , 2015, 31, 1153-1159.	1.1	4
1072	Commentary: Playing the computer game tetris prior to viewing traumatic film material and subsequent intrusive memories: examining proactive interference. <i>Frontiers in Psychology</i> , 2016, 7, 260.	1.1	4
1073	Implications of a TAF program stigma for lenders: the case of publicly traded banks versus privately held banks. <i>Review of Quantitative Finance and Accounting</i> , 2017, 49, 545-567.	0.8	4
1074	A Qualitative Study on the Effects of Psychoactive Substance use upon Artistic Creativity. <i>Substance Use and Misuse</i> , 2018, 53, 1275-1280.	0.7	4
1075	Gambling, motor cautiousness, and choice impulsivity: An experimental study. <i>Journal of Behavioral Addictions</i> , 2018, 7, 1030-1043.	1.9	4
1076	Gambling Disorder Treatment Referrals Within the Irish Mental Health Service: A National Survey Using Freedom of Information Requests. <i>International Journal of Mental Health and Addiction</i> , 2018, 19, 598.	4.4	4
1077	Letter to the Editor for “Current Addiction Reports” Game Transfer Phenomena and Dissociation: a Reply to Guglielmucci et al. (2019). <i>Current Addiction Reports</i> , 2019, 6, 155-158.	1.6	4
1078	Financial crisis solutions in the commercial paper market. <i>Managerial Finance</i> , 2019, 45, 294-310.	0.7	4
1079	Difficulties in Emotion Regulation, Coping, and Dysfunctional Psychological Symptoms in Family Members of People with Gambling Disorder. <i>International Journal of Mental Health and Addiction</i> , 2020, 18, 1196-1208.	4.4	4
1080	Path Analysis of the Relationship Between Optimism, Humor, Affectivity, and Marital Satisfaction Among Infertile Couples. <i>International Journal of Mental Health and Addiction</i> , 2023, 21, 200-214.	4.4	4

#	ARTICLE	IF	CITATIONS
1081	Videogame Addiction Scale for Children: Psychometric Properties and Gamer Profiles in the Italian Context. <i>International Journal of Mental Health and Addiction</i> , 2022, 20, 1984-2005.	4.4	4
1082	Psychometric Validation of the Persian Version of the Problem Gambling Severity Index. <i>International Journal of Mental Health and Addiction</i> , 2021, 19, 2411-2422.	4.4	4
1083	An Analysis of Consumer Protection for Gamblers Across Different Online Gambling Operators in Ireland: A Descriptive Study. <i>International Journal of Mental Health and Addiction</i> , 2021, 19, 19-31.	4.4	4
1084	Can risky behaviors, gaming addiction, and family sense of coherence accurately classify gender among university students?. <i>Current Psychology</i> , 2022, 41, 7522-7531.	1.7	4
1085	The Development of the Turkish Craving for Online Shopping Scale: A Validation Study. <i>International Journal of Mental Health and Addiction</i> , 2023, 21, 1303-1319.	4.4	4
1086	Effects on Gambling Behaviour of Developments in Information Technology. <i>International Journal of Cyber Behavior, Psychology and Learning</i> , 2011, 1, 36-48.	0.6	4
1087	Why don't adolescents turn up for gambling treatment (revisited)?. <i>Journal of Gambling Issues</i> , 2004, , .	0.3	4
1088	Problematic Social Media Use, Personality Traits, and Mental Health Among Bangladeshi University Students. <i>Journal of Technology in Behavioral Science</i> , 2022, 7, 183-191.	1.3	4
1089	The Role of Procrastination Between Personality Traits and Addictive Mukbang Watching Among Emerging Adults. <i>SAGE Open</i> , 2022, 12, 215824402210850.	0.8	4
1090	Serial Mediation Roles of Alexithymia and Loneliness in the Association Between Family Function and Internet Addiction Among Chinese College Students. <i>Frontiers in Psychology</i> , 2022, 13, .	1.1	4
1091	Addiction, the tobacco industry and Nature. <i>Nature</i> , 1998, 392, 122-122.	13.7	3
1092	THE YEAR-END PRICE OF RISK IN A MARKET FOR LIQUIDITY. , 2005, , 169-182.		3
1093	Non-addictive psychoactive drug use: Implications for behavioral addiction. <i>Behavioral and Brain Sciences</i> , 2011, 34, 315-316.	0.4	3
1094	Eproctophilia in a Young Adult Male. <i>Archives of Sexual Behavior</i> , 2013, 42, 1383-1386.	1.2	3
1095	Current Trends in Mindfulness and Mental Health. <i>International Journal of Mental Health and Addiction</i> , 2014, 12, 113.	4.4	3
1096	Research funding in gambling studies: some further observations. <i>International Gambling Studies</i> , 2015, 15, 15-19.	1.3	3
1097	Internet addiction and sleep quality: a response to Jahan et al. (2019). <i>Sleep and Biological Rhythms</i> , 2019, 17, 463-464.	0.5	3
1098	SOFT INFORMATION PRODUCTION IN SME LENDING. <i>Journal of Financial Research</i> , 2020, 43, 121-151.	0.7	3

#	ARTICLE	IF	CITATIONS
1099	Fantasy Football (Soccer) Playing and Internet Addiction Among Online Fantasy Football Participants: A Descriptive Survey Study. <i>International Journal of Mental Health and Addiction</i> , 2022, 20, 1200-1211.	4.4	3
1100	Psychometric Validation of the Internet Disorder Scale“Short Form in an Italian Adult Sample. <i>International Journal of Mental Health and Addiction</i> , 2022, 20, 2571-2586.	4.4	3
1101	Brand Knowledge, Similarity to Story Characters and Perceived Influence of Gambling Advertising Among Spanish Sports Bettors: a Survey Study. <i>International Journal of Mental Health and Addiction</i> , 2021, 19, 134-142.	4.4	3
1102	The symbolic construction of sports betting products. <i>International Gambling Studies</i> , 2021, 21, 498-515.	1.3	3
1103	Validation and Psychometric Evaluation of the Italian Version of the Bergen“Yale Sex Addiction Scale. <i>International Journal of Mental Health and Addiction</i> , 2023, 21, 1636-1662.	4.4	3
1104	Bioelectrical spectroscopy impedance phase angle is not associated with nutritional status in a stable cohort of paediatric inflammatory bowel disease patients. <i>Clinical Nutrition ESPEN</i> , 2021, 44, 276-281.	0.5	3
1105	Risk Factors for Depression and Anxiety Disorders Among Bangladeshi Dental Students: A Cross-Sectional Survey Study. <i>International Journal of Mental Health and Addiction</i> , 0, , 1.	4.4	3
1106	Psychometric Properties of the Fear of COVID-19 Scale: a Response to Mercado-Lara et al. “Validity and Reliability of the Spanish Version of Fear of COVID-19 Scale in Colombian Physicians“ <i>International Journal of Mental Health and Addiction</i> , 2021, , 1-3.	4.4	3
1107	The Role of Criticism in Expressed Emotion Among Psychoactive Substance Users: an Experimental Vignette Study. <i>International Journal of Mental Health and Addiction</i> , 2023, 21, 258-272.	4.4	3
1108	Addiction and Entertainment Products. , 2015, , 1-22.		3
1109	Fitness-Related Self-Conscious Emotions and Risk for Exercise Addiction: Examining the Mediating Role of Passion. <i>Journal of Sport and Exercise Psychology</i> , 2020, 42, 240-248.	0.7	3
1110	SOME COMMENTS ON 'HEALTH-RELATED CORRELATES OF GAMBLING ON THE BRITISH NATIONAL LOTTERY' BY REID, ET AL.. <i>Psychological Reports</i> , 1999, 85, 143.	0.9	3
1111	Videogames as Therapy. , 2020, , 324-363.		3
1112	Why Don't Adolescent Problem Gamblers Seek Treatment?. <i>Journal of Gambling Issues</i> , 2001, , .	0.3	3
1113	Latent profile analysis of mental health among Chinese healthcare staff during the COVID-19 pandemic. <i>Psychology, Health and Medicine</i> , 2022, 27, 1963-1976.	1.3	3
1114	Poor Uncorrected Visual Acuity and Association With Sleep Duration and Screen Time: A Dose“Response Relationship Study. <i>Dose-Response</i> , 2021, 19, 155932582110421.	0.7	3
1115	Do Online Gambling Products Require Traditional Therapy for Gambling Disorder to Change? Evidence from Focus Group Interviews with Mental Health Professionals Treating Online Gamblers. <i>Journal of Gambling Studies</i> , 2022, 38, 681-697.	1.1	3
1116	Gambling and social gambling: An exploratory study of young people's perceptions and behaviour. <i>Aloma</i> , 2015, 33, 101-113.	0.3	3

#	ARTICLE	IF	CITATIONS
1117	Psychometric properties of the Fear of COVID-19 Scale: A response to de Medeiros et al. "Psychometric properties of the Brazilian version of the Fear of COVID-19 Scale (FCV-19S)" Current Psychology, 2023, 42, 12646-12647.	1.7	3
1118	Lived Experiences of Recovery from Compulsive Sexual Behavior among Members of Sex and Love Addicts Anonymous: A Qualitative Thematic Analysis. , 2021, 28, 47-80.		3
1119	Biological and practical considerations regarding circadian rhythm and mental health relationships among nurses working night shifts: a narrative review and recommendations.. Rivista Di Psichiatria, 2022, 57, 67-79.	0.6	3
1120	Comparison of Value Perception of Children in Playing Videogames and Traditional Games: Turkish and British Samples. Egitim Ve Bilim, 2022, 47, .	0.1	3
1121	Predictors of women's sexual quality of life during the COVID-19 pandemic: An Iranian cross-sectional study. Sexual and Relationship Therapy, 0, , 1-14.	0.7	3
1122	Associations between fear of COVID-19, dental anxiety, and psychological distress among Iranian adolescents. BDJ Open, 2022, 8, .	0.8	3
1123	A network analysis of the Internet Disorder Scale"Short Form (IDS9-SF): A large-scale cross-cultural study in Iran, Pakistan, and Bangladesh. Current Psychology, 2023, 42, 21994-22003.	1.7	3
1124	THE RELATION BETWEEN THE FEDERAL FUNDS CASH AND FUTURES MARKETS. Journal of Financial Research, 1996, 19, 359-376.	0.7	2
1125	Youth and Technology. , 2005, , 101-120.		2
1126	Asian National Adolescent Gambling Surveys: Methodological Issues, Protocols and Advice. Asian Journal of Gambling Issues and Public Health, 2010, 1, 4-18.	0.9	2
1127	Gamers' Attitudes towards Victims of Crime. International Journal of Cyber Behavior, Psychology and Learning, 2013, 3, 13-33.	0.6	2
1128	Violent Video Games and Attitudes Towards Victims of Crime. International Journal of Cyber Behavior, Psychology and Learning, 2013, 3, 1-16.	0.6	2
1129	Commentary: Musical hallucinations: review of treatment effects. Frontiers in Psychology, 2015, 6, 1885.	1.1	2
1130	Compassion, Dominance/Submission, and Curled Lips: A Thematic Analysis of Dacryphilic Experience. International Journal of Sexual Health, 2015, 27, 337-350.	1.2	2
1131	Identifying risk and mitigating gambling-related harm in online poker. Journal of Risk Research, 2018, 21, 269-289.	1.4	2
1132	Excessive gaming and internet use: Preliminary results with anxiety and depression among highly engaged Peruvian gamers. , 2018, , .		2
1133	USE OF GAMIFICATION IN FACILITATING THE USE OF RESPONSIBLE GAMBLING TOOLS. Gaming Law Review, 2019, 23, 19-22.	0.1	2
1134	The Development of the Internalization of Sociocultural Body Ideals Scale Using Items From the Sociocultural Attitudes Towards Appearance Questionnaire: Validity, Reliability, and Measurement Invariance Testing. International Journal of Mental Health and Addiction, 2022, 20, 719-732.	4.4	2

#	ARTICLE	IF	CITATIONS
1135	ONLINE GAMBLING AND GEOLOCATION TECHNOLOGY: IMPLICATIONS FOR REGULATION AND POTENTIAL THREATS TO PLAYER PROTECTION. <i>Gaming Law Review</i> , 2019, 23, 344-347.	0.1	2
1136	Perceived loss among people living with mental disorders: Validation of the personal loss from mental illness scale. <i>Comprehensive Psychiatry</i> , 2020, 96, 152146.	1.5	2
1137	Gaming Disorder and Its Treatment. , 2020, , 288-294.		2
1138	Patterns and temporal change of psychopathological symptoms among inpatients with alcohol use disorder undergoing a twelve-step based treatment. <i>Addictive Behaviors Reports</i> , 2020, 12, 100302.	1.0	2
1139	“To err is human” but small mistakes matter! A further note on Bitan et al. (2020). <i>Psychiatry Research</i> , 2020, 291, 113234.	1.7	2
1140	Non-Pervasive Monitoring of Daily-Life Behavior to Access Depressive Symptom Severity Via Smartphone Technology. , 2020, , .		2
1141	Internal and external validity of the brief version of the Multidimensional Personality Questionnaire: Exploratory structural equation modelling. <i>PLoS ONE</i> , 2020, 15, e0229470.	1.1	2
1142	A descriptive pilot survey of behavioural addictions in an adolescent secondary school population in Ireland. <i>Irish Journal of Psychological Medicine</i> , 2021, , 1-13.	0.7	2
1143	Can Cycling Be Addictive? A Qualitative Interview Study Among Amateur Female Cyclists. <i>International Journal of Mental Health and Addiction</i> , 0, , 1.	4.4	2
1144	Gaming Addiction and Exercise Addiction: To What Extent Are They The Same or Different In Terms of Emotional Abuse and/or Emotional Neglect Etiologies?. <i>International Journal of Mental Health and Addiction</i> , 2023, 21, 145-164.	4.4	2
1145	Consumer Profile Segmentation in Online Lottery Gambling Utilizing Behavioral Tracking Data from the Portuguese National Lottery. <i>Journal of Gambling Studies</i> , 2021, , 1.	1.1	2
1146	Identity in massively multiplayer online games. , 2008, , .		2
1147	Internet addiction among young Bangladeshi adults: critical commentary on Hassan et al. (2020). <i>Journal of the Egyptian Public Health Association</i> , The, 2020, 95, 26.	1.0	2
1148	Poker Gambling Virtual Communities. , 2013, , 190-204.		2
1149	Social Interactions in Online Gaming. , 2012, , 74-90.		2
1150	Internet Abuse and Addiction in the Workplace. , 2004, , 230-245.		2
1151	Internet Gambling. , 2008, , 228-234.		2
1152	Perceived Criminality of Cyber-Harassing Behaviors among Undergraduate Students in the United Kingdom. <i>International Journal of Cyber Behavior, Psychology and Learning</i> , 2012, 2, 49-59.	0.6	2

#	ARTICLE	IF	CITATIONS
1153	UK-Based Police Officers' Perceptions of, and Role in Investigating, Cyber-Harassment as a Crime. , 2019, , 113-130.		2
1154	Psychometric Properties of the Persian Food-Life Questionnaire Short Form among Obese Breast Cancer Survivors. Asia-Pacific Journal of Oncology Nursing, 2020, 7, 64-71.	0.7	2
1155	Internet Addiction and Quality of Life in College Students: A Multiple Mediation Analysis. Iranian Journal of Public Health, 2019, 48, 2094-2096.	0.3	2
1156	The influence of subjective well-being on mental health in nursing students: the role of student cynicism. Psychology, Health and Medicine, 2023, 28, 1358-1367.	1.3	2
1157	Stigma and gaming disorder: should we take a "glass half full" or "glass half empty" perspective?. Addiction, 2022, 117, 1816-1817.	1.7	2
1158	The efficacy of eye movement desensitization and reprocessing in reducing anxiety among female university students with primary dysmenorrhea. BMC Psychology, 2022, 10, 50.	0.9	2
1159	Online gaming addiction in youth: Some comments on Rosendo-Rios et al. (2022). Addictive Behaviors, 2022, 130, 107311.	1.7	2
1160	Beating the fruit machine: Systems and ploys both legal and illegal. Journal of Gambling Studies, 1994, 10, 287-292.	1.1	1
1161	Title is missing!. Journal of Gambling Studies, 1997, 13, 97-99.	1.1	1
1162	Fruit Machine Addiction and Crime. The Police Journal: A Quarterly Review for the Police Forces of the Commonwealth and English-speaking World, 1998, 71, 327-334.	1.1	1
1163	A profitable trading rule for net borrowers on settlement Wednesday. Quarterly Review of Economics and Finance, 1999, 39, 129-146.	1.5	1
1164	Categorization of Videogames: Some Comments on "Children and Electronic Games" by Funk, <i>et al.</i>. Psychological Reports, 2000, 86, 1247-1248.	0.9	1
1165	The role of computer usage in the availability of credit for small businesses. Managerial Finance, 2008, 34, 103-115.	0.7	1
1166	Gambling in Great Britain: A Response to Rogers. Practice, 2013, 25, 251-262.	0.5	1
1167	Are Online Penny Auctions a Form of Gambling?. Gaming Law Review and Economics, 2015, 19, 190-196.	0.7	1
1168	Sexual interest as performance, intellect and pathology: A critical discursive case study of dactryphilia. Psychology and Sexuality, 2016, 7, 265-278.	1.3	1
1169	Mindfulness and Buddhist-Derived Treatment Techniques in Mental Health and Addiction Settings. , 2016, , 1-6.		1
1170	Substance Use and Psychological Disorders Among Art and Non-art University Students: an Empirical Self-Report Survey. International Journal of Mental Health and Addiction, 2018, 16, 125-135.	4.4	1

#	ARTICLE	IF	CITATIONS
1171	Moral Disengagement Strategies in Videogame Players and Sports Players. <i>International Journal of Cyber Behavior, Psychology and Learning</i> , 2018, 8, 1-25.	0.6	1
1172	Esports should not be confused with video gaming when reporting cyberbullying. <i>Asian Journal of Psychiatry</i> , 2019, 43, 214-215.	0.9	1
1173	Perceived stress, exercise habits, and exercise addiction in Israeli army reserves: A pilot study. <i>Military Psychology</i> , 2019, 31, 355-362.	0.7	1
1174	Correction to: Psychometric Validation of the Bangla Fear of COVID-19 Scale: Confirmatory Factor Analysis and Rasch Analysis. <i>International Journal of Mental Health and Addiction</i> , 2020, , 1-3.	4.4	1
1175	Gaming disorder: what doctors need to know. <i>British Journal of Hospital Medicine (London, England:)</i> Tj ETQq1 1 0.784314 rgBT /Ovenlo 0.2	0.2	1
1176	Waterpipe Tobacco Smoking and Associated Risk Factors among Bangladeshi University Students: An Exploratory Pilot Study. <i>International Journal of Mental Health and Addiction</i> , 2020, , 1.	4.4	1
1177	Diphtheria outbreak among the Rohingya refugees in Bangladesh: What strategies should be utilized for prevention and control?. <i>Travel Medicine and Infectious Disease</i> , 2020, 34, 101591.	1.5	1
1178	Selling Lottery Products To Minors: Factors Affecting Retailer Compliance. <i>International Journal of Mental Health and Addiction</i> , 2021, 19, 745-763.	4.4	1
1179	Reasons for Gambling and Problem Gambling Among Norwegian Horse Bettors: A Real-World Study Utilizing Combining Survey Data and Behavioral Player Data. <i>International Journal of Mental Health and Addiction</i> , 0, , 1.	4.4	1
1180	Moral Disengagement Strategies in Videogame Players and Sports Players. , 2021, , 958-978.		1
1181	The relationship between psychobiological dimensions of personality and internet gaming disorder: the role of positive and negative affects. <i>Current Psychology</i> , 0, , 1.	1.7	1
1182	Psychological and Mental Health Issues Due to COVID-19 Among Bangladeshi Tertiary Educational Institution Students. <i>International Journal of Mental Health and Addiction</i> , 2021, , 1-5.	4.4	1
1183	Il gioco problematico in Europa: una rassegna della letteratura empirica (2000-2016). <i>PRISMA Economia - Societ�� Lavoro</i> , 2018, , 41-81.	0.0	1
1184	Online Gambling Advertising and the Third-Person Effect. , 2018, , 384-401.		1
1185	A population-based dataset concerning predictors of willingness to get a COVID-19 vaccine in Iran. <i>Data in Brief</i> , 2021, 39, 107459.	0.5	1
1186	Fruit machine addiction in an adolescent female: A case study. <i>Journal of Gambling Issues</i> , 2003, , .	0.3	1
1187	Online Gaming. , 2006, , 349-353.		1
1188	An Empirical Study of Problematic Internet Use and Self-Esteem. , 2019, , 321-334.		1

#	ARTICLE	IF	CITATIONS
1189	Massively Multiplayer Online Role-Play Games for Learning. , 0, , 779-793.		1
1190	The Relationship Between Problematic Video Gaming, Problematic Facebook Use, and Self-Control Dimensions Among Female and Male Gamers. <i>Advances in Cognitive Psychology</i> , 2020, 16, 248-267.	0.2	1
1191	Eating Disorders and Intimate Partner Violence: The Influence of Fear of Loneliness and Social Withdrawal. <i>Nutrients</i> , 2022, 14, 2611.	1.7	1
1192	Book review of the Oxford Guide to Card Games. <i>Journal of Gambling Studies</i> , 1991, 7, 165-168.	1.1	0
1193	Book review of quit compulsive gambling: The action plan for gamblers and their families. <i>Journal of Gambling Studies</i> , 1991, 7, 73-77.	1.1	0
1194	Book review of working with young problem gamblers: Guidelines to practice. <i>Journal of Gambling Studies</i> , 1993, 9, 85-87.	1.1	0
1195	Categorization of Videogames: Some Comments on "Children and Electronic Games"™ by Funk, ET AL.. <i>Psychological Reports</i> , 2000, 86, 1247-1248.	0.9	0
1196	An Examination of the 1992 Increase in the Allowable Carryover of Reserves in the Bank Settlement Process. <i>Financial Review</i> , 2000, 35, 67-84.	1.3	0
1197	Understanding and Treating the Pathological Gambler Robert Ladouceur, Caroline Sylvain, Claude Boutin & Celine Doucet Wiley. ISBN: 0â€470â€84378â€0, 2002, 162â€%opp. with appendix, Â£27.50. <i>Journal of Substance Use</i> , 2003, 8, 65-65.		0
1198	The lost gamblers. <i>Significance</i> , 2006, 3, 13-15.	0.3	0
1199	Good reaction. <i>New Scientist</i> , 2012, 213, 28.	0.0	0
1200	Addiction and Entertainment Products. , 2017, , 1225-1246.		0
1201	SPORTS BETTING AND PROBLEM GAMBLING: WHAT CAN THE UNITED STATES EXPECT BASED ON OTHER LEGALIZED MARKETS?. <i>Gaming Law Review</i> , 2018, 22, 502-505.	0.1	0
1202	Paraphilias and the press: Do not always believe what you read!. <i>Medical Journal Armed Forces India</i> , 2019, 75, 232-233.	0.3	0
1203	Prevention and Treatment of Work Addiction. , 2020, , 280-287.		0
1204	Prevalence and Predictors of Being Overweight or Obese Among the Married Female Adolescents in Bangladesh: an Analysis of Bangladesh Demography and Health Survey 2014. <i>International Journal of Mental Health and Addiction</i> , 2020, , 1.	4.4	0
1205	Development and Validation of the Online Histrionic Personality Scale (OHPS) Using the DSM-5 Criteria for Histrionic Personality Disorder. <i>Journal of Technology in Behavioral Science</i> , 2020, 5, 367-377.	1.3	0
1206	Response to "letter to editor: Symptoms and absence of symptoms while using a telephone: The paradox of thoracic outlet syndrome". <i>Musculoskeletal Science and Practice</i> , 2021, 51, 102264.	0.6	0

#	ARTICLE	IF	CITATIONS
1207	Near Miss in a Video Game: an Experimental Study. International Journal of Mental Health and Addiction, 2021, 19, 418-428.	4.4	0
1208	Psychosocial Risk Factors for Depression Among Married Muslim Mothers in Malaysia. International Journal of Mental Health and Addiction, 0, , 1.	4.4	0
1209	CATEGORIZATION OF VIDEOGAMES: SOME COMMENTS ON 'CHILDREN AND ELECTRONIC GAMES' BY FUNK, ET AL.. Psychological Reports, 2000, 86, 1247.	0.9	0
1210	Instant-win products and prize draws: Are these forms of gambling?. Journal of Gambling Issues, 2003, , .	0.3	0
1211	Communicating risk: Journalists have responsibility to report risks in context. BMJ: British Medical Journal, 2003, 327, 1404-1404.	2.4	0
1212	Betting your life on it: Author's reply. BMJ: British Medical Journal, 2004, 329, 1405.3.	2.4	0
1213	Problem Gambling and European Lotteries. , 2008, , 126-159.		0
1214	Internet Abuse and Addiction in the Workplace. , 2009, , 2170-2175.		0
1215	Prevenzione e ruolo del clinico. , 2010, , 135-145.		0
1216	Effects on Gambling Behaviour of Developments in Information Technology. , 2013, , 156-169.		0
1217	Auditory Experiences in Game Transfer Phenomena. , 2015, , 1329-1345.		0
1218	A Qualitative Analysis of Online Gaming. , 2015, , 296-313.		0
1219	Validation of the Online Political Engagement Scale in a British population survey. Aloma, 2017, 35, 13-21.	0.3	0
1220	A dual-systems perspective on temporal cognition: Implications for the role of emotion. Behavioral and Brain Sciences, 2019, 42, e267.	0.4	0
1221	New Concepts, Old Known Issues. , 0, , 883-898.		0
1222	Violent Video Games and Attitudes Towards Victims of Crime. , 0, , 704-722.		0
1223	Online Advice, Guidance and Counseling for Problem Gamblers. , 0, , 1116-1133.		0
1224	Problematic Mobile Phone Use and Risky Behaviors Among College Students in Peru. , 2020, , .		0

#	ARTICLE	IF	CITATIONS
1225	Psychometric Assessment of the 18-Item Bangla Mental Health Inventory (Bangla MHI-18). <i>Psychological Studies</i> , 2022, 67, 110.	0.5	0
1226	Limit-setting in gambling: Some further thoughts and observations on Delfabbro and King (2021). <i>International Gambling Studies</i> , 0, , 1-7.	1.3	0
1227	Using media reports about suicide as data: Response to Etchells et al. (2021). <i>Perspectives in Psychiatric Care</i> , 2021, , .	0.9	0
1228	Title is missing!. , 2020, 15, e0229470.		0
1229	Title is missing!. , 2020, 15, e0229470.		0
1230	Title is missing!. , 2020, 15, e0229470.		0
1231	Title is missing!. , 2020, 15, e0229470.		0
1232	The development and validation of the Videogaming Motives Questionnaire (VMQ). , 2020, 15, e0240726.		0
1233	The development and validation of the Videogaming Motives Questionnaire (VMQ). , 2020, 15, e0240726.		0
1234	The development and validation of the Videogaming Motives Questionnaire (VMQ). , 2020, 15, e0240726.		0
1235	The development and validation of the Videogaming Motives Questionnaire (VMQ). , 2020, 15, e0240726.		0
1236	The development and validation of the Videogaming Motives Questionnaire (VMQ). , 2020, 15, e0240726.		0
1237	The development and validation of the Videogaming Motives Questionnaire (VMQ). , 2020, 15, e0240726.		0
1238	Mentoring Women Entrepreneurs in the Russian Emerging Market. , 2010, , .		0
1239	Social Media Addiction Profiles and Their Antecedents Using Latent Profile Analysis:ÂThe Contribution of Social Anxiety, Gender, and Age. <i>SSRN Electronic Journal</i> , 0, , .	0.4	0
1240	The Spanish Version of the Video Game Functional Assessment-Revised. <i>Cyberpsychology, Behavior, and Social Networking</i> , 2022, , .	2.1	0