

Douglas A Gentile

List of Publications by Year in descending order

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Version: 2024-02-01

150
papers

12,855
citations

36691

53
h-index

31191

106
g-index

155
all docs

155
docs citations

155
times ranked

8615
citing authors

#	ARTICLE	IF	CITATIONS
1	Pathological Video Game Use Among Youths: A Two-Year Longitudinal Study. <i>Pediatrics</i> , 2011, 127, e319-e329.	1.0	924
2	Pathological Video-Game Use Among Youth Ages 8 to 18. <i>Psychological Science</i> , 2009, 20, 594-602.	1.8	831
3	An international consensus for assessing internet gaming disorder using the new <sc>DSM</sc> approach. <i>Addiction</i> , 2014, 109, 1399-1406.	1.7	710
4	The effects of violent video game habits on adolescent hostility, aggressive behaviors, and school performance. <i>Journal of Adolescence</i> , 2004, 27, 5-22.	1.2	689
5	The Impact of Video Games on Training Surgeons in the 21st Century. <i>Archives of Surgery</i> , 2007, 142, 181.	2.3	526
6	The Effects of Prosocial Video Games on Prosocial Behaviors: International Evidence From Correlational, Longitudinal, and Experimental Studies. <i>Personality and Social Psychology Bulletin</i> , 2009, 35, 752-763.	1.9	523
7	The Internet Gaming Disorder Scale.. <i>Psychological Assessment</i> , 2015, 27, 567-582.	1.2	467
8	Television and Video Game Exposure and the Development of Attention Problems. <i>Pediatrics</i> , 2010, 126, 214-221.	1.0	375
9	A normative study of family media habits. <i>Journal of Applied Developmental Psychology</i> , 2002, 23, 157-178.	0.8	250
10	Brains on video games. <i>Nature Reviews Neuroscience</i> , 2011, 12, 763-768.	4.9	231
11	Video game playing, attention problems, and impulsiveness: Evidence of bidirectional causality.. <i>Psychology of Popular Media Culture</i> , 2012, 1, 62-70.	2.6	219
12	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
13	Longitudinal Effects of Violent Video Games on Aggression in Japan and the United States. <i>Pediatrics</i> , 2008, 122, e1067-e1072.	1.0	208
14	Violent Video Games as Exemplary Teachers: A Conceptual Analysis. <i>Journal of Youth and Adolescence</i> , 2008, 37, 127-141.	1.9	186
15	Influence of socio-economic status on habitual physical activity and sedentary behavior in 8- to 11-year old children. <i>BMC Public Health</i> , 2010, 10, 214.	1.2	176
16	Long-Term Relations Among Prosocial-Media Use, Empathy, and Prosocial Behavior. <i>Psychological Science</i> , 2014, 25, 358-368.	1.8	165
17	Attacking others online: The formation of cyberbullying in late adolescence.. <i>Psychology of Popular Media Culture</i> , 2012, 1, 123-135.	2.6	162
18	Internet Gaming Disorder in Children and Adolescents. <i>Pediatrics</i> , 2017, 140, S81-S85.	1.0	148

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19	Media Violence. <i>Pediatrics</i> , 2009, 124, 1495-1503.	1.0	146
20	Evaluation of a multiple ecological level child obesity prevention program: Switch [®] what you Do, View, and Chew. <i>BMC Medicine</i> , 2009, 7, 49.	2.3	146
21	Protective Effects of Parental Monitoring of Children [™] s Media Use. <i>JAMA Pediatrics</i> , 2014, 168, 479.	3.3	144
22	Combined Influence of Physical Activity and Screen Time Recommendations on Childhood Overweight. <i>Journal of Pediatrics</i> , 2008, 153, 209-214.	0.9	135
23	Do You See What I See? Parent and Child Reports of Parental Monitoring of Media. <i>Family Relations</i> , 2012, 61, 470-487.	1.1	133
24	Facet importance and job satisfaction.. <i>Journal of Applied Psychology</i> , 1991, 76, 31-39.	4.2	127
25	A Validity Test of Movie, Television, and Video-Game Ratings. <i>Pediatrics</i> , 2001, 107, 1302-1308.	1.0	121
26	Predicting cyberbullying from anonymity.. <i>Psychology of Popular Media Culture</i> , 2016, 5, 171-180.	2.6	121
27	The Multiple Dimensions of Video Game Effects. <i>Child Development Perspectives</i> , 2011, 5, 75-81.	2.1	120
28	Media violence, physical aggression, and relational aggression in school age children: a short-term longitudinal study. <i>Aggressive Behavior</i> , 2011, 37, 193-206.	1.5	116
29	Cross-Cultural Differences in Cyberbullying Behavior. <i>Journal of Cross-Cultural Psychology</i> , 2014, 45, 300-313.	1.0	111
30	Media Exposure, Aggression and Prosocial Behavior During Early Childhood: A Longitudinal Study. <i>Social Development</i> , 2006, 15, 612-627.	0.8	107
31	Mediators and Moderators of Long-term Effects of Violent Video Games on Aggressive Behavior. <i>JAMA Pediatrics</i> , 2014, 168, 450.	3.3	105
32	Well-Child Visits in the Video Age: Pediatricians and the American Academy of Pediatrics' Guidelines for Children's Media Use. <i>Pediatrics</i> , 2004, 114, 1235-1241.	1.0	103
33	A Conceptual Review of Research on the Pathological Use of Computers, Video Games, and the Internet. <i>International Journal of Mental Health and Addiction</i> , 2012, 10, 748-769.	4.4	103
34	Role-Playing and Real-Time Strategy Games Associated with Greater Probability of Internet Gaming Disorder. <i>Cyberpsychology, Behavior, and Social Networking</i> , 2015, 18, 480-485.	2.1	102
35	Violent Video Games, Delinquency, and Youth Violence. <i>Youth Violence and Juvenile Justice</i> , 2013, 11, 132-142.	1.9	100
36	Parental Influences on Pathological Symptoms of Video-Gaming Among Children and Adolescents: A Prospective Study. <i>Journal of Child and Family Studies</i> , 2015, 24, 1429-1441.	0.7	98

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37	Effects of Prosocial, Neutral, and Violent Video Games on Children's Helpful and Hurtful Behaviors. <i>Aggressive Behavior</i> , 2012, 38, 281-287.	1.5	95
38	Parenting and Digital Media. <i>Pediatrics</i> , 2017, 140, S112-S116.	1.0	91
39	Just What Are Sex and Gender, Anyway? A Call for a New Terminological Standard. <i>Psychological Science</i> , 1993, 4, 120-122.	1.8	88
40	SWITCH: rationale, design, and implementation of a community, school, and family-based intervention to modify behaviors related to childhood obesity. <i>BMC Public Health</i> , 2008, 8, 223.	1.2	87
41	Internet Gaming Addiction in Adolescence: Risk Factors and Maladjustment Correlates. <i>International Journal of Mental Health and Addiction</i> , 2018, 16, 888-904.	4.4	86
42	Violence, Sex, Race, and Age in Popular Video Games: A Content Analysis.. , 2005, , 115-130.		85
43	Reassessing media violence effects using a risk and resilience approach to understanding aggression.. <i>Psychology of Popular Media Culture</i> , 2012, 1, 138-151.	2.6	84
44	Pathological video-gaming among youth: A prospective study examining dynamic protective factors. <i>Addiction Research and Theory</i> , 2015, 23, 301-308.	1.2	82
45	Development and validation of the Problematic Media Use Measure: A parent report measure of screen media "addiction" in children.. <i>Psychology of Popular Media Culture</i> , 2019, 8, 2-11.	2.6	82
46	Comparing cyberbullying prevalence and process before and during the COVID-19 pandemic. <i>Journal of Social Psychology</i> , 2021, 161, 408-418.	1.0	79
47	The Reciprocal Relationship Between Passive Social Networking Site (SNS) Usage and Users'™ Subjective Well-Being. <i>Social Science Computer Review</i> , 2018, 36, 511-522.	2.6	76
48	Screen Violence and Youth Behavior. <i>Pediatrics</i> , 2017, 140, S142-S147.	1.0	73
49	Concurrent Associations between Physical Activity, Screen Time, and Sleep Duration with Childhood Obesity. <i>ISRN Obesity</i> , 2014, 2014, 1-6.	2.2	62
50	Media Violence and Other Aggression Risk Factors in Seven Nations. <i>Personality and Social Psychology Bulletin</i> , 2017, 43, 986-998.	1.9	61
51	Public Policy and the Effects of Media Violence on Children. <i>Social Issues and Policy Review</i> , 2007, 1, 15-61.	3.7	60
52	Effects of Prosocial, Neutral, and Violent Video Games on College Students' Affect. <i>Aggressive Behavior</i> , 2012, 38, 263-271.	1.5	60
53	Sleep as a Mediator of Screen Time Effects on US Children's Health Outcomes. <i>Journal of Children and Media</i> , 2012, 6, 37-50.	1.0	58
54	Pathological video-gaming among Singaporean youth. <i>Annals of the Academy of Medicine, Singapore</i> , 2010, 39, 822-9.	0.2	58

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55	Susceptible to Social Influence: Risky "Driving" in Response to Peer Pressure. <i>Journal of Applied Social Psychology</i> , 2011, 41, 773-797.	1.3	57
56	Utility of pedometer step recommendations for predicting overweight in children. <i>International Journal of Obesity</i> , 2007, 31, 1179-1182.	1.6	55
57	Violent video game effects on children and adolescents. A review of the literature. <i>Minerva Pediatrica</i> , 2005, 57, 337-58.	2.6	55
58	Media Ratings for Movies, Music, Video Games, and Television: a Review of the Research and Recommendations for Improvements. <i>Adolescent Medicine Clinics</i> , 2005, 16, 427-446.	0.8	51
59	Is the television rating system valid? Indirect, verbal, and physical aggression in programs viewed by fifth grade girls and associations with behavior. <i>Journal of Applied Developmental Psychology</i> , 2009, 30, 286-297.	0.8	50
60	Evaluation of youth pedometer-determined physical activity guidelines using receiver operator characteristic curves. <i>Preventive Medicine</i> , 2008, 46, 419-424.	1.6	49
61	Report of the Media Violence Commission. <i>Aggressive Behavior</i> , 2012, 38, 335-341.	1.5	49
62	Testing the reliability and validity of different measures of violent video game use in the United States, Singapore, and Germany.. <i>Psychology of Popular Media Culture</i> , 2015, 4, 97-111.	2.6	49
63	Video games as coping mechanisms in the etiology of video game addiction.. <i>Psychology of Popular Media Culture</i> , 2019, 8, 385-394.	2.6	49
64	Violent video game effects on salivary cortisol, arousal, and aggressive thoughts in children. <i>Computers in Human Behavior</i> , 2017, 70, 39-43.	5.1	47
65	The relationship between perceived stress and problematic social networking site use among Chinese college students. <i>Journal of Behavioral Addictions</i> , 2019, 8, 306-317.	1.9	46
66	The Effect of Video Game "Warm-up" on Performance of Laparoscopic Surgery Tasks. <i>Journal of the Society of Laparoendoscopic Surgeons</i> , 2012, 16, 3-9.	0.5	44
67	Video Games can Increase Creativity, but with Caveats. <i>Creativity Research Journal</i> , 2019, 31, 119-131.	1.7	43
68	The influence of television on willingness to seek therapy. <i>Journal of Clinical Psychology</i> , 2008, 64, 276-295.	1.0	42
69	The effects of violent media content on aggression. <i>Current Opinion in Psychology</i> , 2018, 19, 104-108.	2.5	39
70	Maturity-related differences in physical activity among 10- to 12-year-old girls. <i>American Journal of Human Biology</i> , 2010, 22, 18-22.	0.8	38
71	Tantrums, toddlers and technology: Temperament, media emotion regulation, and problematic media use in early childhood. <i>Computers in Human Behavior</i> , 2021, 120, 106762.	5.1	38
72	Video Games.. <i>Pediatric Clinics of North America</i> , 2012, 59, 647-658.	0.9	37

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73	Responses to Children's Media Use in Families With and Without Siblings: A Family Development Perspective. <i>Family Relations</i> , 2012, 61, 410-425.	1.1	37
74	Evaluating the effect of educational media exposure on aggression in early childhood. <i>Journal of Applied Developmental Psychology</i> , 2013, 34, 38-44.	0.8	37
75	Differential neural recruitment during violent video game play in violent- and nonviolent-game players.. <i>Psychology of Popular Media Culture</i> , 2016, 5, 39-51.	2.6	37
76	Internet Gaming Disorder and Well-Being: A Scale Validation. <i>Cyberpsychology, Behavior, and Social Networking</i> , 2016, 19, 674-679.	2.1	36
77	Infants's™ discrimination of happy and sad music. , 2008, 31, 716-728.		35
78	Impulsivity, Self-Regulation, and Pathological Video Gaming Among Youth. <i>Asia-Pacific Journal of Public Health</i> , 2015, 27, NP2188-NP2196.	0.4	35
79	Gaming in the Game of Love: Effects of Video Games on Conflict in Couples. <i>Family Relations</i> , 2012, 61, 388-396.	1.1	34
80	Bedroom media: One risk factor for development.. <i>Developmental Psychology</i> , 2017, 53, 2340-2355.	1.2	33
81	Video Games Exposure and Sexism in a Representative Sample of Adolescents. <i>Frontiers in Psychology</i> , 2017, 8, 466.	1.1	32
82	The Rating Systems for Media Products. , 0, , 527-551.		31
83	Physical Activity, Stress, and Metabolic Risk Score in 8- to 18-Year-Old Boys. <i>Journal of Physical Activity and Health</i> , 2008, 5, 294-307.	1.0	30
84	Parents' Evaluation of Media Ratings a Decade After the Television Ratings Were Introduced. <i>Pediatrics</i> , 2011, 128, 36-44.	1.0	30
85	A multilevel longitudinal study of adolescent Internet addiction: The role of obsessive-compulsive symptoms and classroom openness to experience. <i>European Journal of Developmental Psychology</i> , 2016, 13, 99-114.	1.0	29
86	Cultural Background and Measurement of Usage Moderate the Association Between Social Networking Sites (SNSs) Usage and Mental Health: A Meta-Analysis. <i>Social Science Computer Review</i> , 2019, 37, 631-648.	2.6	29
87	An empirical examination of the strength differential hypothesis in cyberbullying behavior.. <i>Psychology of Violence</i> , 2017, 7, 22-32.	1.0	29
88	The development of a new cyberbullying attitude measure. <i>Computers in Human Behavior</i> , 2016, 64, 906-913.	5.1	28
89	Problematic Video Gaming in a Young Spanish Population: Association with Psychosocial Health. <i>Cyberpsychology, Behavior, and Social Networking</i> , 2018, 21, 388-394.	2.1	28
90	Risk factors for youth violence: Youth violence commission, International Society For Research On Aggression (ISRA). <i>Aggressive Behavior</i> , 2018, 44, 331-336.	1.5	28

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91	Addressing the digital skills gap for future education. <i>Nature Human Behaviour</i> , 2021, 5, 542-545.	6.2	28
92	Catharsis and Media Violence: A Conceptual Analysis. <i>Societies</i> , 2013, 3, 491-510.	0.8	27
93	The General Learning Model. , 2014, , 121-142.		27
94	Pathological Technology Addictions: What Is Scientifically Known and What Remains to Be Learned. , 0, , 382-402.		25
95	Griffiths <i>et al</i>.â€™s comments on the international consensus statement of internet gaming disorder: furthering consensus or hindering progress?. <i>Addiction</i> , 2016, 111, 175-178.	1.7	24
96	Social Media Use and Cyberbullying Perpetration: A Longitudinal Analysis. <i>Violence and Gender</i> , 2018, 5, 191-197.	0.9	24
97	Television Commercial Violence. <i>Journal of Advertising</i> , 2010, 39, 95-108.	4.1	21
98	Media influences on self-stigma of seeking psychological services: The importance of media portrayals and person perception.. <i>Psychology of Popular Media Culture</i> , 2014, 3, 239-256.	2.6	21
99	Study protocol of the internet user Cohort for Unbiased Recognition of gaming disorder in Early adolescence (iCURE), Korea, 2015â€“2019. <i>BMJ Open</i> , 2017, 7, e018350.	0.8	21
100	Internet gaming disorder: Relations between needs satisfaction in-game and in life in general.. <i>Psychology of Popular Media</i> , 2020, 9, 266-278.	1.0	21
101	Feasibility study of the SWITCH implementation process for enhancing school wellness. <i>BMC Public Health</i> , 2018, 18, 1119.	1.2	20
102	âœƒFrenemies, Fraitors, and Meanâœƒsâœƒ Priming Effects of Viewing Physical and Relational Aggression in the Media on Women. <i>Aggressive Behavior</i> , 2012, 38, 141-149.	1.5	19
103	Gaming Disorder in Children and Adolescents: Risk Factors and Preventive Approaches. <i>Current Addiction Reports</i> , 2020, 7, 553-560.	1.6	19
104	Use of the Computer and Internet among Italian Families: First National Study. <i>Cyberpsychology, Behavior and Social Networking</i> , 2007, 10, 789-798.	2.2	17
105	Evaluating the implementation of the SWITCHÂ® school wellness intervention and capacity-building process through multiple methods. <i>International Journal of Behavioral Nutrition and Physical Activity</i> , 2020, 17, 162.	2.0	17
106	Media Violence Associations with the Form and Function of Aggression among Elementary School Children. <i>Social Development</i> , 2011, 20, 213-232.	0.8	16
107	iZ HERO adventure: Evaluating the effectiveness of a peer-mentoring and transmedia cyberwellness program for children.. <i>Psychology of Popular Media Culture</i> , 2017, 6, 326-337.	2.6	16
108	Increasing Positive Perceptions of Counseling. <i>Counseling Psychologist</i> , 2012, 40, 409-442.	0.8	15

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109	Moving internet gaming disorder forward: A reply. <i>Addiction</i> , 2014, 109, 1412-1413.	1.7	15
110	The Importance of Self-Monitoring for Behavior Change in Youth: Findings from the SWITCHÂ® School Wellness Feasibility Study. <i>International Journal of Environmental Research and Public Health</i> , 2019, 16, 3806.	1.2	15
111	Assessing students' use of optional online lecture reviews. <i>Applied Cognitive Psychology</i> , 2020, 34, 318-329.	0.9	14
112	The association between morning cortisol and adiposity in children varies by weight status. <i>Journal of Pediatric Endocrinology and Metabolism</i> , 2011, 24, 709-13.	0.4	13
113	Violent Video Games: Effects on Youth and Public Policy Implications. , 2008, , 225-246.		13
114	Reliability and validity of the Global Pain Scale with chronic pain sufferers. <i>Pain Physician</i> , 2011, 14, 61-70.	0.3	12
115	Gaming patterns and related symptoms in adolescents using cluster analysis: Baseline results from the Internet User Cohort for Unbiased Recognition of Gaming Disorder in Early Adolescence (iCURE) study. <i>Environmental Research</i> , 2020, 182, 109105.	3.7	11
116	Brief overview of the WHO Collaborative Project on the Development of New International Screening and Diagnostic Instruments for Gaming Disorder and Gambling Disorder. <i>Addiction</i> , 2022, 117, 2119-2121.	1.7	11
117	Applying Risk and Resilience Models to Predicting the Effects of Media Violence on Development. <i>Advances in Child Development and Behavior</i> , 2014, 46, 215-244.	0.7	10
118	Caring for Others Cares for the Self: An Experimental Test of Brief Downward Social Comparison, Loving-Kindness, and Interconnectedness Contemplations. <i>Journal of Happiness Studies</i> , 2020, 21, 765-778.	1.9	10
119	Electronic Gaming Characteristics Associated with Class 3 Severe Obesity in Youth Who Attend the Pediatric Weight Management Programs of the COMPASS Network. <i>Childhood Obesity</i> , 2019, 15, 21-30.	0.8	9
120	Use of passive sensing to quantify adolescent mobile device usage: Feasibility, acceptability, and preliminary validation of the <sc>eMoodie</sc> application. <i>Human Behavior and Emerging Technologies</i> , 2021, 3, 63-74.	2.5	9
121	What Is a Good Skeptic to Do? The Case for Skepticism in the Media Violence Discussion. <i>Perspectives on Psychological Science</i> , 2015, 10, 674-676.	5.2	8
122	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
123	Predicting Cyberbullying Behavior From Attitudes. <i>Journal of Media Psychology</i> , 2019, 31, 81-91.	0.7	8
124	Media Violence, Aggression, and Public Policy. , 0, , 281-300.		7
125	Testing the Predictive Validity and Construct of Pathological Video Game Use. <i>Behavioral Sciences (Basel, Switzerland)</i> , 2015, 5, 602-625.	1.0	7
126	Learning Processes and Violent Video Games. , 2009, , 876-892.		7

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127	The Evolution of Scientific Skepticism in the Media Violence “Debate”: Analyses of Social Issues and Public Policy, 2016, 16, 429-434.	1.0	6
128	Problem Video Gaming Among Children Enrolled in Tertiary Weight Management Programs. Cyberpsychology, Behavior, and Social Networking, 2017, 20, 109-116.	2.1	6
129	Primary Versus Secondary Disorder in the Context of Internet Gaming Disorder. Current Addiction Reports, 2018, 5, 485-490.	1.6	6
130	Media violence and judgments of offensiveness: A quantitative and qualitative analysis.. Psychology of Popular Media Culture, 2016, 5, 372-389.	2.6	5
131	Effects of prosocial cartoon models on aggressive cognitions and aggressive behaviors. Children and Youth Services Review, 2020, 118, 105498.	1.0	5
132	Construct and Predictive Validity of a Brief MMO Player Motivation Scale. Journal of Children and Media, 2013, 7, 287-306.	1.0	4
133	Thinking more broadly about policy responses to problematic video game use: A response to Király et al. (2018). Journal of Behavioral Addictions, 2018, 7, 536-539.	1.9	4
134	The Role of Peer Support in the Growth Trajectory of Pathological Internet Use Among Youth: A Protective Factor. Cyberpsychology, Behavior, and Social Networking, 2021, 24, 558-565.	2.1	4
135	Internet gaming and addiction: a reply to King & Delfabbro. Addiction, 2014, 109, 1567-1568.	1.7	3
136	Beer advertisements and adolescent drinking knowledge, expectancies, and behavior. Addictive Behaviors Reports, 2019, 10, 100226.	1.0	3
137	Self-Regulation Failure Reduces the Effect Alcohol Portrayals in Movies on Indirect Attitudes toward Alcohol. Journal of Psychology: Interdisciplinary and Applied, 2020, 154, 309-324.	0.9	3
138	Communication Apprehension and Willingness to Communicate in Veterinary Medicine Students: Implications for Mindfulness and Communication Training. Health Communication, 2023, 38, 41-49.	1.8	3
139	Affective and emotional consequences of the mass media. , 0, , .		3
140	Are Motion Picture Ratings Reliable and Valid?. Journal of Adolescent Health, 2010, 47, 423-424.	1.2	2
141	Evaluating the Implementation and Effectiveness of the SWITCH“MS: An Ecological, Multi-Component Adolescent Obesity Prevention Intervention. International Journal of Environmental Research and Public Health, 2020, 17, 5401.	1.2	2
142	Shaken & Stirred: effect alcohol portrayals in movies on attitudes toward alcohol and self-alcohol associations. Journal of Substance Use, 2020, 25, 462-468.	0.3	2
143	Teaching Creativity. , 2015, , 139-158.		2
144	Have Your Parents Ever Complained That They Think You are “Addicted” to Video Games? Have You Ever Worried about it Yourself?. Frontiers for Young Minds, 2014, 2, .	0.8	1

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145	Some effects of sexist video games on self-masculinity associations. <i>Information, Communication and Society</i> , 0, , 1-16.	2.6	1
146	Internet Gaming Disorder. , 2018, , 113-120.		1
147	How Are Other First-World Nations Suppressing the Adverse Consequences of Violence and Youth Sex in the Modern Media Environment?: To the Editor. <i>Pediatrics</i> , 2009, 123, e364-e365.	1.0	0
148	Independent and Combined Influence of Physical Activity and Sleep on Waking Cortisol in Children. <i>Medicine and Science in Sports and Exercise</i> , 2010, 42, 819.	0.2	0
149	Assessing Habitual Physical Activity with Pedometers: Influence of Time Worn, Data Exclusion Criteria, and Metric. <i>Medicine and Science in Sports and Exercise</i> , 2008, 40, S202.	0.2	0
150	Problem Gaming: A Short Primer. <i>American Journal of Play</i> , 2018, 10, 309-327.	1.0	0