Mark C Coulson

List of Publications by Year
in descending order

36 papers	**3,437** citations	394421 **19** h-index	377865 **34** g-index
36 all docs	**36** docs citations	**36** times ranked	**4229** citing authors

#	Article	IF	Citations
1	The relationship between alexithymia and self-harm: The mediating role of mindfulness. Current Psychology, 2023, 42, 1516-1528.	2.8	1
2	The information coaches use to make team selection decisions: a scoping review and future recommendations. Sports Coaching Review, 2023, 12, 187-208.	1.8	1
3	Impact of the covid-19 pandemic on amyotrophic lateral sclerosis care in the UK. Amyotrophic Lateral Sclerosis and Frontotemporal Degeneration, 2023, 24, 91-99.	1.7	7
4	Exploring the Multidimensional Assessment of Interoceptive Awareness in youth aged 7â€"17 years. Journal of Clinical Psychology, 2021, 77, 661-682.	1.9	17
5	Types of interference and their resolution in monolingual word production. Acta Psychologica, 2021, 214, 103251.	1.5	4
6	The relationship between selfâ€harm and alexithymia: A systematic review and metaâ€analysis. Scandinavian Journal of Psychology, 2020, 61, 855-876.	1.5	25
7	Tourism, migration, and the exodus to virtual worlds: Place attachment in massively multiplayer online gamers.. Psychology of Popular Media, 2020, 9, 525-532.	1.4	6
8	Effects of mindfulness-based interventions on alexithymia: a systematic review. Evidence-Based Mental Health, 2019, 22, 36-43.	4.5	56
9	Multicomponent Frailty Assessment Tools for Older People with Psychiatric Disorders: A Systematic Review. Journal of the American Geriatrics Society, 2019, 67, 1085-1095.	2.6	13
10	A weak scientific basis for gaming disorder: Let us err on the side of caution. Journal of Behavioral Addictions, 2018, 7, 1-9.	3.7	249
11	Predictors of treatment outcome in depression in later life: A systematic review and meta-analysis. Journal of Affective Disorders, 2018, 227, 164-182.	4.1	67
12	Attachment, attraction and communication in real and virtual worlds: A study of massively multiplayer online gamers. Computers in Human Behavior, 2018, 87, 49-57.	8.5	6
13	Scholarsâ€™ open debate paper on the World Health Organization ICD-11 Gaming Disorder proposal. Journal of Behavioral Addictions, 2017, 6, 267-270.	3.7	426
14	The effects of improving sleep on mental health (OASIS): a randomised controlled trial with mediation analysis. Lancet Psychiatry,the, 2017, 4, 749-758.	7.4	459
15	Avoidance of the real and anxiety about the unreal: Attachment style and video-gaming. Contemporary Issues in Early Childhood, 2017, 18, 240-249.	1.3	2
16	Tests of pattern separation and pattern completion in humansâ€"A systematic review. Hippocampus, 2016, 26, 705-717.	1.9	50
17	Psychometric properties of multicomponent tools designed to assess frailty in older adults: A systematic review. BMC Geriatrics, 2016, 16, 55.	2.7	136
18	Working towards an international consensus on criteria for assessing internet gaming disorder: a critical commentary on Petry <i>et al</i>. (2014). Addiction, 2016, 111, 167-175.	3.3	373

#	ARTICLE	IF	CITATIONS
19	Psychotherapy and pharmacotherapy interventions to reduce distress or improve well-being in people with amyotrophic lateral sclerosis: A systematic review. Amyotrophic Lateral Sclerosis and Frontotemporal Degeneration, 2015, 16, 293-302.	1.7	30
20	Integrating the strengths of cognitive emotion models with traditional HCI analysis tools. Universal Access in the Information Society, 2015, 14, 203-214.	3.0	3
21	Interventions for reducing benzodiazepine use in older people: meta-analysis of randomised controlled trials. British Journal of Psychiatry, 2014, 204, 98-107.	2.8	117
22	Real feelings for virtual people: Emotional attachments and interpersonal attraction in video games.. Psychology of Popular Media Culture, 2012, 1, 176-184.	2.4	34
23	Cognitive Behavioral Therapy for Depression in Older People: A Metaâ€Analysis and Metaâ€Regression of Randomized Controlled Trials. Journal of the American Geriatrics Society, 2012, 60, 1817-1830.	2.6	138
24	Can multiple â€œspatialâ€•virtual timelines convey the relatedness of chronological knowledge across parallel domains?. Computers and Education, 2012, 58, 856-862.	8.3	9
25	Do challenge, task experience or computer familiarity influence the learning of historical chronology from virtual environments in 8â€"9 year old children?. Computers and Education, 2012, 58, 1106-1116.	8.3	9
26	Efficacy of Cognitive Behavioral Therapy for Anxiety Disorders in Older People: A Metaâ€Analysis and Metaâ€Regression of Randomized Controlled Trials. Journal of the American Geriatrics Society, 2012, 60, 218-229.	2.6	178
27	Attentional biases using the body in the crowd task: Are angry body postures detected more rapidly?. Cognition and Emotion, 2011, 25, 700-708.	2.0	14
28	A meta-analysis of pathological gaming prevalence and comorbidity with mental health, academic and social problems. Journal of Psychiatric Research, 2011, 45, 1573-1578.	3.1	352
29	Psychological Profiles of School Shooters: Positive Directions and One Big Wrong Turn. Journal of Police Crisis Negotiations: an International Journal, 2011, 11, 141-158.	0.5	47
30	Virtually Real: A Psychological Perspective on Massively Multiplayer Online Games. Review of General Psychology, 2010, 14, 167-179.	3.2	128
31	Interface Familiarity Restores Active Advantage in a Virtual Exploration and Reconstruction Task in Children. Spatial Cognition and Computation, 2009, 9, 96-108.	1.2	11
32	Dopamine Release in the Human Striatum: Motor and Cognitive Tasks Revisited. Journal of Cerebral Blood Flow and Metabolism, 2009, 29, 554-564.	4.3	42
33	Fostering Reflective Thinking with the Learning Achievement Self-Evaluation Record (LASER). Psychology Learning and Teaching, 2007, 6, 12-19.	2.0	0
34	Attributing Emotion to Static Body Postures: Recognition Accuracy, Confusions, and Viewpoint Dependence. Journal of Nonverbal Behavior, 2004, 28, 117-139.	1.0	417
35	Conditions in Which British Artists Achieve Their Best Work. Creativity Research Journal, 1998, 11, 275-282.	2.6	2
36	â€œI canâ€™t describe it and they canâ€™t see the rain.â€•an interpretative phenomenological analysis of the experience of self-harm in young adults who report difficulties identifying and describing their feelings. Current Psychology, 0, , 1.	2.8	8