Zaheer Hussain

List of Publications by Year in descending order

Source: https://exaly.com/author-pdf/6070277/publications.pdf

Version: 2024-02-01

394421 552781 2,268 31 19 26 citations h-index g-index papers 31 31 31 1875 docs citations times ranked citing authors all docs

#	Article	IF	CITATIONS
1	Scholars' open debate paper on the World Health Organization ICD-11 Gaming Disorder proposal. Journal of Behavioral Addictions, 2017, 6, 267-270.	3.7	426
2	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
3	Gender Swapping and Socializing in Cyberspace: An Exploratory Study. Cyberpsychology, Behavior and Social Networking, 2008, 11, 47-53.	2.2	199
4	An investigation into problematic smartphone use: The role of narcissism, anxiety, and personality factors. Journal of Behavioral Addictions, 2017, 6, 378-386.	3.7	161
5	The Attitudes, Feelings, and Experiences of Online Gamers: A Qualitative Analysis. Cyberpsychology, Behavior and Social Networking, 2009, 12, 747-753.	2.2	153
6	Excessive use of Massively Multi-Player Online Role-Playing Games: A Pilot Study. International Journal of Mental Health and Addiction, 2009, 7, 563-571.	7.4	135
7	Problematic Social Networking Site Use and Comorbid Psychiatric Disorders: A Systematic Review of Recent Large-Scale Studies. Frontiers in Psychiatry, 2018, 9, 686.	2.6	126
8	Online gaming addiction: Classification, prediction and associated risk factors. Addiction Research and Theory, 2012, 20, 359-371.	1.9	95
9	An exploratory study of the association between online gaming addiction and enjoyment motivations for playing massively multiplayer online role-playing games. Computers in Human Behavior, 2015, 50, 221-230.	8.5	88
10	Problematic smartphone use, nature connectedness, and anxiety. Journal of Behavioral Addictions, 2018, 7, 109-116.	3.7	88
11	Smartphone Use, Addiction, Narcissism, and Personality. International Journal of Cyber Behavior, Psychology and Learning, 2015, 5, 17-32.	0.2	64
12	Predictors of Problematic Smartphone Use: An Examination of the Integrative Pathways Model and the Role of Age, Gender, Impulsiveness, Excessive Reassurance Seeking, Extraversion, and Depression. Behavioral Sciences (Basel, Switzerland), 2018, 8, 74.	2.1	61
13	Social Networks Use Disorder and Associations With Depression and Anxiety Symptoms: A Systematic Review of Recent Research in China. Frontiers in Psychology, 2020, 11, 211.	2.1	41
14	The Associations between Problematic Social Networking Site Use and Sleep Quality, Attention-Deficit Hyperactivity Disorder, Depression, Anxiety and Stress. International Journal of Mental Health and Addiction, 2021, 19, 686-700.	7.4	37
15	Social Interactions in Online Gaming. International Journal of Game-Based Learning, 2011, 1, 20-36.	1.4	31
16	Problematic social networking site use: a brief review of recent research methods and the way forward. Current Opinion in Psychology, 2020, 36, 89-95.	4.9	30
17	Online gaming: a scoping study of massively multi-player online role playing games. Electronic Commerce Research, 2009, 9, 3-26.	5.0	25
18	How players across gender and age experience Pokémon Go?. Universal Access in the Information Society, 2020, 19, 799-812.	3.0	25

#	Article	lF	CITATIONS
19	Using Eye Tracking to Explore Facebook Use and Associations with Facebook Addiction, Mental Well-being, and Personality. Behavioral Sciences (Basel, Switzerland), 2019, 9, 19.	2.1	22
20	Social responsibility in online videogaming: What should the videogame industry do?. Addiction Research and Theory, 2014, 22, 181-185.	1.9	20
21	The association between problematic social networking site use, dark triad traits, and emotion dysregulation. BMC Psychology, 2021, 9, 160.	2.1	20
22	A Qualitative Analysis of Online Gaming. International Journal of Cyber Behavior, Psychology and Learning, 2014, 4, 41-57.	0.2	12
23	Smartphone Use, Addiction, Narcissism, and Personality., 0,, 212-229.		7
24	Personality, Internet Addiction, and Other Technological Addictions. Advances in Human and Social Aspects of Technology Book Series, 2018, , 45-71.	0.3	7
25	Problematic social networking site use and associations with anxiety, attention deficit hyperactivity disorder, and resilience. Computers in Human Behavior Reports, 2021, 4, 100125.	4.0	6
26	Personality, Internet Addiction, and Other Technological Addictions. Advances in Psychology, Mental Health, and Behavioral Studies, 2019, , 46-72.	0.1	6
27	The impact of pop-up warning messages of losses on expenditure in a simulated game of online roulette: a pilot study. BMC Public Health, 2019, 19, 822.	2.9	5
28	The relationships between smartphone distraction, problematic smartphone use and mental health issues amongst a Chinese sample. Social Science Journal, 0 , $1-12$.	1.5	3
29	Social Interactions in Online Gaming. , 2012, , 74-90.		2
30	A Qualitative Analysis of Online Gaming. , 2015, , 296-313.		0
31	The Association Between Internet Gaming Disorder and Sensation Seeking Among Arab Adolescents. Frontiers in Psychiatry, 0, 13, .	2.6	О