

# Zaheer Hussain

## List of Publications by Year in descending order

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

Version: 2024-02-01

31  
papers

2,268  
citations

394421

19  
h-index

552781

26  
g-index

31  
all docs

31  
docs citations

31  
times ranked

1875  
citing authors

#	ARTICLE	IF	CITATIONS
1	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.	7.4	37
2	Problematic social networking site use and associations with anxiety, attention deficit hyperactivity disorder, and resilience. <i>Computers in Human Behavior Reports</i> , 2021, 4, 100125.	4.0	6
3	The association between problematic social networking site use, dark triad traits, and emotion dysregulation. <i>BMC Psychology</i> , 2021, 9, 160.	2.1	20
4	How players across gender and age experience Pok�mon Go?. <i>Universal Access in the Information Society</i> , 2020, 19, 799-812.	3.0	25
5	Problematic social networking site use: a brief review of recent research methods and the way forward. <i>Current Opinion in Psychology</i> , 2020, 36, 89-95.	4.9	30
6	Social Networks Use Disorder and Associations With Depression and Anxiety Symptoms: A Systematic Review of Recent Research in China. <i>Frontiers in Psychology</i> , 2020, 11, 211.	2.1	41
7	The impact of pop-up warning messages of losses on expenditure in a simulated game of online roulette: a pilot study. <i>BMC Public Health</i> , 2019, 19, 822.	2.9	5
8	Using Eye Tracking to Explore Facebook Use and Associations with Facebook Addiction, Mental Well-being, and Personality. <i>Behavioral Sciences (Basel, Switzerland)</i> , 2019, 9, 19.	2.1	22
9	Personality, Internet Addiction, and Other Technological Addictions. <i>Advances in Psychology, Mental Health, and Behavioral Studies</i> , 2019, , 46-72.	0.1	6
10	Problematic smartphone use, nature connectedness, and anxiety. <i>Journal of Behavioral Addictions</i> , 2018, 7, 109-116.	3.7	88
11	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.	2.6	126
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. <i>Behavioral Sciences (Basel, Switzerland)</i> , 2018, 8, 74.	2.1	61
13	Personality, Internet Addiction, and Other Technological Addictions. <i>Advances in Human and Social Aspects of Technology Book Series</i> , 2018, , 45-71.	0.3	7
14	Scholars� open debate paper on the World Health Organization ICD-11 Gaming Disorder proposal. <i>Journal of Behavioral Addictions</i> , 2017, 6, 267-270.	3.7	426
15	An investigation into problematic smartphone use: The role of narcissism, anxiety, and personality factors. <i>Journal of Behavioral Addictions</i> , 2017, 6, 378-386.	3.7	161
16	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.	3.3	373
17	Smartphone Use, Addiction, Narcissism, and Personality. <i>International Journal of Cyber Behavior, Psychology and Learning</i> , 2015, 5, 17-32.	0.2	64
18	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.	8.5	88

#	ARTICLE	IF	CITATIONS
19	A Qualitative Analysis of Online Gaming. , 2015, , 296-313.		0
20	A Qualitative Analysis of Online Gaming. International Journal of Cyber Behavior, Psychology and Learning, 2014, 4, 41-57.	0.2	12
21	Social responsibility in online videogaming: What should the videogame industry do?. Addiction Research and Theory, 2014, 22, 181-185.	1.9	20
22	Online gaming addiction: Classification, prediction and associated risk factors. Addiction Research and Theory, 2012, 20, 359-371.	1.9	95
23	Social Interactions in Online Gaming. , 2012, , 74-90.		2
24	Social Interactions in Online Gaming. International Journal of Game-Based Learning, 2011, 1, 20-36.	1.4	31
25	Online gaming: a scoping study of massively multi-player online role playing games. Electronic Commerce Research, 2009, 9, 3-26.	5.0	25
26	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
27	The Attitudes, Feelings, and Experiences of Online Gamers: A Qualitative Analysis. Cyberpsychology, Behavior and Social Networking, 2009, 12, 747-753.	2.2	153
28	Gender Swapping and Socializing in Cyberspace: An Exploratory Study. Cyberpsychology, Behavior and Social Networking, 2008, 11, 47-53.	2.2	199
29	Smartphone Use, Addiction, Narcissism, and Personality. , 0, , 212-229.		7
30	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
31	The Association Between Internet Gaming Disorder and Sensation Seeking Among Arab Adolescents. Frontiers in Psychiatry, 0, 13, .	2.6	0