

Richard Buday

List of Publications by Year in descending order

Source: <https://exaly.com/author-pdf/8772741/publications.pdf>

Version: 2024-02-01

10
papers

719
citations

1307594

7
h-index

1372567

10
g-index

10
all docs

10
docs citations

10
times ranked

930
citing authors

#	ARTICLE	IF	CITATIONS
1	Serious Video Games for Health: How Behavioral Science Guided the Development of a Serious Video Game. <i>Simulation and Gaming</i> , 2010, 41, 587-606.	1.9	307
2	Video Game Play, Child Diet, and Physical Activity Behavior Change. <i>American Journal of Preventive Medicine</i> , 2011, 40, 33-38.	3.0	201
3	Story Immersion in a Health Videogame for Childhood Obesity Prevention. <i>Games for Health Journal</i> , 2012, 1, 37-44.	2.0	76
4	Conceptual Model for the Design of a Serious Video Game Promoting Self-Management among Youth with Type 1 Diabetes. <i>Journal of Diabetes Science and Technology</i> , 2010, 4, 744-749.	2.2	56
5	The Narrative Impact of Active Video Games on Physical Activity Among Children: A Feasibility Study. <i>Journal of Medical Internet Research</i> , 2016, 18, e272.	4.3	32
6	Story Immersion May Be Effective in Promoting Diet and Physical Activity in Chinese Children. <i>Journal of Nutrition Education and Behavior</i> , 2017, 49, 321-329.e1.	0.7	21
7	Training Vegetable Parenting Practices Through a Mobile Game: Iterative Qualitative Alpha Test. <i>JMIR Serious Games</i> , 2015, 3, e6.	3.1	11
8	Acceptability and Applicability of an American Health Videogame with Story for Childhood Obesity Prevention Among Hong Kong Chinese Children. <i>Games for Health Journal</i> , 2015, 4, 513-519.	2.0	6
9	Mommio's Recipe Box: Assessment of the Cooking Habits of Mothers of Preschoolers and Their Perceptions of Recipes for a Video Game. <i>JMIR Serious Games</i> , 2017, 5, e20.	3.1	5
10	Assessing Feedback in a Mobile Videogame. <i>Games for Health Journal</i> , 2016, 5, 203-208.	2.0	4