Richard Buday

List of Publications by Year in descending order

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