

Jing Shi

List of Publications by Year in Descending Order

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The third column is the impact factor (IF) of the journal, and the fourth column is the number of citations of the article.

24
papers

279
citations

6
h-index

16
g-index

27
ext. papers

365
ext. citations

4.7
avg, IF

3.04
L-index

#	Paper	IF	Citations
24	Efficacy of a Voluntary Self-exclusion Reinstatement Tutorial for Problem Gamblers. <i>Journal of Gambling Studies</i> , 2021 , 37, 1245-1262	3	2
23	Commentary on: "The Future of Gaming Disorder Research and Player Protection: What Role Should the Video Gaming Industry and Researchers Play?" <i>International Journal of Mental Health and Addiction</i> , 2020 , 18, 791-799	8.8	4
22	Evaluating the quality of evidence for gaming disorder: A summary of systematic reviews of associations between gaming disorder and depression or anxiety. <i>PLoS ONE</i> , 2020 , 15, e0240032	3.7	11
21	Traumatic brain injuries and problem gambling in youth: Evidence from a population-based study of secondary students in Ontario, Canada. <i>PLoS ONE</i> , 2020 , 15, e0239661	3.7	1
20	A Perspective on Age Restrictions and Other Harm Reduction Approaches Targeting Youth Online Gambling, Considering Convergences of Gambling and Videogaming. <i>Frontiers in Psychiatry</i> , 2020 , 11, 601712	5	1
19	Expanding on the multidisciplinary stakeholder framework to minimize harms for problematic risk-taking involving emerging technologies. <i>Journal of Behavioral Addictions</i> , 2020 , 9, 886-897	6.3	2
18	Evaluating the quality of evidence for gaming disorder: A summary of systematic reviews of associations between gaming disorder and depression or anxiety 2020 , 15, e0240032		
17	Evaluating the quality of evidence for gaming disorder: A summary of systematic reviews of associations between gaming disorder and depression or anxiety 2020 , 15, e0240032		
16	Evaluating the quality of evidence for gaming disorder: A summary of systematic reviews of associations between gaming disorder and depression or anxiety 2020 , 15, e0240032		
15	Evaluating the quality of evidence for gaming disorder: A summary of systematic reviews of associations between gaming disorder and depression or anxiety 2020 , 15, e0240032		
14	Evaluating the quality of evidence for gaming disorder: A summary of systematic reviews of associations between gaming disorder and depression or anxiety 2020 , 15, e0240032		
13	Evaluating the quality of evidence for gaming disorder: A summary of systematic reviews of associations between gaming disorder and depression or anxiety 2020 , 15, e0240032		
12	Traumatic brain injuries and problem gambling in youth: Evidence from a population-based study of secondary students in Ontario, Canada 2020 , 15, e0239661		
11	Traumatic brain injuries and problem gambling in youth: Evidence from a population-based study of secondary students in Ontario, Canada 2020 , 15, e0239661		
10	Traumatic brain injuries and problem gambling in youth: Evidence from a population-based study of secondary students in Ontario, Canada 2020 , 15, e0239661		
9	Traumatic brain injuries and problem gambling in youth: Evidence from a population-based study of secondary students in Ontario, Canada 2020 , 15, e0239661		
8	Understanding the lives of problem gamers: The meaning, purpose, and influences of video gaming. <i>Computers in Human Behavior</i> , 2019 , 97, 291-303	7.7	30

7	Internet-Based Interventions for Problem Gambling: Scoping Review. <i>JMIR Mental Health</i> , 2019 , 6, e65	6	28
6	Acceptability of Internet-based interventions for problem gambling: a qualitative study of focus groups with clients and clinicians. <i>BMC Medical Informatics and Decision Making</i> , 2019 , 19, 290	3.6	1
5	Adolescent Problem Video Gaming in Urban and Non-urban Regions. <i>International Journal of Mental Health and Addiction</i> , 2019 , 17, 817-827	8.8	3
4	Cross Validation of the Gambling Problem Severity Subscale of the Canadian Adolescent Gambling Index (CAGI/GPSS) on a Sample of Ontario High School Students. <i>Journal of Gambling Studies</i> , 2018 , 34, 521-537	3	8
3	A weak scientific basis for gaming disorder: Let us err on the side of caution. <i>Journal of Behavioral Addictions</i> , 2018 , 7, 1-9	6.3	179
2	Knowledge of random events and chance in people with gambling problems: an item analysis. <i>International Gambling Studies</i> , 1-20	1.8	
1	A weak scientific basis for gaming disorder: Let us err on the side of caution		9