Vanessa Wan Sze Cheng

List of Publications by Year
in descending order

13 papers	449 citations	1040056 9 h-index	1199594 12 g-index
19 all docs	19 docs citations	19 times ranked	534 citing authors

#	Article	IF	Citations
1	Gamification in Apps and Technologies for Improving Mental Health and Well-Being: Systematic Review. JMIR Mental Health, 2019, 6, e13717.	3.3	139
2	A Sense of Belonging: PokÃ©mon GO and Social Connectedness. Games and Culture, 2019, 14, 583-603.	2.8	77
3	FitMindKit : Randomised controlled trial of an automatically tailored online program for mood, anxiety, substance use and suicidality. Internet Interventions, 2018, 12, 91-99.	2.7	41
4	An App That Incorporates Gamification, Mini-Games, and Social Connection to Improve Men's Mental Health and Well-Being (MindMax): Participatory Design Process. JMIR Mental Health, 2018, 5, e11068.	3.3	37
5	Flip the Clinic: A Digital Health Approach to Youth Mental Health Service Delivery During the COVID-19 Pandemic and Beyond. JMIR Mental Health, 2020, 7, e24578.	3.3	31
6	Involving End Users in Adapting a Spanish Version of a Web-Based Mental Health Clinic for Young People in Colombia: Exploratory Study Using Participatory Design Methodologies. JMIR Mental Health, 2020, 7, e15914.	3.3	27
7	Recommendations for Implementing Gamification for Mental Health and Wellbeing. Frontiers in Psychology, 2020, 11, 586379.	2.1	20
8	Informing the Future of Integrated Digital and Clinical Mental Health Care: Synthesis of the Outcomes From Project Synergy. JMIR Mental Health, 2022, 9, e33060.	3.3	19
9	Naturalistic evaluation of a sport-themed mental health and wellbeing app aimed at men (MindMax), that incorporates applied video games and gamification. Internet Interventions, 2020, 20, 100306.	2.7	17
10	Recommendations for Designing Health Information Technologies for Mental Health Drawn From Self-Determination Theory and Co-design With Culturally Diverse Populations: Template Analysis. Journal of Medical Internet Research, 2021, 23, e23502.	4.3	15
11	Innovative preclinic triage system to guide Australians to the right mental health care first time. Australian Health Review, 2021, 45, 578-583.	1.1	10
12	Right Care, First Time: Developing a Theory-Based Automated Protocol to Help Clinically Stage Young People Based on Severity and Persistence of Mental Illness. Frontiers in Public Health, 2021, 9, 621862.	2.7	10
13	Studying the Effectiveness of Game-Based Solutions in a Wellbeing App. , 2017, , .		2