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	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
2	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
3	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
4	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
5	Recommendations for Implementing Gamification for Mental Health and Wellbeing. Frontiers in Psychology, 2020, 11, 586379.	2.1	20
6	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
7	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
8	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
9	A Sense of Belonging: Pokémon GO and Social Connectedness. Games and Culture, 2019, 14, 583-603.	2.8	77
10	Gamification in Apps and Technologies for Improving Mental Health and Well-Being: Systematic Review. JMIR Mental Health, 2019, 6, e13717.	3.3	139
11	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
12	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
13	Studying the Effectiveness of Game-Based Solutions in a Wellbeing App. , 2017, , .		2