

Frans Folkvord

List of Publications by Year in descending order

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Version: 2024-02-01

49
papers

1,575
citations

489802

18
h-index

371746

37
g-index

65
all docs

65
docs citations

65
times ranked

1797
citing authors

#	ARTICLE	IF	CITATIONS
1	Effect of Source Type and Protective Message on the Critical Evaluation of News Messages on Facebook: Randomized Controlled Trial in the Netherlands. <i>Journal of Medical Internet Research</i> , 2022, 24, e27945.	2.1	2
2	Can Product Information Steer towards Sustainable and Healthy Food Choices? A Pilot Study in an Online Supermarket. <i>International Journal of Environmental Research and Public Health</i> , 2022, 19, 1107.	1.2	3
3	Playing with fruit: An experimental study to test the effectiveness of an online memory advergaming to promote children's fruit consumption. <i>Appetite</i> , 2022, 173, 105936.	1.8	3
4	Promoting Fruit and Vegetable Consumption for Childhood Obesity Prevention. <i>Nutrients</i> , 2022, 14, 157.	1.7	16
5	“Meating halfway”: Exploring the attitudes of meat eaters, veg*ns, and occasional meat eaters toward those who eat meat and those who do not eat meat. <i>Journal of Social Psychology</i> , 2022, , 1-17.	1.0	2
6	Human Computer Interaction Challenges in Designing Pandemic Trace Application for the Effective Knowledge Transfer Between Science and Society Inside the Quadruple Helix Collaboration. <i>Lecture Notes in Computer Science</i> , 2021, , 390-401.	1.0	1
7	Negative shocks predict change in cognitive function and preferences: assessing the negative affect and stress hypothesis. <i>Scientific Reports</i> , 2021, 11, 3546.	1.6	23
8	Cost-Effectiveness Assessment of Internet of Things in Smart Cities. <i>Frontiers in Digital Health</i> , 2021, 3, 662874.	1.5	1
9	Cost-utility analysis of a consensus and evidence-based medication review to optimize and potentially reduce psychotropic drug prescription in institutionalized dementia patients. <i>BMC Geriatrics</i> , 2021, 21, 327.	1.1	3
10	Restarting “Normal” Life after Covid-19 and the Lockdown: Evidence from Spain, the United Kingdom, and Italy. <i>Social Indicators Research</i> , 2021, 158, 241-265.	1.4	29
11	Guided Internet-Based Cognitive Behavioral Therapy for Depression: Implementation Cost-Effectiveness Study. <i>Journal of Medical Internet Research</i> , 2021, 23, e27410.	2.1	11
12	A Protocol Study to Establish Psychological Outcomes From the Use of Wearables for Health and Fitness Monitoring. <i>Frontiers in Digital Health</i> , 2021, 3, 708159.	1.5	2
13	The Effect of a Serious Health Game on Children’s Eating Behavior: Cluster-Randomized Controlled Trial. <i>JMIR Serious Games</i> , 2021, 9, e23050.	1.7	4
14	The effect of the nutri-score label on consumer’s attitudes, taste perception and purchase intention: An experimental pilot study. <i>Food Quality and Preference</i> , 2021, 94, 104303.	2.3	10
15	Attentional bias for food cues in advertising among overweight and hungry children: An explorative experimental study. <i>Food Quality and Preference</i> , 2020, 79, 103792.	2.3	14
16	The effects of ecolabels on environmentally- and health-friendly cars: an online survey and two experimental studies. <i>International Journal of Life Cycle Assessment</i> , 2020, 25, 883-899.	2.2	11
17	Watching TV Cooking Programs: Effects on Actual Food Intake Among Children. <i>Journal of Nutrition Education and Behavior</i> , 2020, 52, 3-9.	0.3	19
18	Taste and Health Information on Fast Food Menus to Encourage Young Adults to Choose Healthy Food Products: An Experimental Study. <i>International Journal of Environmental Research and Public Health</i> , 2020, 17, 7139.	1.2	5

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19	Food Marketing in an Obesogenic Environment: a Narrative Overview of the Potential of Healthy Food Promotion to Children and Adults. <i>Current Addiction Reports</i> , 2020, 7, 431-436.	1.6	23
20	Promoting healthy foods in the new digital era on Instagram: an experimental study on the effect of a popular real versus fictitious fit influencer on brand attitude and purchase intentions. <i>BMC Public Health</i> , 2020, 20, 1677.	1.2	47
21	A Health Game Targeting Children's Implicit Attitudes and Snack Choices. <i>Games for Health Journal</i> , 2020, 9, 425-435.	1.1	7
22	An <sc>mHealth</sc> intervention for the treatment of patients with an eating disorder: A multicenter randomized controlled trial. <i>International Journal of Eating Disorders</i> , 2020, 53, 1120-1131.	2.1	22
23	The Effect of Packaging Color and Health Claims on Product Attitude and Buying Intention. <i>International Journal of Environmental Research and Public Health</i> , 2020, 17, 1991.	1.2	25
24	The Effect of the Promotion of Vegetables by a Social Influencer on Adolescents'™ Subsequent Vegetable Intake: A Pilot Study. <i>International Journal of Environmental Research and Public Health</i> , 2020, 17, 2243.	1.2	37
25	Assessing concerns for the economic consequence of the COVID-19 response and mental health problems associated with economic vulnerability and negative economic shock in Italy, Spain, and the United Kingdom. <i>PLoS ONE</i> , 2020, 15, e0240876.	1.1	104
26	Influence of the Business Revenue, Recommendation, and Provider Models on Mobile Health App Adoption: Three-Country Experimental Vignette Study. <i>JMIR MHealth and UHealth</i> , 2020, 8, e17272.	1.8	14
27	Changing the Health Behavior of Patients With Cardiovascular Disease Through an Electronic Health Intervention in Three Different Countries: Cost-Effectiveness Study in the Do Cardiac Health: Advanced New Generation Ecosystem (Do CHANGE) 2 Randomized Controlled Trial. <i>Journal of Medical Internet Research</i> , 2020, 22, e17351.	2.1	18
28	BeyondSilos, a Telehealth-Enhanced Integrated Care Model in the Domiciliary Setting for Older Patients: Observational Prospective Cohort Study for Effectiveness and Cost-Effectiveness Assessments. <i>JMIR Medical Informatics</i> , 2020, 8, e20938.	1.3	12
29	Children's™ bonding with popular YouTube vloggers and their attitudes toward brand and product endorsements in vlogs: an explorative study. <i>Young Consumers</i> , 2019, 20, .	2.3	50
30	Systematically testing the effects of promotion techniques on children's™ fruit and vegetables intake on the long term: a protocol study of a multicenter randomized controlled trial. <i>BMC Public Health</i> , 2019, 19, 1578.	1.2	2
31	The effect of a memory-game with images of vegetables on children's vegetable intake: An experimental study. <i>Appetite</i> , 2019, 134, 120-124.	1.8	9
32	Mobile Health Adoption in Mental Health: User Experience of a Mobile Health App for Patients With an Eating Disorder. <i>JMIR MHealth and UHealth</i> , 2019, 7, e12920.	1.8	48
33	The promotion of healthy foods. , 2019, , 110-125.		6
34	A systematic review of mHealth interventions for the support of eating disorders. <i>European Eating Disorders Review</i> , 2018, 26, 394-416.	2.3	68
35	The persuasive effect of advergames promoting unhealthy foods among children: A meta-analysis. <i>Appetite</i> , 2018, 129, 245-251.	1.8	50
36	Cognitive Therapy for Dementia Patients: A Systematic Review. <i>Dementia and Geriatric Cognitive Disorders</i> , 2018, 46, 1-26.	0.7	48

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37	Investigating the impact of a health game on implicit attitudes towards food and food choice behaviour of young adults. <i>Appetite</i> , 2018, 128, 294-302.	1.8	9
38	Maximizing Opportunities and Minimizing Risks for Children Online: The Role of Digital Skills in Emerging Strategies of Parental Mediation. <i>Journal of Communication</i> , 2017, 67, 82-105.	2.1	297
39	Does a "protective" message reduce the impact of an advergame promoting unhealthy foods to children? An experimental study in Spain and The Netherlands. <i>Appetite</i> , 2017, 112, 117-123.	1.8	33
40	Memorizing fruit: The effect of a fruit memory-game on children's fruit intake. <i>Preventive Medicine Reports</i> , 2017, 5, 106-111.	0.8	20
41	User Statistics for an Online Health Game Targeted at Children. <i>Games for Health Journal</i> , 2017, 6, 319-325.	1.1	0
42	The association between BMI development among young children and (un)healthy food choices in response to food advertisements: a longitudinal study. <i>International Journal of Behavioral Nutrition and Physical Activity</i> , 2016, 13, 16.	2.0	18
43	Food advertising and eating behavior in children. <i>Current Opinion in Behavioral Sciences</i> , 2016, 9, 26-31.	2.0	115
44	Targeting implicit approach reactions to snack food in children: Effects on intake.. <i>Health Psychology</i> , 2016, 35, 919-922.	1.3	46
45	The role of attentional bias in the effect of food advertising on actual food intake among children. <i>Appetite</i> , 2015, 84, 251-258.	1.8	91
46	Impulsivity, "Advergames," and Food Intake. <i>Pediatrics</i> , 2014, 133, 1007-1012.	1.0	72
47	The effect of playing advergames that promote energy-dense snacks or fruit on actual food intake among children. <i>American Journal of Clinical Nutrition</i> , 2013, 97, 239-245.	2.2	112
48	Preferences in the willingness to download a Covid tracing app: An experimental study in the Netherlands and Turkey (Preprint). <i>JMIR Formative Research</i> , 0, , .	0.7	2
49	Preferences in the Intention to Download a COVID Tracing App: A Discrete Choice Experiment Study in the Netherlands and Turkey. <i>Frontiers in Communication</i> , 0, 7, .	0.6	3