

# Halley M Pontes

## List of Publications by Citations

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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.

105  
papers

4,268  
citations

37  
h-index

64  
g-index

117  
ext. papers

5,531  
ext. citations

4.8  
avg, IF

6.5  
L-index

#	Paper	IF	Citations
105	Measuring DSM-5 internet gaming disorder: Development and validation of a short psychometric scale. <i>Computers in Human Behavior</i> , <b>2015</b> , 45, 137-143	7.7	391
104	Working towards an international consensus on criteria for assessing internet gaming disorder: a critical commentary on Petry et al. (2014). <i>Addiction</i> , <b>2016</b> , 111, 167-75	4.6	287
103	Gaming disorder: Its delineation as an important condition for diagnosis, management, and prevention. <i>Journal of Behavioral Addictions</i> , <b>2017</b> , 6, 271-279	6.3	243
102	The conceptualisation and measurement of DSM-5 Internet Gaming Disorder: the development of the IGD-20 Test. <i>PLoS ONE</i> , <b>2014</b> , 9, e110137	3.7	200
101	Validation of the Ten-Item Internet Gaming Disorder Test (IGDT-10) and evaluation of the nine DSM-5 Internet Gaming Disorder criteria. <i>Addictive Behaviors</i> , <b>2017</b> , 64, 253-260	4.2	184
100	Chaos and confusion in DSM-5 diagnosis of Internet Gaming Disorder: Issues, concerns, and recommendations for clarity in the field. <i>Journal of Behavioral Addictions</i> , <b>2017</b> , 6, 103-109	6.3	163
99	Including gaming disorder in the ICD-11: The need to do so from a clinical and public health perspective. <i>Journal of Behavioral Addictions</i> , <b>2018</b> , 7, 556-561	6.3	146
98	Internet Gaming Disorder Among Slovenian Primary Schoolchildren: Findings From a Nationally Representative Sample of Adolescents. <i>Journal of Behavioral Addictions</i> , <b>2016</b> , 5, 304-10	6.3	134
97	Self-reported dependence on mobile phones in young adults: A European cross-cultural empirical survey. <i>Journal of Behavioral Addictions</i> , <b>2017</b> , 6, 168-177	6.3	120
96	The impact of Internet-based specific activities on the perceptions of Internet addiction, quality of life, and excessive usage: A cross-sectional study. <i>Addictive Behaviors Reports</i> , <b>2015</b> , 1, 19-25	3.7	116
95	The evolution of Internet addiction: A global perspective. <i>Addictive Behaviors</i> , <b>2016</b> , 53, 193-5	4.2	115
94	Neurobiological Correlates in Internet Gaming Disorder: A Systematic Literature Review. <i>Frontiers in Psychiatry</i> , <b>2018</b> , 9, 166	5	105
93	Organizational identification, work engagement, and job satisfaction. <i>Journal of Managerial Psychology</i> , <b>2015</b> , 30, 1019-1033	3.3	100
92	Investigating the differential effects of social networking site addiction and Internet gaming disorder on psychological health. <i>Journal of Behavioral Addictions</i> , <b>2017</b> , 6, 601-610	6.3	96
91	Portuguese Validation of the Internet Gaming Disorder Scale-Short-Form. <i>Cyberpsychology, Behavior, and Social Networking</i> , <b>2016</b> , 19, 288-93	4.4	78
90	An Overview of Problematic Gaming <b>2015</b> , 27-45		76
89	Problematic gaming behaviour and health-related outcomes: A systematic review and meta-analysis. <i>Journal of Health Psychology</i> , <b>2020</b> , 25, 67-81	3.1	63

88	Beyond "Facebook Addiction": The Role of Cognitive-Related Factors and Psychiatric Distress in Social Networking Site Addiction. <i>Cyberpsychology, Behavior, and Social Networking</i> , <b>2018</b> , 21, 240-247	4.4	59
87	Measurement and Conceptualization of Gaming Disorder According to the World Health Organization Framework: the Development of the Gaming Disorder Test. <i>International Journal of Mental Health and Addiction</i> , <b>2021</b> , 19, 508-528	8.8	59
86	Assessment of internet gaming disorder in clinical research: Past and present perspectives. <i>Clinical Research and Regulatory Affairs</i> , <b>2014</b> , 31, 35-48		58
85	Psychopathological Symptoms and Gaming Motives in Disordered Gaming-A Psychometric Comparison between the WHO and APA Diagnostic Frameworks. <i>Journal of Clinical Medicine</i> , <b>2019</b> , 8,	5.1	56
84	Spanish validation of the Internet Gaming Disorder-20 (IGD-20) Test. <i>Computers in Human Behavior</i> , <b>2016</b> , 56, 215-224	7.7	55
83	Portuguese validation of the Internet Addiction Test: An empirical study. <i>Journal of Behavioral Addictions</i> , <b>2014</b> , 3, 107-14	6.3	54
82	Problematic gaming exists and is an example of disordered gaming. <i>Journal of Behavioral Addictions</i> , <b>2017</b> , 6, 296-301	6.3	54
81	Measurement Invariance of the Internet Gaming Disorder Scale-Short-Form (IGDS9-SF) between the United States of America, India and the United Kingdom. <i>Psychiatry Research</i> , <b>2017</b> , 257, 472-478	9.9	54
80	Measurement Invariance of the Internet Gaming Disorder Scale-Short-Form (IGDS9-SF) Between Australia, the USA, and the UK. <i>International Journal of Mental Health and Addiction</i> , <b>2018</b> , 16, 377-392	8.8	52
79	An Exploratory Study on the Perceived Motivations Underpinning Excessive Internet Use Among Adolescents and Young Adults. <i>Psychology, Community &amp; Health</i> , <b>2014</b> , 3, 90-102	0.5	49
78	New Concepts, Old Known Issues. <i>Advances in Psychology, Mental Health, and Behavioral Studies</i> , <b>2015</b> , 16-30	0.2	48
77	DSM-5 diagnosis of Internet Gaming Disorder: Some ways forward in overcoming issues and concerns in the gaming studies field. <i>Journal of Behavioral Addictions</i> , <b>2017</b> , 6, 133-141	6.3	47
76	Psychometric Assessment of Internet Gaming Disorder in Neuroimaging Studies: A Systematic Review. <i>Studies in Neuroscience, Psychology and Behavioral Economics</i> , <b>2017</b> , 181-208	1.8	46
75	Portuguese Validation of the Bergen Facebook Addiction Scale: an Empirical Study. <i>International Journal of Mental Health and Addiction</i> , <b>2016</b> , 14, 1062-1073	8.8	46
74	Psychometric assessment of the Internet Gaming Disorder diagnostic criteria: An Item Response Theory study. <i>Addictive Behaviors Reports</i> , <b>2018</b> , 8, 176-184	3.7	44
73	Psychometric validation of the Turkish nine-item Internet Gaming Disorder Scale-Short Form (IGDS9-SF). <i>Psychiatry Research</i> , <b>2018</b> , 265, 349-354	9.9	44
72	Sickness presenteeism determines job satisfaction via affective-motivational states. <i>Social Science and Medicine</i> , <b>2015</b> , 139, 100-6	5.1	43
71	Depression and anxiety symptoms associated with internet gaming disorder before and during the COVID-19 pandemic: A longitudinal study. <i>Journal of Behavioral Addictions</i> , <b>2021</b> , 10, 169-180	6.3	42

70	Associations between attention deficit hyperactivity and internet gaming disorder symptoms: Is there consistency across types of symptoms, gender and countries?. <i>Addictive Behaviors Reports</i> , <b>2019</b> , 9, 100158	3.7	39
69	Psychometric validation of the Generalized Problematic Internet Use Scale 2 in a Portuguese sample. <i>Computers in Human Behavior</i> , <b>2016</b> , 63, 823-833	7.7	38
68	Clinical psychology of Internet addiction: a review of its conceptualization, prevalence, neuronal processes, and implications for treatment. <i>Neuroscience and Neuroeconomics</i> , <b>2015</b> , 11		29
67	The development and psychometric evaluation of the Internet Disorder Scale (IDS-15). <i>Addictive Behaviors</i> , <b>2017</b> , 64, 261-268	4.2	27
66	Spanish Validation of the Internet Gaming Disorder Scale-Short Form (IGDS9-SF): Prevalence and Relationship with Online Gambling and Quality of Life. <i>International Journal of Environmental Research and Public Health</i> , <b>2020</b> , 17,	4.6	27
65	The Role of Passion in Exercise Addiction, Exercise Volume, and Exercise Intensity in Long-term Exercisers. <i>International Journal of Mental Health and Addiction</i> , <b>2019</b> , 17, 1389-1400	8.8	26
64	Current practices in the clinical and psychometric assessment of internet gaming disorder in the era of the DSM-5: A mini review of existing assessment tools <b>2016</b> , 1, 18-19		24
63	Measurement Invariance of the Short Version of the Problematic Mobile Phone Use Questionnaire (PMPUQ-SV) across Eight Languages. <i>International Journal of Environmental Research and Public Health</i> , <b>2018</b> , 15,	4.6	23
62	Item Response Theory Analysis of the Recoded Internet Gaming Disorder Scale-Short-Form (IGDS9-SF). <i>International Journal of Mental Health and Addiction</i> , <b>2019</b> , 17, 859-879	8.8	21
61	Internet gaming disorder and psychosocial well-being: A longitudinal study of older-aged adolescents and emerging adults. <i>Addictive Behaviors</i> , <b>2020</b> , 110, 106530	4.2	20
60	Measurement Invariance of the Nine-Item Internet Gaming Disorder Scale (IGDS9-SF) Across Albania, USA, UK, and Italy. <i>International Journal of Mental Health and Addiction</i> , <b>2019</b> , 17, 935-946	8.8	20
59	A brief psychological overview of disordered gaming. <i>Current Opinion in Psychology</i> , <b>2020</b> , 36, 38-43	6.2	19
58	Cross-Cultural Validation of the Compulsive Internet Use Scale in Four Forms and Eight Languages. <i>Cyberpsychology, Behavior, and Social Networking</i> , <b>2019</b> , 22, 451-464	4.4	19
57	The role of negative mood states and consequences of hypersexual behaviours in predicting hypersexuality among university students. <i>Journal of Behavioral Addictions</i> , <b>2015</b> , 4, 181-8	6.3	18
56	Emerging Adults and Facebook Use: the Validation of the Bergen Facebook Addiction Scale (BFAS). <i>International Journal of Mental Health and Addiction</i> , <b>2019</b> , 17, 279-294	8.8	17
55	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> , <b>2020</b> , 18, 784-790	8.8	17
54	The Game Transfer Phenomena Scale: An Instrument for Investigating the Nonvolitional Effects of Video Game Playing. <i>Cyberpsychology, Behavior, and Social Networking</i> , <b>2015</b> , 18, 588-94	4.4	16
53	Development and psychometric validation of Internet Gaming Disorder Scale-Short-Form (IGDS9-SF) in a Brazilian sample. <i>Addictive Behaviors</i> , <b>2020</b> , 103, 106191	4.2	16

52	Problematic Smartphone and Social Media Use Among Bangladeshi College and University Students Amid COVID-19: The Role of Psychological Well-Being and Pandemic Related Factors. <i>Frontiers in Psychiatry</i> , <b>2021</b> , 12, 647386	5	16
51	Influencing COBRAs: the effects of brand equity on the consumer's propensity to engage with brand-related content on social media. <i>Journal of Strategic Marketing</i> , <b>2021</b> , 29, 1-23	2.7	16
50	Psychometric evaluation of the Persian Internet Disorder Scale among adolescents. <i>Journal of Behavioral Addictions</i> , <b>2018</b> , 7, 665-675	6.3	16
49	Laxer Clinical Criteria for Gaming Disorder May Hinder Future Efforts to Devise an Efficient Diagnostic Approach: A Tree-Based Model Study. <i>Journal of Clinical Medicine</i> , <b>2019</b> , 8,	5.1	14
48	Challenging the Concept of Smartphone Addiction: An Empirical Pilot Study of Smartphone Usage Patterns and Psychological Well-Being. <i>Cyberpsychology, Behavior, and Social Networking</i> , <b>2020</b> , 23, 550-556	4.4	13
47	Adið İnternet ou uso problemático da internet? Qual dos termos usar?. <i>Psicologia USP</i> , 30,	0.3	11
46	Psychometric Properties of the Internet Gaming Disorder Scale-Short-Form (IGDS9-SF): Systematic Review. <i>Journal of Medical Internet Research</i> , <b>2021</b> , 23, e26821	7.6	11
45	Exploring the Role of Social Media Use Motives, Psychological Well-Being, Self-Esteem, and Affect in Problematic Social Media Use. <i>Frontiers in Psychology</i> , <b>2020</b> , 11, 617140	3.4	11
44	The associations between Big Five personality traits, gaming motives, and self-reported time spent gaming. <i>Personality and Individual Differences</i> , <b>2021</b> , 171, 110483	3.3	11
43	Depression and Disordered Gaming: Does Culture Matter?. <i>International Journal of Mental Health and Addiction</i> , <b>2020</b> , 1	8.8	10
42	Prevalence and risk factors for internet gaming disorder. <i>Revista Brasileira De Psiquiatria</i> , <b>2020</b> , 42, 532-536	5.3	10
41	Online Addictions: Conceptualizations, Debates, and Controversies. <i>Addicta the Turkish Journal on Addictions</i> , <b>2016</b> ,	1.9	9
40	Internet Gaming Disorder in adolescence: investigating profiles and associated risk factors. <i>BMC Public Health</i> , <b>2021</b> , 21, 1547	4.1	9
39	Proteus Effect Profiles: how Do they Relate with Disordered Gaming Behaviours?. <i>Psychiatric Quarterly</i> , <b>2020</b> , 91, 615-628	4.1	8
38	Exploring the Dimensions of Smartphone Distraction: Development, Validation, Measurement Invariance, and Latent Mean Differences of the Smartphone Distraction Scale (SDS). <i>Frontiers in Psychiatry</i> , <b>2021</b> , 12, 642634	5	8
37	The Development and Psychometric Properties of the Internet Disorder Scale Short Form (IDS9-SF). <i>Addicta the Turkish Journal on Addictions</i> , <b>2017</b> , 3,	1.9	7
36	Personality Factors in Exercise Addiction: A Pilot Study Exploring the Role of Narcissism, Extraversion, and Agreeableness. <i>International Journal of Mental Health and Addiction</i> , <b>2020</b> , 18, 89-102	8.8	7
35	Making the Case for Video Game Addiction: Does It Exist or Not? <b>2018</b> , 41-57		6

34	Problematic Online Behaviors Among Gamers: the Links Between Problematic Gaming, Gambling, Shopping, Pornography Use, and Social Networking. <i>International Journal of Mental Health and Addiction</i> ,1	8.8	6
33	The Spanish Version of the Internet Gaming Disorder Scale-Short Form (IGDS9-SF): Further Examination Using Item Response Theory. <i>International Journal of Environmental Research and Public Health</i> , 2020, 17,	4.6	6
32	Internet Gaming Disorder: Compensating as a Draenei in World of Warcraft. <i>International Journal of Mental Health and Addiction</i> , 2021, 19, 669-685	8.8	6
31	The Physical, Emotional, and Identity User-Avatar Association with Disordered Gaming: A Pilot Study. <i>International Journal of Mental Health and Addiction</i> , 2019, 1	8.8	5
30	The interplay between time spent gaming and disordered gaming: A large-scale world-wide study.. <i>Social Science and Medicine</i> , 2022, 296, 114721	5.1	5
29	Investigating the Role of Health Factors and Psychological Well-Being in Gaming Disorder. <i>Cyberpsychology, Behavior, and Social Networking</i> , 2021,	4.4	5
28	Individual Differences and the Development of Internet Addiction. <i>Advances in Human and Social Aspects of Technology Book Series</i> , 2018, 221-235	0.2	5
27	Where do Gambling and Internet Addictions Belong? The Status of Other Addictions446-465		5
26	Loot boxes in Spanish adolescents and young adults: Relationship with internet gaming disorder and online gambling disorder. <i>Computers in Human Behavior</i> , 2022, 126, 107012	7.7	5
25	The role of microtransactions in Internet Gaming Disorder and Gambling Disorder: A preregistered systematic review.. <i>Addictive Behaviors Reports</i> , 2022, 15, 100415	3.7	5
24	4th International Conference on Behavioral Addictions February 20-22, 2017 Haifa, Israel. <i>Journal of Behavioral Addictions</i> , 2017, 6, 1-74	6.3	4
23	Higher levels of (Internet) Gaming Disorder symptoms according to the WHO and APA frameworks associate with lower striatal volume. <i>Journal of Behavioral Addictions</i> , 2020, 9, 598-605	6.3	4
22	Personality, Internet Addiction, and Other Technological Addictions. <i>Advances in Human and Social Aspects of Technology Book Series</i> , 2018, 45-71	0.2	4
21	Personality, Internet Addiction, and Other Technological Addictions. <i>Advances in Psychology, Mental Health, and Behavioral Studies</i> , 2019, 46-72	0.2	4
20	Is the proposed distinction of gaming disorder into a predominantly online vs. offline form meaningful? Empirical evidence from a large German speaking gamer sample.. <i>Addictive Behaviors Reports</i> , 2021, 14, 100391	3.7	3
19	Problematic internet use profiles and psychosocial risk among adolescents. <i>PLoS ONE</i> , 2021, 16, e0257329	3.7	3
18	Empirical evidence for robust personality-gaming disorder associations from a large-scale international investigation applying the APA and WHO frameworks.. <i>PLoS ONE</i> , 2021, 16, e0261380	3.7	3
17	Disordered gaming in esports: Comparing professional and non-professional gamers.. <i>Addictive Behaviors</i> , 2022, 132, 107342	4.2	3

16	A Psychological Overview of Gaming Disorder <b>2019</b> , 450-466		2
15	Exploring the Interplay Between Passive Following on Facebook, Fear of Missing out, Self-esteem, Social Comparison, Age, and Life Satisfaction in a Community-based Sample. <i>International Journal of Psychology &amp; Behavior Analysis</i> , <b>2018</b> , 4,	0	2
14	Addiction and Entertainment Products <b>2015</b> , 1-22		2
13	Disordered gaming, loneliness, and family harmony in gamers before and during the COVID-19 pandemic.. <i>Addictive Behaviors Reports</i> , <b>2022</b> , 100426	3.7	2
12	Cross-cultural adaptation of the Internet Gaming Disorder Scale - Short Form (IGDS9-SF) to the Brazilian context. <i>Trends in Psychiatry and Psychotherapy</i> , <b>2020</b> , 42, 262-266	2.3	1
11	Perceptions Underlying Addictive Technology Use Patterns: Insights for Cognitive-Behavioural Therapy.. <i>International Journal of Environmental Research and Public Health</i> , <b>2022</b> , 19,	4.6	1
10	Psychometric Properties of the Internet Gaming Disorder Scale Short-Form (IGDS9-SF): Systematic Review (Preprint)		1
9	Gaming Disorder and Its Treatment <b>2020</b> , 288-294		1
8	Stigma and Gaming Disorder: Should we take a 'glass half full' or 'glass half empty' perspective?. <i>Addiction</i> , <b>2022</b> ,	4.6	0
7	Psychometric Validation of the Spanish Gaming Disorder Test (GDT): Item Response Theory and Measurement Invariance Analysis.. <i>International Journal of Mental Health and Addiction</i> , <b>2021</b> , 1-19	8.8	0
6	New Concepts, Old Known Issues 883-898		
5	Individual Differences and the Development of Internet Addiction <b>2019</b> , 399-413		
4	Personality, Internet Addiction, and Other Technological Addictions <b>2019</b> , 236-262		
3	Personality, Internet Addiction, and Other Technological Addictions <b>2019</b> , 335-361		
2	A History and Overview of Video Game Addiction <b>2020</b> , 17-32		
1	Critically appraising the pitfalls of screen time effects research. <i>Australian and New Zealand Journal of Psychiatry</i> , <b>2021</b> , 55, 922	2.6	