

# Halley M Pontes

## 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.

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 | The interplay between time spent gaming and disordered gaming: A large-scale world-wide study.. <i>Social Science and Medicine</i> , <b>2022</b> , 296, 114721  | 5.1 | 5         |
| 104 | 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         |
| 103 | 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         |
| 102 | Loot boxes in Spanish adolescents and young adults: Relationship with internet gaming disorder and online gambling disorder. <i>Computers in Human Behavior</i> , <b>2022</b> , 126, 107012   | 7.7 | 5         |
| 101 | The role of microtransactions in Internet Gaming Disorder and Gambling Disorder: A preregistered systematic review.. <i>Addictive Behaviors Reports</i> , <b>2022</b> , 15, 100415  | 3.7 | 5         |
| 100 | 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         |
| 99  | Disordered gaming in esports: Comparing professional and non-professional gamers.. <i>Addictive Behaviors</i> , <b>2022</b> , 132, 107342   | 4.2 | 3         |
| 98  | Investigating the Role of Health Factors and Psychological Well-Being in Gaming Disorder. <i>Cyberpsychology, Behavior, and Social Networking</i> , <b>2021</b> ,   | 4.4 | 5         |
| 97  | 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        |
| 96  | 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> , <b>2021</b> , 14, 100391            | 3.7 | 3         |
| 95  | 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 |           |
| 94  | 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         |
| 93  | 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        |
| 92  | 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        |
| 91  | 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        |
| 90  | 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        |
| 89  | 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        |

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| 88 | Internet Gaming Disorder: Compensating as a Draenei in World of Warcraft. <i>International Journal of Mental Health and Addiction</i> , <b>2021</b> , 19, 669-685  | 8.8 | 6  |
| 87 | Internet Gaming Disorder in adolescence: investigating profiles and associated risk factors. <i>BMC Public Health</i> , <b>2021</b> , 21, 1547   | 4.1 | 9  |
| 86 | Problematic internet use profiles and psychosocial risk among adolescents. <i>PLoS ONE</i> , <b>2021</b> , 16, e0257339  | 3.7 | 3  |
| 85 | Empirical evidence for robust personality-gaming disorder associations from a large-scale international investigation applying the APA and WHO frameworks.. <i>PLoS ONE</i> , <b>2021</b> , 16, e0261380   | 3.7 | 3  |
| 84 | 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  |
| 83 | 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 |
| 82 | Proteus Effect Profiles: how Do they Relate with Disordered Gaming Behaviours?. <i>Psychiatric Quarterly</i> , <b>2020</b> , 91, 615-628   | 4.1 | 8  |
| 81 | A brief psychological overview of disordered gaming. <i>Current Opinion in Psychology</i> , <b>2020</b> , 36, 38-43  | 6.2 | 19 |
| 80 | 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 |
| 79 | 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 |
| 78 | Depression and Disordered Gaming: Does Culture Matter?. <i>International Journal of Mental Health and Addiction</i> , <b>2020</b> , 1  | 8.8 | 10 |
| 77 | 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> , <b>2020</b> , 9, 598-605  | 6.3 | 4  |
| 76 | Prevalence and risk factors for internet gaming disorder. <i>Revista Brasileira De Psiquiatria</i> , <b>2020</b> , 42, 532-536   | 2.3 | 10 |
| 75 | 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  |
| 74 | 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 |
| 73 | 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> , <b>2020</b> , 17,                      | 4.6 | 6  |
| 72 | Gaming Disorder and Its Treatment <b>2020</b> , 288-294  |     | 1  |
| 71 | A History and Overview of Video Game Addiction <b>2020</b> , 17-32   |     |    |

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| 70 | 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 |
| 69 | 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 |
| 68 | 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  |
| 67 | 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 |
| 66 | 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 |
| 65 | 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 |
| 64 | A Psychological Overview of Gaming Disorder <b>2019</b> , 450-466  |     | 2  |
| 63 | 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 |
| 62 | The Physical, Emotional, and Identity User-Avatar Association with Disordered Gaming: A Pilot Study. <i>International Journal of Mental Health and Addiction</i> , <b>2019</b> , 1   | 8.8 | 5  |
| 61 | 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 |
| 60 | Personality, Internet Addiction, and Other Technological Addictions. <i>Advances in Psychology, Mental Health, and Behavioral Studies</i> , <b>2019</b> , 46-72  | 0.2 | 4  |
| 59 | Individual Differences and the Development of Internet Addiction <b>2019</b> , 399-413   |     |    |
| 58 | Personality, Internet Addiction, and Other Technological Addictions <b>2019</b> , 236-262  |     |    |
| 57 | Personality, Internet Addiction, and Other Technological Addictions <b>2019</b> , 335-361  |     |    |
| 56 | 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 |
| 55 | 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 |
| 54 | 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 |
| 53 | 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 |

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| 52 | 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  |
| 51 | 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  |
| 50 | 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  |
| 49 | Neurobiological Correlates in Internet Gaming Disorder: A Systematic Literature Review. <i>Frontiers in Psychiatry</i> , <b>2018</b> , 9, 166   | 5   | 105 |
| 48 | 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 |
| 47 | Making the Case for Video Game Addiction: Does It Exist or Not? <b>2018</b> , 41-57   |     | 6   |
| 46 | 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   |
| 45 | Personality, Internet Addiction, and Other Technological Addictions. <i>Advances in Human and Social Aspects of Technology Book Series</i> , <b>2018</b> , 45-71  | 0.2 | 4   |
| 44 | Individual Differences and the Development of Internet Addiction. <i>Advances in Human and Social Aspects of Technology Book Series</i> , <b>2018</b> , 221-235   | 0.2 | 5   |
| 43 | 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  |
| 42 | 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  |
| 41 | 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  |
| 40 | 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 |
| 39 | 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  |
| 38 | 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 |
| 37 | 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  |
| 36 | 4th International Conference on Behavioral Addictions February 20-22, 2017 Haifa, Israel. <i>Journal of Behavioral Addictions</i> , <b>2017</b> , 6, 1-74   | 6.3 | 4   |
| 35 | 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 |

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|----|---|-----|-----|
| 34 | 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  |
| 33 | 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  |
| 32 | 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 |
| 31 | 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  |
| 30 | 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  |
| 29 | 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   |
| 28 | 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  |
| 27 | 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  |
| 26 | 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  |
| 25 | 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  |
| 24 | The evolution of Internet addiction: A global perspective. <i>Addictive Behaviors</i> , <b>2016</b> , 53, 193-5   | 4.2 | 115 |
| 23 | 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  |
| 22 | Online Addictions: Conceptualizations, Debates, and Controversies. <i>Addicta the Turkish Journal on Addictions</i> , <b>2016</b> ,   | 1.9 | 9   |
| 21 | 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 |
| 20 | 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 |
| 19 | Sickness presenteeism determines job satisfaction via affective-motivational states. <i>Social Science and Medicine</i> , <b>2015</b> , 139, 100-6  | 5.1 | 43  |
| 18 | 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 |
| 17 | Organizational identification, work engagement, and job satisfaction. <i>Journal of Managerial Psychology</i> , <b>2015</b> , 30, 1019-1033   | 3.3 | 100 |

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|----|---|-----|-----------------|
| 16 | 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              |
| 15 | 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              |
| 14 | 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              |
| 13 | 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 | 39 <sup>1</sup> |
| 12 | New Concepts, Old Known Issues. <i>Advances in Psychology, Mental Health, and Behavioral Studies</i> , <b>2015</b> , 16-30  | 0.2 | 48              |
| 11 | Addiction and Entertainment Products <b>2015</b> , 1-22   |     | 2               |
| 10 | An Overview of Problematic Gaming <b>2015</b> , 27-45   |     | 76              |
| 9  | 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              |
| 8  | 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             |
| 7  | 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              |
| 6  | 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              |
| 5  | Adiã Internet ou uso problemãico da internet? Qual dos termos usar?. <i>Psicologia USP</i> , <b>30</b> ,  | 0.3 | 11              |
| 4  | New Concepts, Old Known Issues883-898   |     |                 |
| 3  | Where do Gambling and Internet Addictions Belong? The Status of Other Addictions446-465   |     | 5               |
| 2  | 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> , <b>1</b> | 8.8 | 6               |
| 1  | Psychometric Properties of the Internet Gaming Disorder Scale Short-Form (IGDS9-SF): Systematic Review (Preprint)   |     | 1               |