

Mark Griffiths

List of Publications by Year in descending order

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Version: 2024-02-01

1,240
papers

76,955
citations

553

126
h-index

1820

210
g-index

1285
all docs

1285
docs citations

1285
times ranked

26644
citing authors

#	ARTICLE	IF	CITATIONS
1	The Fear of COVID-19 Scale: Development and Initial Validation. <i>International Journal of Mental Health and Addiction</i> , 2022, 20, 1537-1545.	4.4	2,674
2	A "components" model of addiction within a biopsychosocial framework. <i>Journal of Substance Use</i> , 2005, 10, 191-197.	0.3	1,654
3	Online Social Networking and Addiction—A Review of the Psychological Literature. <i>International Journal of Environmental Research and Public Health</i> , 2011, 8, 3528-3552.	1.2	1,272
4	The relationship between addictive use of social media and video games and symptoms of psychiatric disorders: A large-scale cross-sectional study. <i>Psychology of Addictive Behaviors</i> , 2016, 30, 252-262.	1.4	986
5	Internet Addiction: A Systematic Review of Epidemiological Research for the Last Decade. <i>Current Pharmaceutical Design</i> , 2014, 20, 4026-4052.	0.9	967
6	Social Interactions in Massively Multiplayer Online Role-Playing Gamers. <i>Cyberpsychology, Behavior and Social Networking</i> , 2007, 10, 575-583.	2.2	693
7	Can Disordered Mobile Phone Use Be Considered a Behavioral Addiction? An Update on Current Evidence and a Comprehensive Model for Future Research. <i>Current Addiction Reports</i> , 2015, 2, 156-162.	1.6	690
8	Internet Gaming Addiction: A Systematic Review of Empirical Research. <i>International Journal of Mental Health and Addiction</i> , 2012, 10, 278-296.	4.4	680
9	The relationship between addictive use of social media, narcissism, and self-esteem: Findings from a large national survey. <i>Addictive Behaviors</i> , 2017, 64, 287-293.	1.7	668
10	Social Networking Sites and Addiction: Ten Lessons Learned. <i>International Journal of Environmental Research and Public Health</i> , 2017, 14, 311.	1.2	646
11	Measuring DSM-5 internet gaming disorder: Development and validation of a short psychometric scale. <i>Computers in Human Behavior</i> , 2015, 45, 137-143.	5.1	612
12	Does Internet and Computer "Addiction" Exist? Some Case Study Evidence. <i>Cyberpsychology, Behavior and Social Networking</i> , 2000, 3, 211-218.	2.2	605
13	The Effect of COVID-19 on Youth Mental Health. <i>Psychiatric Quarterly</i> , 2020, 91, 841-852.	1.1	604
14	Preventing problematic internet use during the COVID-19 pandemic: Consensus guidance. <i>Comprehensive Psychiatry</i> , 2020, 100, 152180.	1.5	522
15	Problematic Social Media Use: Results from a Large-Scale Nationally Representative Adolescent Sample. <i>PLoS ONE</i> , 2017, 12, e0169839.	1.1	508
16	"Internet Addiction": A Critical Review. <i>International Journal of Mental Health and Addiction</i> , 2006, 4, 31-51.	4.4	490
17	First COVID-19 suicide case in Bangladesh due to fear of COVID-19 and xenophobia: Possible suicide prevention strategies. <i>Asian Journal of Psychiatry</i> , 2020, 51, 102073.	0.9	474
18	Online Gaming Addiction: The Role of Sensation Seeking, Self-Control, Neuroticism, Aggression, State Anxiety, and Trait Anxiety. <i>Cyberpsychology, Behavior, and Social Networking</i> , 2010, 13, 313-316.	2.1	465

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19	Problem gambling worldwide: An update and systematic review of empirical research (2000–2015). <i>Journal of Behavioral Addictions</i> , 2016, 5, 592-613.	1.9	464
20	Prevalence of the Addictions: A Problem of the Majority or the Minority?. <i>Evaluation and the Health Professions</i> , 2011, 34, 3-56.	0.9	457
21	Excessive Computer Game Playing: Evidence for Addiction and Aggression?. <i>Cyberpsychology, Behavior and Social Networking</i> , 2007, 10, 290-292.	2.2	445
22	Internet Addiction - Time to be Taken Seriously?. <i>Addiction Research</i> , 2000, 8, 413-418.	0.6	431
23	Prevalence of Pathological Internet Use among University Students and Correlations with Self-Esteem, the General Health Questionnaire (GHQ), and Disinhibition. <i>Cyberpsychology, Behavior and Social Networking</i> , 2005, 8, 562-570.	2.2	429
24	The relationships between behavioral addictions and the five-factor model of personality. <i>Journal of Behavioral Addictions</i> , 2013, 2, 90-99.	1.9	428
25	Toward a consensus definition of pathological video-gaming: A systematic review of psychometric assessment tools. <i>Clinical Psychology Review</i> , 2013, 33, 331-342.	6.0	398
26	Working towards an international consensus on criteria for assessing internet gaming disorder: a critical commentary on Petry <i>et al</i> . (2014). <i>Addiction</i> , 2016, 111, 167-175.	1.7	373
27	The fear of COVID-19 and its role in preventive behaviours. , 2020, 2, .		366
28	Internet addiction in students: Prevalence and risk factors. <i>Computers in Human Behavior</i> , 2013, 29, 959-966.	5.1	362
29	Gaming disorder: Its delineation as an important condition for diagnosis, management, and prevention. <i>Journal of Behavioral Addictions</i> , 2017, 6, 271-279.	1.9	359
30	Online computer gaming: a comparison of adolescent and adult gamers. <i>Journal of Adolescence</i> , 2004, 27, 87-96.	1.2	354
31	The Exercise Addiction Inventory: A New Brief Screening Tool. <i>Addiction Research and Theory</i> , 2004, 12, 489-499.	1.2	351
32	Prevalence of Adolescent Problem Gambling: A Systematic Review of Recent Research. <i>Journal of Gambling Studies</i> , 2017, 33, 397-424.	1.1	336
33	Intolerance of Uncertainty and Mental Wellbeing: Serial Mediation by Rumination and Fear of COVID-19. <i>International Journal of Mental Health and Addiction</i> , 2022, 20, 2731-2742.	4.4	333
34	Breaking the Stereotype: The Case of Online Gaming. <i>Cyberpsychology, Behavior and Social Networking</i> , 2003, 6, 81-91.	2.2	330
35	Internet addiction in adolescents: Prevalence and risk factors. <i>Computers in Human Behavior</i> , 2013, 29, 1987-1996.	5.1	323
36	Dependence on Computer Games by Adolescents. <i>Psychological Reports</i> , 1998, 82, 475-480.	0.9	316

#	ARTICLE	IF	CITATIONS
37	Internet Gambling: Issues, Concerns, and Recommendations. <i>Cyberpsychology, Behavior and Social Networking</i> , 2003, 6, 557-568.	2.2	312
38	Internet and Gaming Addiction: A Systematic Literature Review of Neuroimaging Studies. <i>Brain Sciences</i> , 2012, 2, 347-374.	1.1	311
39	Demographic Factors and Playing Variables in Online Computer Gaming. <i>Cyberpsychology, Behavior and Social Networking</i> , 2004, 7, 479-487.	2.2	310
40	Validation and Psychometric Evaluation of the Italian Version of the Fear of COVID-19 Scale. <i>International Journal of Mental Health and Addiction</i> , 2022, 20, 1913-1922.	4.4	304
41	Social Networking Addiction. , 2014, , 119-141.		297
42	Gambling Technologies: Prospects for Problem Gambling. <i>Journal of Gambling Studies</i> , 1999, 15, 265-283.	1.1	294
43	Problematic Internet Use and Problematic Online Gaming Are Not the Same: Findings from a Large Nationally Representative Adolescent Sample. <i>Cyberpsychology, Behavior, and Social Networking</i> , 2014, 17, 749-754.	2.1	287
44	Psychometric Validation of the Bangla Fear of COVID-19 Scale: Confirmatory Factor Analysis and Rasch Analysis. <i>International Journal of Mental Health and Addiction</i> , 2022, 20, 2623-2634.	4.4	284
45	The Role of Context in Online Gaming Excess and Addiction: Some Case Study Evidence. <i>International Journal of Mental Health and Addiction</i> , 2010, 8, 119-125.	4.4	282
46	Exercise Addiction: Symptoms, Diagnosis, Epidemiology, and Etiology. <i>Substance Use and Misuse</i> , 2012, 47, 403-417.	0.7	280
47	Online gaming addiction in children and adolescents: A review of empirical research. <i>Journal of Behavioral Addictions</i> , 2012, 1, 3-22.	1.9	279
48	COVID-19-Related Suicides in Bangladesh Due to Lockdown and Economic Factors: Case Study Evidence from Media Reports. <i>International Journal of Mental Health and Addiction</i> , 2021, 19, 2110-2115.	4.4	276
49	The Conceptualisation and Measurement of DSM-5 Internet Gaming Disorder: The Development of the IGD-20 Test. <i>PLoS ONE</i> , 2014, 9, e110137.	1.1	271
50	Development of a work addiction scale. <i>Scandinavian Journal of Psychology</i> , 2012, 53, 265-272.	0.8	270
51	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> , 2017, 64, 253-260.	1.7	267
52	Fruit machine gambling: The importance of structural characteristics. <i>Journal of Gambling Studies</i> , 1993, 9, 101-120.	1.1	266
53	Behavioural addiction: an issue for everybody?. <i>Employee Counselling Today</i> , 1996, 8, 19-25.	0.3	258
54	The costs and determinants of order aggressiveness. <i>Journal of Financial Economics</i> , 2000, 56, 65-88.	4.6	257

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55	The prevalence of compulsive buying: a meta-analysis. <i>Addiction</i> , 2016, 111, 408-419.	1.7	256
56	Risk factors in adolescence: the case of gambling, videogame playing, and the internet. , 2000, 16, 199-225.		254
57	Video Game Structural Characteristics: A New Psychological Taxonomy. <i>International Journal of Mental Health and Addiction</i> , 2010, 8, 90-106.	4.4	252
58	Assessing clinical trials of Internet addiction treatment: A systematic review and CONSORT evaluation. <i>Clinical Psychology Review</i> , 2011, 31, 1110-1116.	6.0	246
59	A Psychometric Comparison of the Internet Addiction Test, the Internet-Related Problem Scale, and Self-Diagnosis. <i>Cyberpsychology, Behavior, and Social Networking</i> , 2011, 14, 141-149.	2.1	245
60	Social networking addiction, attachment style, and validation of the Italian version of the Bergen Social Media Addiction Scale. <i>Journal of Behavioral Addictions</i> , 2017, 6, 178-186.	1.9	245
61	Prevalence and Predictors of Video Game Addiction: A Study Based on a National Representative Sample of Gamers. <i>International Journal of Mental Health and Addiction</i> , 2016, 14, 672-686.	4.4	242
62	Uses and Gratifications of Problematic Social Media Use Among University Students: a Simultaneous Examination of the Big Five of Personality Traits, Social Media Platforms, and Social Media Use Motives. <i>International Journal of Mental Health and Addiction</i> , 2020, 18, 525-547.	4.4	241
63	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> , 2017, 6, 103-109.	1.9	234
64	Sleep problems during COVID-19 pandemic and its association to psychological distress: A systematic review and meta-analysis. <i>EClinicalMedicine</i> , 2021, 36, 100916.	3.2	233
65	Internet addiction and sleep problems: A systematic review and meta-analysis. <i>Sleep Medicine Reviews</i> , 2019, 47, 51-61.	3.8	232
66	A qualitative investigation of problem gambling as an escape-based coping strategy. <i>Psychology and Psychotherapy: Theory, Research and Practice</i> , 2007, 80, 107-125.	1.3	227
67	The exercise addiction inventory: a quick and easy screening tool for health practitioners. <i>British Journal of Sports Medicine</i> , 2005, 39, e30-e30.	3.1	224
68	The (co-)occurrence of problematic video gaming, substance use, and psychosocial problems in adolescents. <i>Journal of Behavioral Addictions</i> , 2014, 3, 157-165.	1.9	224
69	The Structural Characteristics of Video Games: A Psycho-Structural Analysis. <i>Cyberpsychology, Behavior and Social Networking</i> , 2004, 7, 1-10.	2.2	222
70	Sex on the internet: Observations and implications for internet sex addiction. <i>Journal of Sex Research</i> , 2001, 38, 333-342.	1.6	218
71	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> , 2018, 7, 556-561.	1.9	214
72	Buddhist-Derived Loving-Kindness and Compassion Meditation for the Treatment of Psychopathology: a Systematic Review. <i>Mindfulness</i> , 2015, 6, 1161-1180.	1.6	212

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73	The role of cognitive bias and skill in fruit machine gambling. <i>British Journal of Psychology</i> , 1994, 85, 351-369.	1.2	211
74	Sociodemographic Correlates of Internet Gambling: Findings from the 2007 British Gambling Prevalence Survey. <i>Cyberpsychology, Behavior and Social Networking</i> , 2009, 12, 199-202.	2.2	210
75	Attachment and emotion regulation in substance addictions and behavioral addictions. <i>Journal of Behavioral Addictions</i> , 2017, 6, 534-544.	1.9	207
76	Video Game Addiction: Past, Present and Future. <i>Current Psychiatry Reviews</i> , 2012, 8, 308-318.	0.9	202
77	Internet Gaming Disorder and the DSM-5: Conceptualization, Debates, and Controversies. <i>Current Addiction Reports</i> , 2015, 2, 254-262.	1.6	200
78	The Validity of Student Evaluation of Teaching in Higher Education: Love me, love my lectures?. <i>Assessment and Evaluation in Higher Education</i> , 2000, 25, 397-405.	3.9	199
79	Gender Swapping and Socializing in Cyberspace: An Exploratory Study. <i>Cyberpsychology, Behavior and Social Networking</i> , 2008, 11, 47-53.	2.2	199
80	Internet sex addiction: A review of empirical research. <i>Addiction Research and Theory</i> , 2012, 20, 111-124.	1.2	199
81	Gambling on the internet: A brief note. <i>Journal of Gambling Studies</i> , 1996, 12, 471-473.	1.1	187
82	Psychometric properties and concurrent validity of two exercise addiction measures: A population wide study. <i>Psychology of Sport and Exercise</i> , 2012, 13, 739-746.	1.1	186
83	The Mental Health Impact of the COVID-19 Pandemic Across Different Cohorts. <i>International Journal of Mental Health and Addiction</i> , 2022, 20, 380-386.	4.4	185
84	Internet Gambling: An Online Empirical Study Among Student Gamblers. <i>International Journal of Mental Health and Addiction</i> , 2008, 6, 194-204.	4.4	184
85	The Convergence of Gambling and Digital Media: Implications for Gambling in Young People. <i>Journal of Gambling Studies</i> , 2010, 26, 175-187.	1.1	184
86	Organizational identification, work engagement, and job satisfaction. <i>Journal of Managerial Psychology</i> , 2015, 30, 1019-1033.	1.3	183
87	Instagram addiction and the Big Five of personality: The mediating role of self-liking. <i>Journal of Behavioral Addictions</i> , 2018, 7, 158-170.	1.9	183
88	The COVID-19 pandemic and serious psychological consequences in Bangladesh: A population-based nationwide study. <i>Journal of Affective Disorders</i> , 2021, 279, 462-472.	2.0	183
89	Amusement machine playing in childhood and adolescence: A comparative analysis of video games and fruit machines. <i>Journal of Adolescence</i> , 1991, 14, 53-73.	1.2	180
90	Computer game playing in adolescence: Prevalence and demographic indicators. <i>Journal of Community and Applied Social Psychology</i> , 1995, 5, 189-193.	1.4	178

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91	Violent video games and aggression. <i>Aggression and Violent Behavior</i> , 1999, 4, 203-212.	1.2	178
92	EverQuest™s Just a Computer Game Right? An Interpretative Phenomenological Analysis of Online Gaming Addiction. <i>International Journal of Mental Health and Addiction</i> , 2006, 4, 205-216.	4.4	175
93	Investigating mediated effects of fear of COVID-19 and COVID-19 misunderstanding in the association between problematic social media use, psychological distress, and insomnia. <i>Internet Interventions</i> , 2020, 21, 100345.	1.4	175
94	Facebook Addiction: Concerns, Criticism, and Recommendations—A Response to Andreassen and Colleagues. <i>Psychological Reports</i> , 2012, 110, 518-520.	0.9	174
95	An international perspective on youth gambling prevalence studies. <i>International Journal of Adolescent Medicine and Health</i> , 2010, 22, 3-38.	0.6	174
96	The Mediating Effect of Gaming Motivation Between Psychiatric Symptoms and Problematic Online Gaming: An Online Survey. <i>Journal of Medical Internet Research</i> , 2015, 17, e88.	2.1	172
97	Self-reported dependence on mobile phones in young adults: A European cross-cultural empirical survey. <i>Journal of Behavioral Addictions</i> , 2017, 6, 168-177.	1.9	171
98	The Development of the Problematic Pornography Consumption Scale (PPCS). <i>Journal of Sex Research</i> , 2018, 55, 395-406.	1.6	170
99	Characteristics and Psychiatric Symptoms of Internet Gaming Disorder among Adults Using Self-Reported DSM-5 Criteria. <i>Psychiatry Investigation</i> , 2016, 13, 58.	0.7	168
100	The Psychology of Esports: A Systematic Literature Review. <i>Journal of Gambling Studies</i> , 2019, 35, 351-365.	1.1	167
101	The Social Impact of Internet Gambling. <i>Social Science Computer Review</i> , 2002, 20, 312-320.	2.6	165
102	DSM-5 internet gaming disorder needs a unified approach to assessment. <i>Neuropsychiatry</i> , 2014, 4, 1-4.	0.4	164
103	Associations Between Fear of COVID-19, Mental Health, and Preventive Behaviours Across Pregnant Women and Husbands: An Actor-Partner Interdependence Modelling. <i>International Journal of Mental Health and Addiction</i> , 2022, 20, 68-82.	4.4	164
104	Internet Gaming Disorder Among Slovenian Primary Schoolchildren: Findings From a Nationally Representative Sample of Adolescents. <i>Journal of Behavioral Addictions</i> , 2016, 5, 304-310.	1.9	163
105	Home video game playing in schoolchildren: a study of incidence and patterns of play. <i>Journal of Adolescence</i> , 1995, 18, 687-691.	1.2	161
106	An investigation into problematic smartphone use: The role of narcissism, anxiety, and personality factors. <i>Journal of Behavioral Addictions</i> , 2017, 6, 378-386.	1.9	161
107	Neurobiological Correlates in Internet Gaming Disorder: A Systematic Literature Review. <i>Frontiers in Psychiatry</i> , 2018, 9, 166.	1.3	161
108	The evolution of Internet addiction: A global perspective. <i>Addictive Behaviors</i> , 2016, 53, 193-195.	1.7	159

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109	Is excessive online usage a function of medium or activity?. <i>Journal of Behavioral Addictions</i> , 2014, 3, 74-77.	1.9	156
110	Problematic Internet use, well-being, self-esteem and self-control: Data from a high-school survey in China. <i>Addictive Behaviors</i> , 2016, 61, 74-79.	1.7	156
111	Definitions and measures of exercise dependence. <i>Addiction Research and Theory</i> , 2006, 14, 631-646.	1.2	155
112	Voluntary Limit Setting and Player Choice in Most Intense Online Gamblers: An Empirical Study of Gambling Behaviour. <i>Journal of Gambling Studies</i> , 2013, 29, 647-660.	1.1	155
113	The Bergen Shopping Addiction Scale: reliability and validity of a brief screening test. <i>Frontiers in Psychology</i> , 2015, 6, 1374.	1.1	155
114	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> , 2015, 1, 19-25.	1.0	155
115	Revisiting the Role of Impulsivity and Compulsivity in Problematic Sexual Behaviors. <i>Journal of Sex Research</i> , 2019, 56, 166-179.	1.6	155
116	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> , 2021, 10, 169-180.	1.9	155
117	Videogame Addiction and its Treatment. <i>Journal of Contemporary Psychotherapy</i> , 2009, 39, 247-253.	0.7	153
118	The Attitudes, Feelings, and Experiences of Online Gamers: A Qualitative Analysis. <i>Cyberpsychology, Behavior and Social Networking</i> , 2009, 12, 747-753.	2.2	153
119	PGSI and DSM-IV in the 2007 British Gambling Prevalence Survey: reliability, item response, factor structure and inter-scale agreement. <i>International Gambling Studies</i> , 2010, 10, 31-44.	1.3	153
120	The emerging role of Buddhism in clinical psychology: Toward effective integration.. <i>Psychology of Religion and Spirituality</i> , 2014, 6, 123-137.	0.9	152
121	Social Networking Addiction: Emerging Themes and Issues. <i>Journal of Addiction Research & Therapy</i> , 2013, 04, .	0.2	152
122	Internet Gaming Disorder in Children and Adolescents. <i>Pediatrics</i> , 2017, 140, S81-S85.	1.0	148
123	The Development of the Problematic Online Gaming Questionnaire (POGQ). <i>PLoS ONE</i> , 2012, 7, e36417.	1.1	147
124	Social Responsibility Tools in Online Gambling: A Survey of Attitudes and Behavior among Internet Gamblers. <i>Cyberpsychology, Behavior and Social Networking</i> , 2009, 12, 413-421.	2.2	146
125	Psychometric validation of the Persian Bergen Social Media Addiction Scale using classic test theory and Rasch models. <i>Journal of Behavioral Addictions</i> , 2017, 6, 620-629.	1.9	146
126	Measurement invariance across young adults from Hong Kong and Taiwan among three internet-related addiction scales: Bergen Social Media Addiction Scale (BSMAS), Smartphone Application-Based Addiction Scale (SABAS), and Internet Gaming Disorder Scale-Short Form (IGDS-SF9) (Study Part A). <i>Addictive Behaviors</i> , 2020, 101, 105969.	1.7	145

#	ARTICLE	IF	CITATIONS
127	Internet Addiction and its Psychosocial Risks (Depression, Anxiety, Stress and Loneliness) among Iranian Adolescents and Young Adults: A Structural Equation Model in a Cross-Sectional Study. <i>International Journal of Mental Health and Addiction</i> , 2016, 14, 257-267.	4.4	144
128	Acquisition, Development, and Maintenance of Online Poker Playing in a Student Sample. <i>Cyberpsychology, Behavior and Social Networking</i> , 2007, 10, 354-361.	2.2	143
129	Defining the online gambler and patterns of behaviour integration: evidence from the British Gambling Prevalence Survey 2010. <i>International Gambling Studies</i> , 2011, 11, 339-356.	1.3	143
130	Addiction to Social Media and Attachment Styles: A Systematic Literature Review. <i>International Journal of Mental Health and Addiction</i> , 2019, 17, 1094-1118.	4.4	142
131	Motivational processes and dysfunctional mechanisms of social media use among adolescents: A qualitative focus group study. <i>Computers in Human Behavior</i> , 2019, 93, 164-175.	5.1	141
132	Internet Addiction Disorder and Internet Gaming Disorder are Not the Same. <i>Journal of Addiction Research & Therapy</i> , 2014, 05, .	0.2	140
133	AN ANALYSIS OF THE ROLE OF GENDER AND SELF-EFFICACY IN DEVELOPING FEMALE ENTREPRENEURIAL INTEREST AND BEHAVIOR. <i>Journal of Developmental Entrepreneurship</i> , 2009, 14, 105-119.	0.4	139
134	The influence of alexithymia on mobile phone addiction: The role of depression, anxiety and stress. <i>Journal of Affective Disorders</i> , 2018, 225, 761-766.	2.0	138
135	The cognitive psychology of gambling. <i>Journal of Gambling Studies</i> , 1990, 6, 31-42.	1.1	137
136	Ten myths about work addiction. <i>Journal of Behavioral Addictions</i> , 2018, 7, 845-857.	1.9	136
137	Excessive use of Massively Multi-Player Online Role-Playing Games: A Pilot Study. <i>International Journal of Mental Health and Addiction</i> , 2009, 7, 563-571.	4.4	135
138	The Prevalence of Workaholism: A Survey Study in a Nationally Representative Sample of Norwegian Employees. <i>PLoS ONE</i> , 2014, 9, e102446.	1.1	135
139	Meditation Awareness Training (MAT) for Work-related Wellbeing and Job Performance: A Randomised Controlled Trial. <i>International Journal of Mental Health and Addiction</i> , 2014, 12, 806-823.	4.4	135
140	Neuroticism, Trait Fear of Missing Out, and Phubbing: The Mediating Role of State Fear of Missing Out and Problematic Instagram Use. <i>International Journal of Mental Health and Addiction</i> , 2020, 18, 628-639.	4.4	134
141	Problematic Online Behaviors among Adolescents and Emerging Adults: Associations between Cyberbullying Perpetration, Problematic Social Media Use, and Psychosocial Factors. <i>International Journal of Mental Health and Addiction</i> , 2019, 17, 891-908.	4.4	132
142	Exercise Addiction: A Case Study. <i>Addiction Research</i> , 1997, 5, 161-168.	0.6	131
143	Social media addiction: What is the role of content in YouTube?. <i>Journal of Behavioral Addictions</i> , 2017, 6, 364-377.	1.9	131
144	Internet gaming disorder in Lebanon: Relationships with age, sleep habits, and academic achievement. <i>Journal of Behavioral Addictions</i> , 2018, 7, 70-78.	1.9	131

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145	The Psychometric Properties of the Smartphone Application-Based Addiction Scale (SABAS). <i>International Journal of Mental Health and Addiction</i> , 2018, 16, 393-403.	4.4	131
146	The acquisition, development and maintenance of lottery and scratchcard gambling in adolescence. <i>Journal of Adolescence</i> , 1998, 21, 265-273.	1.2	130
147	Psychometric Testing of Three Chinese Online-Related Addictive Behavior Instruments among Hong Kong University Students. <i>Psychiatric Quarterly</i> , 2019, 90, 117-128.	1.1	128
148	The relationship between fear of COVID-19 and mental health problems: A meta-analysis. <i>Death Studies</i> , 2022, 46, 515-523.	1.8	127
149	Validation of the Internet Gaming Disorder Scale " Short-Form (IGDS9-SF) in an Italian-speaking sample. <i>Journal of Behavioral Addictions</i> , 2016, 5, 683-690.	1.9	126
150	Problematic Social Networking Site Use and Comorbid Psychiatric Disorders: A Systematic Review of Recent Large-Scale Studies. <i>Frontiers in Psychiatry</i> , 2018, 9, 686.	1.3	126
151	Internet gaming disorder in adolescence: Psychological characteristics of a clinical sample. <i>Journal of Behavioral Addictions</i> , 2018, 7, 707-718.	1.9	125
152	Using an integrated social cognition model to predict COVID-19 preventive behaviours. <i>British Journal of Health Psychology</i> , 2020, 25, 981-1005.	1.9	124
153	Internet-Related Behaviors and Psychological Distress Among Schoolchildren During COVID-19 School Suspension. <i>Journal of the American Academy of Child and Adolescent Psychiatry</i> , 2020, 59, 1099-1102.e1.	0.3	124
154	Online Data Collection from Video Game Players: Methodological Issues. <i>Cyberpsychology, Behavior and Social Networking</i> , 2004, 7, 511-518.	2.2	123
155	Experiences of Time Loss among Videogame Players: An Empirical Study. <i>Cyberpsychology, Behavior and Social Networking</i> , 2007, 10, 38-44.	2.2	121
156	The Role of Structural Characteristics in Problematic Video Game Play: An Empirical Study. <i>International Journal of Mental Health and Addiction</i> , 2011, 9, 320-333.	4.4	120
157	Weight-related stigma and psychological distress: A systematic review and meta-analysis. <i>Clinical Nutrition</i> , 2020, 39, 2001-2013.	2.3	120
158	Excessive Internet Use: Implications for Sexual Behavior. <i>Cyberpsychology, Behavior and Social Networking</i> , 2000, 3, 537-552.	2.2	118
159	A Critical Review of the Harm-Minimisation Tools Available for Electronic Gambling. <i>Journal of Gambling Studies</i> , 2017, 33, 187-221.	1.1	118
160	The Use of Online Methodologies in Data Collection for Gambling and Gaming Addictions. <i>International Journal of Mental Health and Addiction</i> , 2010, 8, 8-20.	4.4	116
161	Psychometric Properties of the Problematic Internet Use Questionnaire Short-Form (PIUQ-SF-6) in a Nationally Representative Sample of Adolescents. <i>PLoS ONE</i> , 2016, 11, e0159409.	1.1	116
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