

Mark Griffiths

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.

1,197
papers

50,626
citations

110
h-index

181
g-index

1,285
ext. papers

63,288
ext. citations

4.8
avg, IF

8.9
L-index

#	Paper	IF	Citations
1197	The Fear of COVID-19 Scale: Development and Initial Validation. <i>International Journal of Mental Health and Addiction</i> , 2020 , 1-9	8.8	1329
1196	A Components Model of addiction within a biopsychosocial framework. <i>Journal of Substance Use</i> , 2005 , 10, 191-197	0.8	1105
1195	Online social networking and addiction--a review of the psychological literature. <i>International Journal of Environmental Research and Public Health</i> , 2011 , 8, 3528-52	4.6	878
1194	Internet addiction: a systematic review of epidemiological research for the last decade. <i>Current Pharmaceutical Design</i> , 2014 , 20, 4026-52	3.3	707
1193	Social interactions in massively multiplayer online role-playing gamers. <i>Cyberpsychology, Behavior and Social Networking</i> , 2007 , 10, 575-83		534
1192	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, 252-62	3.4	524
1191	Internet Gaming Addiction: A Systematic Review of Empirical Research. <i>International Journal of Mental Health and Addiction</i> , 2012 , 10, 278-296	8.8	513
1190	Does Internet and Computer "Addiction" Exist? Some Case Study Evidence. <i>Cyberpsychology, Behavior and Social Networking</i> , 2000 , 3, 211-218		467
1189	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	3.9	424
1188	Internet Addiction—A Critical Review. <i>International Journal of Mental Health and Addiction</i> , 2006 , 4, 31-51	8.8	393
1187	Measuring DSM-5 internet gaming disorder: Development and validation of a short psychometric scale. <i>Computers in Human Behavior</i> , 2015 , 45, 137-143	7.7	391
1186	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	4.2	388
1185	Prevalence of the addictions: a problem of the majority or the minority?. <i>Evaluation and the Health Professions</i> , 2011 , 34, 3-56	2.5	367
1184	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, 313-6	4.4	363
1183	Excessive computer game playing: evidence for addiction and aggression?. <i>Cyberpsychology, Behavior and Social Networking</i> , 2007 , 10, 290-2		356
1182	Social Networking Sites and Addiction: Ten Lessons Learned. <i>International Journal of Environmental Research and Public Health</i> , 2017 , 14,	4.6	344
1181	The Effect of COVID-19 on Youth Mental Health. <i>Psychiatric Quarterly</i> , 2020 , 91, 841-852	4.1	343

1180	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	6.7	324
1179	Toward a consensus definition of pathological video-gaming: a systematic review of psychometric assessment tools. <i>Clinical Psychology Review</i> , 2013 , 33, 331-42	10.8	323
1178	The relationships between behavioral addictions and the five-factor model of personality. <i>Journal of Behavioral Addictions</i> , 2013 , 2, 90-9	6.3	321
1177	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, 562-70		315
1176	Internet Addiction - Time to be Taken Seriously?. <i>Addiction Research</i> , 2000 , 8, 413-418		306
1175	Problematic Social Media Use: Results from a Large-Scale Nationally Representative Adolescent Sample. <i>PLoS ONE</i> , 2017 , 12, e0169839	3.7	303
1174	Problem gambling worldwide: An update and systematic review of empirical research (2000-2015). <i>Journal of Behavioral Addictions</i> , 2016 , 5, 592-613	6.3	293
1173	Online computer gaming: a comparison of adolescent and adult gamers. <i>Journal of Adolescence</i> , 2004 , 27, 87-96	3.4	289
1172	Working towards an international consensus on criteria for assessing internet gaming disorder: a critical commentary on Petry et al. (2014). <i>Addiction</i> , 2016 , 111, 167-75	4.6	287
1171	Preventing problematic internet use during the COVID-19 pandemic: Consensus guidance. <i>Comprehensive Psychiatry</i> , 2020 , 100, 152180	7.3	283
1170	The Exercise Addiction Inventory: A New Brief Screening Tool. <i>Addiction Research and Theory</i> , 2004 , 12, 489-499	2.6	274
1169	Breaking the stereotype: the case of online gaming. <i>Cyberpsychology, Behavior and Social Networking</i> , 2003 , 6, 81-91		272
1168	Internet addiction in students: Prevalence and risk factors. <i>Computers in Human Behavior</i> , 2013 , 29, 959-966	9.6	270
1167	Dependence on computer games by adolescents. <i>Psychological Reports</i> , 1998 , 82, 475-80	1.6	252
1166	Demographic factors and playing variables in online computer gaming. <i>Cyberpsychology, Behavior and Social Networking</i> , 2004 , 7, 479-87		248
1165	Internet and gaming addiction: a systematic literature review of neuroimaging studies. <i>Brain Sciences</i> , 2012 , 2, 347-74	3.4	246
1164	Gaming disorder: Its delineation as an important condition for diagnosis, management, and prevention. <i>Journal of Behavioral Addictions</i> , 2017 , 6, 271-279	6.3	243
1163	Internet gambling: issues, concerns, and recommendations. <i>Cyberpsychology, Behavior and Social Networking</i> , 2003 , 6, 557-68		242

1162	Prevalence of Adolescent Problem Gambling: A Systematic Review of Recent Research. <i>Journal of Gambling Studies</i> , 2017 , 33, 397-424	3	239
1161	Internet addiction in adolescents: Prevalence and risk factors. <i>Computers in Human Behavior</i> , 2013 , 29, 1987-1996	7.7	238
1160	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	8.8	236
1159	Gambling Technologies: Prospects for Problem Gambling. <i>Journal of Gambling Studies</i> , 1999 , 15, 265-283	3	234
1158	Exercise addiction: symptoms, diagnosis, epidemiology, and etiology. <i>Substance Use and Misuse</i> , 2012 , 47, 403-17	2.2	227
1157	Assessing clinical trials of Internet addiction treatment: a systematic review and CONSORT evaluation. <i>Clinical Psychology Review</i> , 2011 , 31, 1110-6	10.8	210
1156	Fruit machine gambling: The importance of structural characteristics. <i>Journal of Gambling Studies</i> , 1993 , 9, 101-120	3	209
1155	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, 749-54	4.4	208
1154	The fear of COVID-19 and its role in preventive behaviours 2020 , 2, 58-63		205
1153	Risk factors in adolescence: the case of gambling, videogame playing, and the internet. <i>Journal of Gambling Studies</i> , 2000 , 16, 199-225	3	203
1152	The conceptualisation and measurement of DSM-5 Internet Gaming Disorder: the development of the IGD-20 Test. <i>PLoS ONE</i> , 2014 , 9, e110137	3.7	200
1151	Online gaming addiction in children and adolescents: A review of empirical research. <i>Journal of Behavioral Addictions</i> , 2012 , 1, 3-22	6.3	200
1150	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, 141-9	4.4	196
1149	Development of a work addiction scale. <i>Scandinavian Journal of Psychology</i> , 2012 , 53, 265-72	2.2	193
1148	Video Game Structural Characteristics: A New Psychological Taxonomy. <i>International Journal of Mental Health and Addiction</i> , 2010 , 8, 90-106	8.8	189
1147	Validation and Psychometric Evaluation of the Italian Version of the Fear of COVID-19 Scale. <i>International Journal of Mental Health and Addiction</i> , 2020 , 1-10	8.8	188
1146	The costs and determinants of order aggressiveness. <i>Journal of Financial Economics</i> , 2000 , 56, 65-88	6.6	188
1145	Behavioural addiction: an issue for everybody?. <i>Employee Counselling Today</i> , 1996 , 8, 19-25		188

1144	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> , 2020 , 1-12	8.8	186
1143	The structural characteristics of video games: a psycho-structural analysis. <i>Cyberpsychology, Behavior and Social Networking</i> , 2004 , 7, 1-10		186
1142	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> , 2020 , 1-6	8.8	185
1141	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	4.2	184
1140	Social Networking Addiction 2014 , 119-141		180
1139	Sociodemographic correlates of internet gambling: findings from the 2007 british gambling prevalence survey. <i>Cyberpsychology, Behavior and Social Networking</i> , 2009 , 12, 199-202		180
1138	A qualitative investigation of problem gambling as an escape-based coping strategy. <i>Psychology and Psychotherapy: Theory, Research and Practice</i> , 2007 , 80, 107-25	3.5	178
1137	The prevalence of compulsive buying: a meta-analysis. <i>Addiction</i> , 2016 , 111, 408-19	4.6	178
1136	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	8.8	177
1135	The exercise addiction inventory: a quick and easy screening tool for health practitioners. <i>British Journal of Sports Medicine</i> , 2005 , 39, e30	10.3	177
1134	Sex on the internet: Observations and implications for internet sex addiction. <i>Journal of Sex Research</i> , 2001 , 38, 333-342	4	175
1133	Intolerance of Uncertainty and Mental Wellbeing: Serial Mediation by Rumination and Fear of COVID-19. <i>International Journal of Mental Health and Addiction</i> , 2020 , 1-12	8.8	170
1132	Internet sex addiction: A review of empirical research. <i>Addiction Research and Theory</i> , 2012 , 20, 111-124	2.6	169
1131	Buddhist-Derived Loving-Kindness and Compassion Meditation for the Treatment of Psychopathology: a Systematic Review. <i>Mindfulness</i> , 2015 , 6, 1161-1180	2.9	168
1130	The role of cognitive bias and skill in fruit machine gambling. <i>British Journal of Psychology</i> , 1994 , 85, 351-369		164
1129	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	6.3	163
1128	The (co-)occurrence of problematic video gaming, substance use, and psychosocial problems in adolescents. <i>Journal of Behavioral Addictions</i> , 2014 , 3, 157-65	6.3	159
1127	Internet Gambling: An Online Empirical Study Among Student Gamblers. <i>International Journal of Mental Health and Addiction</i> , 2008 , 6, 194-204	8.8	155

1126	An international perspective on youth gambling prevalence studies. <i>International Journal of Adolescent Medicine and Health</i> , 2010 , 22, 3-38	1.1	155
1125	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	4.2	150
1124	Gender swapping and socializing in cyberspace: an exploratory study. <i>Cyberpsychology, Behavior and Social Networking</i> , 2008 , 11, 47-53		149
1123	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	6.3	146
1122	DSM-5 internet gaming disorder needs a unified approach to assessment. <i>Neuropsychiatry</i> , 2014 , 4, 1-4	1.8	146
1121	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	3.4	145
1120	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	3.1	144
1119	Internet Gaming Disorder and the DSM-5: Conceptualization, Debates, and Controversies. <i>Current Addiction Reports</i> , 2015 , 2, 254-262	3.9	142
1118	EverQuest II: 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	8.8	141
1117	Violent video games and aggression. <i>Aggression and Violent Behavior</i> , 1999 , 4, 203-212	3.9	141
1116	Gambling on the internet: A brief note. <i>Journal of Gambling Studies</i> , 1996 , 12, 471-3	3	141
1115	The convergence of gambling and digital media: implications for gambling in young people. <i>Journal of Gambling Studies</i> , 2010 , 26, 175-87	3	138
1114	Video Game Addiction: Past, Present and Future. <i>Current Psychiatry Reviews</i> , 2012 , 8, 308-318	0.9	137
1113	Computer game playing in adolescence: Prevalence and demographic indicators. <i>Journal of Community and Applied Social Psychology</i> , 1995 , 5, 189-193	2.8	134
1112	Internet Gaming Disorder Among Slovenian Primary Schoolchildren: Findings From a Nationally Representative Sample of Adolescents. <i>Journal of Behavioral Addictions</i> , 2016 , 5, 304-10	6.3	134
1111	Facebook addiction: concerns, criticism, and recommendations--a response to Andreassen and colleagues. <i>Psychological Reports</i> , 2012 , 110, 518-20	1.6	133
1110	Definitions and measures of exercise dependence. <i>Addiction Research and Theory</i> , 2006 , 14, 631-646	2.6	133
1109	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	1.8	132

1108	Home video game playing in schoolchildren: a study of incidence and patterns of play. <i>Journal of Adolescence</i> , 1995 , 18, 687-691	3.4	128
1107	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, 647-60	3	126
1106	Social responsibility tools in online gambling: a survey of attitudes and behavior among Internet gamblers. <i>Cyberpsychology, Behavior and Social Networking</i> , 2009 , 12, 413-21		126
1105	The Social Impact of Internet Gambling. <i>Social Science Computer Review</i> , 2002 , 20, 312-320	3.1	126
1104	Acquisition, development, and maintenance of online poker playing in a student sample. <i>Cyberpsychology, Behavior and Social Networking</i> , 2007 , 10, 354-61		125
1103	Is excessive online usage a function of medium or activity? An empirical pilot study. <i>Journal of Behavioral Addictions</i> , 2014 , 3, 74-7	6.3	124
1102	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	7.6	124
1101	Characteristics and Psychiatric Symptoms of Internet Gaming Disorder among Adults Using Self-Reported DSM-5 Criteria. <i>Psychiatry Investigation</i> , 2016 , 13, 58-66	3.1	124
1100	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	6.3	120
1099	The attitudes, feelings, and experiences of online gamers: a qualitative analysis. <i>Cyberpsychology, Behavior and Social Networking</i> , 2009 , 12, 747-53		118
1098	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	3.7	116
1097	The development of the Problematic Online Gaming Questionnaire (POGQ). <i>PLoS ONE</i> , 2012 , 7, e36417	3.7	116
1096	The acquisition, development and maintenance of lottery and scratchcard gambling in adolescence. <i>Journal of Adolescence</i> , 1998 , 21, 265-73	3.4	116
1095	The evolution of Internet addiction: A global perspective. <i>Addictive Behaviors</i> , 2016 , 53, 193-5	4.2	115
1094	Videogame Addiction and its Treatment. <i>Journal of Contemporary Psychotherapy</i> , 2009 , 39, 247-253	2.3	115
1093	An investigation into problematic smartphone use: The role of narcissism, anxiety, and personality factors. <i>Journal of Behavioral Addictions</i> , 2017 , 6, 378-386	6.3	114
1092	Attachment and emotion regulation in substance addictions and behavioral addictions. <i>Journal of Behavioral Addictions</i> , 2017 , 6, 534-544	6.3	114
1091	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	6.3	113

1090	Internet addiction and sleep problems: A systematic review and meta-analysis. <i>Sleep Medicine Reviews</i> , 2019 , 47, 51-61	10.2	112
1089	Internet Addiction Disorder and Internet Gaming Disorder are Not the Same. <i>Journal of Addiction Research & Therapy</i> , 2014 , 05,	2.5	111
1088	Revisiting the Role of Impulsivity and Compulsivity in Problematic Sexual Behaviors. <i>Journal of Sex Research</i> , 2019 , 56, 166-179	4	110
1087	The prevalence of workaholism: a survey study in a nationally representative sample of Norwegian employees. <i>PLoS ONE</i> , 2014 , 9, e102446	3.7	110
1086	Problematic Internet use, well-being, self-esteem and self-control: Data from a high-school survey in China. <i>Addictive Behaviors</i> , 2016 , 61, 74-9	4.2	110
1085	The emerging role of Buddhism in clinical psychology: Toward effective integration.. <i>Psychology of Religion and Spirituality</i> , 2014 , 6, 123-137	2.5	109
1084	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	8.8	109
1083	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	1.8	109
1082	Online data collection from video game players: methodological issues. <i>Cyberpsychology, Behavior and Social Networking</i> , 2004 , 7, 511-8		108
1081	The cognitive psychology of gambling. <i>Journal of Gambling Studies</i> , 1990 , 6, 31-42	3	107
1080	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> , 2020 , 1-15	8.8	105
1079	The Development of the Problematic Pornography Consumption Scale (PPCS). <i>Journal of Sex Research</i> , 2018 , 55, 395-406	4	105
1078	Neurobiological Correlates in Internet Gaming Disorder: A Systematic Literature Review. <i>Frontiers in Psychiatry</i> , 2018 , 9, 166	5	105
1077	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	8.8	104
1076	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	6.6	104
1075	The Bergen Shopping Addiction Scale: reliability and validity of a brief screening test. <i>Frontiers in Psychology</i> , 2015 , 6, 1374	3.4	102
1074	Exercise Addiction: A Case Study. <i>Addiction Research</i> , 1997 , 5, 161-168		102
1073	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	0.6	101

1072	Experiences of time loss among videogame players: an empirical study. <i>Cyberpsychology, Behavior and Social Networking</i> , 2007 , 10, 38-44		101
1071	Organizational identification, work engagement, and job satisfaction. <i>Journal of Managerial Psychology</i> , 2015 , 30, 1019-1033	3.3	100
1070	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	8.8	99
1069	Ten myths about work addiction. <i>Journal of Behavioral Addictions</i> , 2018 , 7, 845-857	6.3	96
1068	Clinical Interventions for Technology-Based Problems: Excessive Internet and Video Game Use. <i>Journal of Cognitive Psychotherapy</i> , 2012 , 26, 43-56	0.9	95
1067	A Critical Review of the Harm-Minimisation Tools Available for Electronic Gambling. <i>Journal of Gambling Studies</i> , 2017 , 33, 187-221	3	94
1066	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	8.8	94
1065	Excessive Internet Use: Implications for Sexual Behavior. <i>Cyberpsychology, Behavior and Social Networking</i> , 2000 , 3, 537-552		94
1064	Social Networking Addiction: Emerging Themes and Issues. <i>Journal of Addiction Research & Therapy</i> , 2013 , 04,	2.5	94
1063	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	8.8	93
1062	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	4.4	93
1061	Internet gaming disorder in adolescence: Psychological characteristics of a clinical sample. <i>Journal of Behavioral Addictions</i> , 2018 , 7, 707-718	6.3	92
1060	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	8.8	91
1059	The Psychology of the Fruit Machine: The Role of Structural Characteristics (Revisited). <i>International Journal of Mental Health and Addiction</i> , 2006 , 4, 151-179	8.8	91
1058	Internet Gaming Disorder in Children and Adolescents. <i>Pediatrics</i> , 2017 , 140, S81-S85	7.4	90
1057	Instagram addiction and the Big Five of personality: The mediating role of self-liking. <i>Journal of Behavioral Addictions</i> , 2018 , 7, 158-170	6.3	89
1056	Mindfulness and other Buddhist-derived interventions in correctional settings: A systematic review. <i>Aggression and Violent Behavior</i> , 2013 , 18, 365-372	3.9	88
1055	The Psychology of Esports: A Systematic Literature Review. <i>Journal of Gambling Studies</i> , 2019 , 35, 351-365		88

1054	The Relationships between Workaholism and Symptoms of Psychiatric Disorders: A Large-Scale Cross-Sectional Study. <i>PLoS ONE</i> , 2016 , 11, e0152978	3.7	84
1053	The Treatment of Internet Gaming Disorder: a Brief Overview of the PIPATIC Program. <i>International Journal of Mental Health and Addiction</i> , 2018 , 16, 1000-1015	8.8	84
1052	The Mental Health Impact of the COVID-19 Pandemic Across Different Cohorts. <i>International Journal of Mental Health and Addiction</i> , 2020 , 1-7	8.8	83
1051	Tolerance in gambling: an objective measure using the psychophysiological analysis of male fruit machine gamblers. <i>Addictive Behaviors</i> , 1993 , 18, 365-72	4.2	83
1050	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	6.3	83
1049	Testing normative and self-appraisal feedback in an online slot-machine pop-up in a real-world setting. <i>Frontiers in Psychology</i> , 2015 , 6, 339	3.4	82
1048	The effect of type A personality on physiological arousal while playing computer games. <i>Addictive Behaviors</i> , 1995 , 20, 543-8	4.2	82
1047	Contextualising over-engagement in work: Towards a more global understanding of workaholism as an addiction. <i>Journal of Behavioral Addictions</i> , 2012 , 1, 87-95	6.3	81
1046	Affect and the computer game player: the effect of gender, personality, and game reinforcement structure on affective responses to computer game-play. <i>Cyberpsychology, Behavior and Social Networking</i> , 2006 , 9, 308-16		81
1045	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	3.7	81
1044	Video Game Playing and Gambling in Adolescents: Common Risk Factors. <i>Journal of Child and Adolescent Substance Abuse</i> , 2004 , 14, 77-100	0.6	80
1043	Addiction to fruit machines: A preliminary study among young males. <i>Journal of Gambling Studies</i> , 1990 , 6, 113-26	3	80
1042	Psychometric Testing of Three Chinese Online-Related Addictive Behavior Instruments among Hong Kong University Students. <i>Psychiatric Quarterly</i> , 2019 , 90, 117-128	4.1	80
1041	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.e179	7.3	79
1040	Behavioral addictions: Past, present and future. <i>Journal of Behavioral Addictions</i> , 2012 , 1, 1-2	6.3	79
1039	Psychobiology of the near-miss in fruit machine gambling. <i>Journal of Psychology: Interdisciplinary and Applied</i> , 1991 , 125, 347-57	2.7	79
1038	Meditation awareness training for the treatment of workaholism: A controlled trial. <i>Journal of Behavioral Addictions</i> , 2017 , 6, 212-220	6.3	78
1037	Portuguese Validation of the Internet Gaming Disorder Scale-Short-Form. <i>Cyberpsychology, Behavior, and Social Networking</i> , 2016 , 19, 288-93	4.4	78

1036	The socio-political, economic, and cultural determinants of social entrepreneurship activity. <i>Journal of Small Business and Enterprise Development</i> , 2013 , 20, 341-357	2.5	78
1035	Experiences of Addiction and Recovery: the Case for Subjective Accounts. <i>Addiction Research and Theory</i> , 2002 , 10, 281-311	2.6	78
1034	Is "pop-up" messaging in online slot machine gambling effective as a responsible gambling strategy?. <i>Journal of Gambling Issues</i> , 2014 , 1	1	78
1033	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	8.8	77
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