

# Orsolya Király

## List of Publications by Year in descending order

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Version: 2024-02-01

60  
papers

5,292  
citations

147801

31  
h-index

128289

60  
g-index

63  
all docs

63  
docs citations

63  
times ranked

3643  
citing authors

#	ARTICLE	IF	CITATIONS
1	Online gaming and internet gaming disorder in Iran: patterns, motivations, and correlates. <i>Current Psychology</i> , 2023, 42, 13517-13531.	2.8	7
2	Autism, Problematic Internet Use and Gaming Disorder: A Systematic Review. <i>Review Journal of Autism and Developmental Disorders</i> , 2022, 9, 120-140.	3.4	27
3	Polysubstance Use Is Positively Associated with Gaming Disorder Symptom Severity: A Latent Class Analytical Study. <i>European Addiction Research</i> , 2022, 28, 12-22.	2.4	7
4	Problematic use of the internet during the COVID-19 pandemic: Good practices and mental health recommendations. <i>Comprehensive Psychiatry</i> , 2022, 112, 152279.	3.1	52
5	Development and validation of the Reward Deficiency Syndrome Questionnaire (RDSQ-29). <i>Journal of Psychopharmacology</i> , 2022, 36, 409-422.	4.0	14
6	Developmental and Family Implications of State-Controlled Video Game Play in China. <i>JAMA Pediatrics</i> , 2022, 176, 543.	6.2	5
7	Gambling Features and Monetization in Video Games Create Challenges for Young People, Families, and Clinicians. <i>Journal of the American Academy of Child and Adolescent Psychiatry</i> , 2022, 61, 854-856.	0.5	4
8	Mental Health and Wellbeing in Lithuanian Medical Students and Resident Doctors During COVID-19 Pandemic. <i>Frontiers in Psychiatry</i> , 2022, 13, 871137.	2.6	1
9	FOXP3 and GDNF Polymorphisms as Common Genetic Factors of Substance Use and Addictive Behaviors. <i>Journal of Personalized Medicine</i> , 2022, 12, 690.	2.5	10
10	Psychometric Assessment of the Motives for Online Gaming Questionnaire Among Iranian Gamers. <i>Psychiatry Investigation</i> , 2022, 19, 333-340.	1.6	3
11	Prevalence of problematic Internet use during the coronavirus disease 2019 pandemic. <i>Current Opinion in Behavioral Sciences</i> , 2022, 46, 101179.	3.9	26
12	Expert appraisal of criteria for assessing gaming disorder: an international Delphi study. <i>Addiction</i> , 2021, 116, 2463-2475.	3.3	113
13	The Moderating Role of Coping Mechanisms and Being an e-Sport Player Between Psychiatric Symptoms and Gaming Disorder: Online Survey. <i>JMIR Mental Health</i> , 2021, 8, e21115.	3.3	11
14	Psychometric Properties of the Nine-Item Problematic Internet Use Questionnaire in a Brazilian General Population Sample. <i>Frontiers in Psychiatry</i> , 2021, 12, 660186.	2.6	2
15	Who complies with coronavirus disease 2019 precautions and who does not?. <i>Current Opinion in Psychiatry</i> , 2021, 34, 363-368.	6.3	15
16	Compulsive Internet Use Scale: Psychometric Properties and Associations With Sleeping Patterns, Mental Health, and Well-Being in Lithuanian Medical Students During the Coronavirus Disease 2019 Pandemic. <i>Frontiers in Psychology</i> , 2021, 12, 685137.	2.1	12
17	Childhood Emotional Trauma and Cyberbullying Perpetration Among Emerging Adults: A Multiple Mediation Model of the Role of Problematic Social Media Use and Psychopathology. <i>International Journal of Mental Health and Addiction</i> , 2020, 18, 548-566.	7.4	39
18	Trait Emotional Intelligence and Internet Gaming Disorder Among Gamers: The Mediating Role of Online Gaming Motives and Moderating Role of Age Groups. <i>International Journal of Mental Health and Addiction</i> , 2020, 18, 1446-1457.	7.4	30

#	ARTICLE	IF	CITATIONS
19	Psychometric Properties of the Nine-Item Problematic Internet Use Questionnaire (PIUQ-9) in a Lithuanian Sample of Students. <i>Frontiers in Psychiatry</i> , 2020, 11, 565769.	2.6	10
20	Career as a Professional Gamer: Gaming Motives as Predictors of Career Plans to Become a Professional Esport Player. <i>Frontiers in Psychology</i> , 2020, 11, 1866.	2.1	29
21	Preventing problematic internet use during the COVID-19 pandemic: Consensus guidance. <i>Comprehensive Psychiatry</i> , 2020, 100, 152180.	3.1	522
22	Co-occurrences of substance use and other potentially addictive behaviors: Epidemiological results from the Psychological and Genetic Factors of the Addictive Behaviors (PGA) Study. <i>Journal of Behavioral Addictions</i> , 2020, 9, 272-288.	3.7	56
23	Identifying individuals in need of help for their uncontrolled gaming: A narrative review of concerns and comments regarding gaming disorder diagnostic criteria. <i>Journal of Behavioral Addictions</i> , 2020, 9, 572-588.	3.7	6
24	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.	7.4	132
25	The mediating effect of motivations between psychiatric distress and gaming disorder among esports gamers and recreational gamers. <i>Comprehensive Psychiatry</i> , 2019, 94, 152117.	3.1	76
26	Cross-Cultural Validation of the Compulsive Internet Use Scale in Four Forms and Eight Languages. <i>Cyberpsychology, Behavior, and Social Networking</i> , 2019, 22, 451-464.	3.9	39
27	Maladaptive player-game relationships in problematic gaming and gaming disorder: A systematic review. <i>Clinical Psychology Review</i> , 2019, 73, 101777.	11.4	89
28	The Role of Cognitive Emotion Regulation Strategies in Problem Gaming Among Adolescents: A Nationally Representative Survey Study. <i>Frontiers in Psychiatry</i> , 2019, 10, 273.	2.6	42
29	Psychometric Evaluation of the Nine-Item Problematic Internet Use Questionnaire (PIUQ-9) in Nine European Samples of Internet Users. <i>Frontiers in Psychiatry</i> , 2019, 10, 136.	2.6	44
30	The psychological and genetic factors of the addictive behaviors (PGA) study. <i>International Journal of Methods in Psychiatric Research</i> , 2019, 28, e1748.	2.1	16
31	The Psychology of Esports: A Systematic Literature Review. <i>Journal of Gambling Studies</i> , 2019, 35, 351-365.	1.6	167
32	Ten-Item Internet Gaming Disorder Test (IGDT-10): Measurement invariance and cross-cultural validation across seven language-based samples. <i>Psychology of Addictive Behaviors</i> , 2019, 33, 91-103.	2.1	76
33	Gender Moderates the Partial Mediation of Impulsivity in the Relationship Between Psychiatric Distress and Problematic Online Gaming: Online Survey. <i>JMIR Mental Health</i> , 2019, 6, e10784.	3.3	12
34	Cross-cultural study of Problematic Internet Use in nine European countries. <i>Computers in Human Behavior</i> , 2018, 84, 430-440.	8.5	89
35	An empirical study on the motivations underlying augmented reality games: The case of Pokémon Go during and after Pokémon fever. <i>Personality and Individual Differences</i> , 2018, 133, 56-66.	2.9	77
36	Psychoactive Substance Use and Problematic Internet Use as Predictors of Bullying and Cyberbullying Victimization. <i>International Journal of Mental Health and Addiction</i> , 2018, 16, 466-479.	7.4	54

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37	Why Do You Drink Caffeine? The Development of the Motives for Caffeine Consumption Questionnaire (MCCQ) and Its Relationship with Gender, Age and the Types of Caffeinated Beverages. <i>International Journal of Mental Health and Addiction</i> , 2018, 16, 981-999.	7.4	38
38	An Exploratory Study on Motivational Predictors in Internet Gaming Disorder Among Peruvian Gamers. , 2018, , .		7
39	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> , 2018, 15, 1213.	2.6	41
40	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.	3.7	214
41	Loving the love of boys: Motives for consuming yaoi media. <i>PLoS ONE</i> , 2018, 13, e0198895.	2.5	7
42	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.	3.0	267
43	Confirmation of the Chinese Version of the Problematic Internet Use Questionnaire Short Form (PIUQ-SF). <i>International Journal of Mental Health and Addiction</i> , 2017, 15, 191-197.	7.4	15
44	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.	3.7	171
45	Do gaming motives mediate between psychiatric symptoms and problematic gaming? An empirical survey study. <i>Addiction Research and Theory</i> , 2017, 25, 397-408.	1.9	88
46	Inclusion of Gaming Disorder in ICD has more advantages than disadvantages. <i>Journal of Behavioral Addictions</i> , 2017, 6, 280-284.	3.7	67
47	Policy responses to problematic video game use: A systematic review of current measures and future possibilities. <i>Journal of Behavioral Addictions</i> , 2017, 7, 503-517.	3.7	100
48	Online and offline video game use in adolescents: measurement invariance and problem severity. <i>American Journal of Drug and Alcohol Abuse</i> , 2017, 43, 111-116.	2.1	22
49	Problematic Social Media Use: Results from a Large-Scale Nationally Representative Adolescent Sample. <i>PLoS ONE</i> , 2017, 12, e0169839.	2.5	508
50	Intense video gaming is not essentially problematic.. <i>Psychology of Addictive Behaviors</i> , 2017, 31, 807-817.	2.1	124
51	Characteristics and Psychiatric Symptoms of Internet Gaming Disorder among Adults Using Self-Reported DSM-5 Criteria. <i>Psychiatry Investigation</i> , 2016, 13, 58.	1.6	168
52	Prevalence of problematic internet use in Slovenia. <i>Zdravstveno Varstvo</i> , 2016, 55, 202-211.	0.9	16
53	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.	3.3	373
54	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.	2.5	116

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55	Commentary on: Are we overpathologizing everyday life? A tenable blueprint for behavioral addiction research. <i>Journal of Behavioral Addictions</i> , 2015, 4, 151-154.	3.7	70
56	Why Do You Dance? Development of the Dance Motivation Inventory (DMI). <i>PLoS ONE</i> , 2015, 10, e0122866.	2.5	35
57	Internet Gaming Disorder and the DSM-5: Conceptualization, Debates, and Controversies. <i>Current Addiction Reports</i> , 2015, 2, 254-262.	3.4	200
58	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.	4.3	172
59	The Conceptualisation and Measurement of DSM-5 Internet Gaming Disorder: The Development of the IGD-20 Test. <i>PLoS ONE</i> , 2014, 9, e110137.	2.5	271
60	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.	3.9	287