Paul H Delfabbro

List of Publications by Year in descending order

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261 papers

12,116 citations

53 h-index 93 g-index

266 all docs 266 docs citations

266 times ranked 7452 citing authors

#	Article	IF	CITATIONS
1	Comparing Owner-Rated Dog Temperament Measures and a Measure of Owner Personality: An Exploratory Study. Anthrozoos, 2023, 36, 53-67.	0.7	1
2	An Evaluation of Gaming-Related Harms in Relation to Gaming Disorder and Loot Box Involvement. International Journal of Mental Health and Addiction, 2022, 20, 2906-2921.	4.4	19
3	Levels of Parental Drinking in the Presence of Children: An Exploration of Attitudinal Correlates. Alcohol and Alcoholism, 2022, 57, 460-469.	0.9	5
4	Clinical interventions for technology-based problems. , 2022, , 435-457.		3
5	What Contributes to Public Stigma Towards Problem Gambling?: A Comparative Analysis of University Students in Australia, Canada, Croatia and Israel. Journal of Gambling Studies, 2022, 38, 1127-1141.	1.1	7
6	Parental problem gambling and child wellbeing: Systematic review and synthesis of evidence. Addictive Behaviors, 2022, 126, 107205.	1.7	8
7	Could autistic traits be a risk factor for conspiracy beliefs? An analysis of cognitive style and information seeking behavior. Minerva Psychiatry, 2022, 62, .	0.3	1
8	Gaming disorder and the COVID-19 pandemic: Treatment demand and service delivery challenges. Journal of Behavioral Addictions, 2022, 11, 243-248.	1.9	15
9	Gambling in Rural and Remote South Australia. International Journal of Mental Health and Addiction, 2021, 19, 1243-1260.	4.4	1
10	Measuring Gambling Harm: The Influence of Response Scaling on Estimates and the Distribution of Harm Across PGSI Categories. Journal of Gambling Studies, 2021, 37, 583-598.	1.1	12
11	Integrated Psychological Care Reduces Health Care Costs at a Hospital-Based Inflammatory Bowel Disease Service. Clinical Gastroenterology and Hepatology, 2021, 19, 96-103.e3.	2.4	49
12	â€~It's concerning', but is it your concern? Objectivity, advocacy and activism in gambling research. International Gambling Studies, 2021, 21, 168-179.	1.3	4
13	Global prevalence of gaming disorder: A systematic review and meta-analysis. Australian and New Zealand Journal of Psychiatry, 2021, 55, 553-568.	1.3	305
14	Prevention approaches to problem gaming: A large-scale qualitative investigation. Computers in Human Behavior, 2021, 115, 106611.	5.1	13
15	Avatar identification and problematic gaming: The role of self-concept clarity. Addictive Behaviors, 2021, 113, 106694.	1.7	33
16	The behaviour-attitude divide: understanding public attitudes towards gambling. International Gambling Studies, 2021, 21, 153-167.	1.3	3
17	Encouraging Employee Engagement With Cybersecurity: How to Tackle Cyber Fatigue. SAGE Open, 2021, 11, 215824402110000.	0.8	19
18	The prevalence of loyalty program use and its association with higher risk gambling in Australia. Journal of Behavioral Addictions, 2021, 9, 1093-1097.	1.9	4

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19	Attitudes toward gambling in young people: a cross-national study of Australia, Canada, Croatia and Israel. International Gambling Studies, 2021, 21, 326-345.	1.3	4
20	Volatility under the spotlight: panel regression analysis of online slots player in the UK. International Gambling Studies, 2021, 21, 395-410.	1.3	2
21	Prevention Strategies to Address Problematic Gaming: An Evaluation of Strategy Support Among Habitual and Problem Gamers. Journal of Primary Prevention, 2021, 42, 183-201.	0.8	9
22	Autistic traits as a potential confounding factor in the relationship between schizotypy and conspiracy beliefs. Cognitive Neuropsychiatry, 2021, 26, 273-292.	0.7	9
23	Stigmaâ€related arguments against gaming disorder: a call for research. Addiction, 2021, 116, 2921-2922.	1.7	7
24	Addressing Intergenerational Trauma in an Adolescent Reunification Program: Case Studies Illustrating Service Innovation. Journal of Child and Adolescent Trauma, 2021, 14, 533-544.	1.0	0
25	Empirical Evidence Relating to the Relative Riskiness of Scratch-Card Gambling. Journal of Gambling Studies, 2021, 37, 1007-1024.	1.1	7
26	"Get a red-hot poker and open up my eyes, it's so boringâ€1: Employee perceptions of cybersecurity training. Computers and Security, 2021, 106, 102281.	4.0	16
27	Player-avatar interactions in habitual and problematic gaming: A qualitative investigation. Journal of Behavioral Addictions, 2021, 10, 223-233.	1.9	4
28	The psychology of cryptocurrency trading: Risk and protective factors. Journal of Behavioral Addictions, 2021, 10, 201-207.	1.9	58
29	Hairdressers as a source of social support: A qualitative study on client disclosures from Australian hairdressers' perspectives. Health and Social Care in the Community, 2021, , .	0.7	5
30	Harm severity in internet gaming disorder and problem gambling: A comparative study. Computers in Human Behavior, 2021, 124, 106898.	5.1	9
31	Cryptocurrency trading, gambling and problem gambling. Addictive Behaviors, 2021, 122, 107021.	1.7	35
32	Conspiracy-Beliefs and Receptivity to Disconfirmatory Information: A Study Using the BADE Task. SAGE Open, 2021, 11, 215824402110061.	0.8	15
33	A Comparison of Psychological and Work Outcomes in Open-Plan and Cellular Office Designs: A Systematic Review. SAGE Open, 2021, 11, 215824402098886.	0.8	7
34	"Diagnostic inflation―will not resolve taxonomical problems in the study of addictive online behaviours. •. Journal of Behavioral Addictions, 2021, 9, 915-919.	1.9	19
35	The value of voluntary vs. mandatory responsible gambling limit-setting systems: A review of the evidence. International Gambling Studies, 2021, 21, 255-271.	1.3	23
36	Conspiracy theory beliefs, scientific reasoning and the analytical thinking paradox. Applied Cognitive Psychology, 2021, 35, 1523-1534.	0.9	18

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37	Contentious Issues and Future Directions in Adolescent Gambling Research. International Journal of Environmental Research and Public Health, 2021, 18, 11482.	1.2	4
38	Understanding gambling and gaming skill and its implications for the convergence of gaming with electronic gaming machines. International Gambling Studies, 2020, 20, 171-183.	1.3	22
39	Characteristics of children with problem sexual behaviour and adolescent perpetrators of sexual abuse: a systematic review. Journal of Sexual Aggression, 2020, 26, 36-61.	0.7	28
40	The convergence of gambling and monetised gaming activities. Current Opinion in Behavioral Sciences, 2020, 31, 32-36.	2.0	40
41	Description and evaluation of a trial program aimed at reunifying adolescents in statutory long-term out-of-home care with their birth families: The adolescent reunification program. Children and Youth Services Review, 2020, 119, 105570.	1.0	7
42	On the Limits and Challenges of Public Health Approaches in Addressing Gambling-Related Problems. International Journal of Mental Health and Addiction, 2020, 18, 844-859.	4.4	9
43	COVID-19-related conspiracy beliefs and their relationship with perceived stress and pre-existing conspiracy beliefs. Personality and Individual Differences, 2020, 166, 110201.	1.6	191
44	Avatar- and self-related processes and problematic gaming: A systematic review. Addictive Behaviors, 2020, 108, 106461.	1.7	22
45	Gaming-gambling convergence: evaluating evidence for the †gateway' hypothesis. International Gambling Studies, 2020, 20, 380-392.	1.3	48
46	Political and policy issues in adolescent addiction. , 2020, , 319-334.		2
47	Screening and assessment tools for gaming disorder: A comprehensive systematic review. Clinical Psychology Review, 2020, 77, 101831.	6.0	200
48	Fortnite microtransaction spending was associated with peers' purchasing behaviors but not gaming disorder symptoms. Addictive Behaviors, 2020, 104, 106311.	1.7	37
49	Is Self-Reported Propensity for Everyday Illusions of Control Higher in Gamblers and Is It Associated With Gambling-Specific Erroneous Beliefs?. SAGE Open, 2020, 10, 215824401989943.	0.8	7
50	Don't Say the †P' Word: Problem Gambling Is More than Harm. International Journal of Mental Health and Addiction, 2020, 18, 835-843.	4.4	3
51	Do EGMs have a Stronger Association with Problem Gambling than Racing and Casino Table Games? Evidence from a Decade of Australian Prevalence Studies. Journal of Gambling Studies, 2020, 36, 499-511.	1.1	32
52	Adult separation anxiety disorder: The human-animal bond. Journal of Affective Disorders, 2020, 270, 90-96.	2.0	9
53	Adolescent gambling. , 2020, , 159-183.		2
54	Face validity evaluation of screening tools for gaming disorder: Scope, language, and overpathologizing issues. Journal of Behavioral Addictions, 2020, 9, 1-13.	1.9	40

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55	Problematic online gaming and the COVID-19 pandemic. Journal of Behavioral Addictions, 2020, 9, 184-186.	1.9	437
56	Positive play and its relationship with gambling harms and benefits. Journal of Behavioral Addictions, 2020, 9, 363-370.	1.9	5
57	A public health approach to preventing child maltreatment: An intelligent information infrastructure to help us know what works. Child Abuse and Neglect, 2020, 106, 104466.	1.3	3
58	Sleeping with the Enemy: Does Depletion Cause Fatigue with Cybersecurity?. Lecture Notes in Computer Science, 2020, , 217-231.	1.0	0
59	Unfair play? Video games as exploitative monetized services: An examination of game patents from a consumer protection perspective. Computers in Human Behavior, 2019, 101, 131-143.	5.1	97
60	Conspiracy beliefs in the general population: The importance of psychopathology, cognitive style and educational attainment. Personality and Individual Differences, 2019, 151, 109521.	1.6	50
61	Logic, evidence and consensus: Towards a more constructive debate on gaming disorder. Australian and New Zealand Journal of Psychiatry, 2019, 53, 1047-1049.	1.3	10
62	Maladaptive player-game relationships in problematic gaming and gaming disorder: A systematic review. Clinical Psychology Review, 2019, 73, 101777.	6.0	89
63	Who is doing well: Age 15 predictors of psychological and physical health in young adulthood. Australian Psychologist, 2019, 54, 114-124.	0.9	6
64	Challenges in the Conceptualisation and Measurement of Gambling-Related Harm. Journal of Gambling Studies, 2019, 35, 743-755.	1.1	36
65	Loot box limitâ€setting is not sufficient on its own to prevent players from overspending: a reply to Drummond, Sauer &	1.7	28
66	Integrated Psychological Care is Needed, Welcomed and Effective in Ambulatory Inflammatory Bowel Disease Management: Evaluation of a New Initiative. Journal of Crohn's and Colitis, 2019, 13, 819-827.	0.6	48
67	Play dynamics on electronic gaming machines: A conceptual review. Journal of Behavioral Addictions, 2019, 8, 191-200.	1.9	3
68	Parental drinking in Australia: Does the age of children in the home matter?. Drug and Alcohol Review, 2019, 38, 306-315.	1.1	22
69	Cognitive–behavioral therapy for Internet gaming disorder: A systematic review and metaâ€analysis. Clinical Psychology and Psychotherapy, 2019, 26, 191-203.	1.4	145
70	Individualized Metacognitive Training (MCT+) Reduces Delusional Symptoms in Psychosis: A Randomized Clinical Trial. Schizophrenia Bulletin, 2019, 45, 27-36.	2.3	24
71	Video Game Monetization (e.g., â€Loot Boxes'): a Blueprint for Practical Social Responsibility Measures. International Journal of Mental Health and Addiction, 2019, 17, 166-179.	4.4	95
72	Adverse childhood experiences in a South Australian sample of young people in detention. Australian and New Zealand Journal of Criminology, 2019, 52, 411-431.	2.5	30

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73	Children returning from care: The challenging circumstances of parents in poverty. Children and Youth Services Review, 2019, 97, 100-111.	1.0	25
74	The maltreatment-violence link: Exploring the role of maltreatment experiences and other individual and social risk factors among young people who offend. Journal of Criminal Justice, 2018, 55, 35-45.	1.5	38
75	Effects of Vitamin B6 (Pyridoxine) and a B Complex Preparation on Dreaming and Sleep. Perceptual and Motor Skills, 2018, 125, 003151251877032.	0.6	16
76	Clinical predictors of gaming abstinence in help-seeking adult problematic gamers. Psychiatry Research, 2018, 261, 581-588.	1.7	26
77	Internet gaming disorder should qualify as a mental disorder. Australian and New Zealand Journal of Psychiatry, 2018, 52, 615-617.	1.3	105
78	The Maltreatment–Offending Association: A Systematic Review of the Methodological Features of Prospective and Longitudinal Studies. Trauma, Violence, and Abuse, 2018, 19, 20-34.	3.9	51
79	Maladaptive Coping Styles in Adolescents with Internet Gaming Disorder Symptoms. International Journal of Mental Health and Addiction, 2018, 16, 905-916.	4.4	65
80	Gender Differences in the Presentation of Observable Risk Indicators of Problem Gambling. Journal of Gambling Studies, 2018, 34, 119-132.	1.1	15
81	Policy and Prevention Approaches for Disordered and Hazardous Gaming and Internet Use: an International Perspective. Prevention Science, 2018, 19, 233-249.	1.5	146
82	Motivational components of tolerance in Internet gaming disorder. Computers in Human Behavior, 2018, 78, 133-141.	5.1	49
83	Cognitive features of IGD., 2018, , 79-103.		0
84	Prevention and harm reduction forÂIGD. , 2018, , 201-241.		1
85	Effect of brief gaming abstinence on withdrawal in adolescent at-risk daily gamers: A randomized controlled study. Computers in Human Behavior, 2018, 88, 70-77.	5.1	12
86	Predatory monetization schemes in video games (e.g. â€~loot boxes') and internet gaming disorder. Addiction, 2018, 113, 1967-1969.	1.7	124
87	Theories and models of IGD. , 2018, , 23-51.		2
88	An introduction to gaming and IGD. , 2018, , 1-21.		3
89	Future directions for IGD. , 2018, , 243-267.		0
90	Case formulation for IGD. , 2018, , 137-161.		0

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91	The concept of "harm―in Internet gaming disorder. Journal of Behavioral Addictions, 2018, 7, 562-564.	1.9	37
92	Virtual addictions: An examination of problematic social casino game use among at-risk gamblers. Addictive Behaviors, 2017, 64, 334-339.	1.7	37
93	Factors Associated With Attrition in a 10â€year Longitudinal Study of Young People: Implications for Studies of Employment in School Leavers. Australian Psychologist, 2017, 52, 41-51.	0.9	9
94	The child protection and juvenile justice nexus in Australia: A longitudinal examination of the relationship between maltreatment and offending. Child Abuse and Neglect, 2017, 64, 32-46.	1.3	48
95	Risk factors for child maltreatment in an Australian population-based birth cohort. Child Abuse and Neglect, 2017, 64, 47-60.	1.3	121
96	Economic predictors of child maltreatment in an Australian population-based birth cohort. Children and Youth Services Review, 2017, 72, 14-25.	1.0	66
97	Gambling is not a capitalist conspiracy: a critical commentary of literature on the †industry state gambling complex'. International Gambling Studies, 2017, 17, 317-331.	1.3	17
98	Effectiveness of Brief Abstinence for Modifying Problematic Internet Gaming Cognitions and Behaviors. Journal of Clinical Psychology, 2017, 73, 1573-1585.	1.0	22
99	Prevention paradox logic and problem gambling: Does low-risk gambling impose a greater burden of harm than high-risk gambling?. Journal of Behavioral Addictions, 2017, 6, 163-167.	1.9	36
100	Treatment of Internet gaming disorder: An international systematic review and CONSORT evaluation. Clinical Psychology Review, 2017, 54, 123-133.	6.0	164
101	Prevention and Policy Related to Internet Gaming Disorder. Current Addiction Reports, 2017, 4, 284-292.	1.6	14
102	Day Traders in South Australia: Similarities and Differences with Traditional Gamblers. Journal of Gambling Studies, 2017, 33, 855-866.	1,1	20
103	Maladaptive cognitions predict changes in problematic gaming in highly-engaged adults: A 12-month longitudinal study. Addictive Behaviors, 2017, 65, 125-130.	1.7	39
104	Child maltreatment and criminal convictions in youth: The role of gender, ethnicity and placement experiences in an Australian population. Children and Youth Services Review, 2017, 73, 57-65.	1.0	17
105	The Psychological Effects of Unemployment and Unsatisfactory Employment on Young Adults: Findings from a 10-Year Longitudinal Study. Journal of Genetic Psychology, 2017, 178, 246-251.	0.6	7
106	Family factors in adolescent problematic Internet gaming: A systematic review. Journal of Behavioral Addictions, 2017, 6, 321-333.	1.9	192
107	Tolerance in Internet gaming disorder: A need for increasing gaming time or something else?. Journal of Behavioral Addictions, 2017, 6, 525-533.	1.9	103
108	Prevalence, perceptions and predictors of alcohol consumption and abstinence among South Australian school students: a cross-sectional analysis. BMC Public Health, 2017, 17, 549.	1.2	10

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109	The linkages between hierarchical culture and empowering leadership and their effects on employees' work engagement: Work meaningfulness as a mediator International Journal of Stress Management, 2017, 24, 392-415.	0.9	87
110	Features of Parent-Child Relationships in Adolescents with Internet Gaming Disorder. International Journal of Mental Health and Addiction, 2017, 15, 1270-1283.	4.4	44
111	Beads task vs. box task: The specificity of the jumping to conclusions bias. Journal of Behavior Therapy and Experimental Psychiatry, 2017, 56, 42-50.	0.6	26
112	Gambling Games on Social Platforms: How Do Advertisements for Social Casino Games Target Young Adults?. Policy and Internet, 2017, 9, 184-209.	2.0	43
113	Blame It on Reno: a Commentary on Hancock and Smith. International Journal of Mental Health and Addiction, 2017, 15, 1203-1208.	4.4	3
114	Brief Report on the Psychophysiological Effects of a Yoga Intervention for Chronic Stress. Journal of Psychophysiology, 2017, 31, 38-48.	0.3	9
115	Reality testing and the mnemonic induction of lucid dreams: Findings from the national Australian lucid dream induction study Dreaming, 2017, 27, 206-231.	0.3	18
116	Mid-Adolescent Predictors of Adult Drinking Levels in Early Adulthood and Gender Differences: Longitudinal Analyses Based on the South Australian School Leavers Study. Journal of Addiction, 2016, 2016, 1-9.	0.9	3
117	Socioâ€demographic, health, and psychological correlates of suicidality severity in Australian adolescents. Australian Journal of Psychology, 2016, 68, 261-269.	1.4	3
118	Service approaches to young people with complex needs leaving out-of-home care. Child Care in Practice, 2016, 22, 128-147.	0.5	14
119	The cost of virtual wins: An examination of gambling-related risks in youth who spend money on social casino games. Journal of Behavioral Addictions, 2016, 5, 401-409.	1.9	38
120	The conceptual and empirical relationship between gambling, investing, and speculation. Journal of Behavioral Addictions, 2016, 5, 580-591.	1.9	48
121	Observable indicators and behaviors for the identification of problem gamblers in venue environments. Journal of Behavioral Addictions, 2016, 5, 419-428.	1.9	19
122	The measurement of maladaptive cognitions underlying problematic video-game playing among adults. Computers in Human Behavior, 2016, 55, 399-405.	5.1	40
123	Young People with Complex Needs Leaving Out-of-Home Care: Service Issues and the Need to Enhance Practice and Policy. Children Australia, 2016, 41, 69-79.	0.3	7
124	Migration from social casino games to gambling: Motivations and characteristics of gamers who gamble. Computers in Human Behavior, 2016, 63, 59-67.	5.1	59
125	Craving for internet games? Withdrawal symptoms from an 84-h abstinence from Massively Multiplayer Online gaming. Computers in Human Behavior, 2016, 62, 488-494.	5.1	48
126	Exposure to and engagement with gambling marketing in social media: Reported impacts on moderate-risk and problem gamblers Psychology of Addictive Behaviors, 2016, 30, 270-276.	1.4	38

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127	Risk factors that influence the maltreatment-offending association: A systematic review of prospective and longitudinal studies. Aggression and Violent Behavior, 2016, 31, 1-15.	1.2	57
128	Adolescent Gambling and Problem Gambling: Prevalence, Current Issues, and Concerns. Current Addiction Reports, 2016, 3, 268-274.	1.6	47
129	Trajectories of abstinence-induced Internet gaming withdrawal symptoms: A prospective pilot study. Addictive Behaviors Reports, 2016, 4, 24-30.	1.0	29
130	Adolescents' perceptions of parental influences on commercial and simulated gambling activities. International Gambling Studies, 2016, 16, 424-441.	1.3	13
131	Defining tolerance in Internet Gaming disorder: Isn't it time?. Addiction, 2016, 111, 2064-2065.	1.7	69
132	Assessing lateralization in domestic dogs: Performance by Canis familiaris on the Kong test. Journal of Veterinary Behavior: Clinical Applications and Research, 2016, 15, 25-30.	0.5	12
133	Who Pays to Play Freemium Games? The Profiles and Motivations of Players Who Make Purchases Within Social Casino Games. Journal of Behavioral Addictions, 2016, 5, 221-230.	1.9	43
134	Overconfidence across the psychosis continuum: a calibration approach. Cognitive Neuropsychiatry, 2016, 21, 510-524.	0.7	15
135	The longitudinal mental health benefits of a yoga intervention in women experiencing chronic stress: A clinical trial. Cogent Psychology, 2016, 3, 1256037.	0.6	2
136	The relationship between psychological flexibility, early maladaptive schemas, perceived parenting and psychopathology. Journal of Contextual Behavioral Science, 2016, 5, 169-177.	1.3	38
137	Withdrawal symptoms in internet gaming disorder: A systematic review. Clinical Psychology Review, 2016, 43, 58-66.	6.0	151
138	The Cognitive Psychopathology of Internet Gaming Disorder in Adolescence. Journal of Abnormal Child Psychology, 2016, 44, 1635-1645.	3.5	163
139	Are you a cancer survivor? A review on cancer identity. Journal of Cancer Survivorship, 2016, 10, 759-771.	1.5	53
140	Early exposure to digital simulated gambling: A review and conceptual model. Computers in Human Behavior, 2016, 55, 198-206.	5.1	48
141	An Exploratory Study of Gambling Operators' Use of Social Media and the Latent Messages Conveyed. Journal of Gambling Studies, 2016, 32, 125-141.	1.1	56
142	The Gambling Preferences and Behaviors of a Community Sample of Australian Regular Video Game Players. Journal of Gambling Studies, 2016, 32, 409-420.	1.1	34
143	Is There A Relationship between Participation in Gambling Activities and Participation in High-Risk Stock Trading?. The Journal of Gambling Business and Economics, 2016, 9, 34-53.	0.2	18
144	Women's Experiences of the Processes Associated with the Family Court of Australia in the Context of Domestic Violence: A Thematic Analysis. Psychiatry, Psychology and Law, 2015, 22, 599-615.	0.9	12

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145	Casual catastrophe or contentment: is casual employment related to ill-health in young South Australians?. Labour & Industry, 2015, 25, 69-84.	0.8	4
146	Distinguishing between gaming and gambling activities in addiction research. Journal of Behavioral Addictions, 2015, 4, 215-220.	1.9	72
147	Offending Behaviour Among Young People with Complex Needs in the Australian Out-of-Home Care System. Journal of Child and Family Studies, 2015, 24, 3561-3569.	0.7	23
148	Exposure to Free-Play Modes in Simulated Online Gaming Increases Risk-Taking in Monetary Gambling. Journal of Gambling Studies, 2015, 31, 1531-1543.	1.1	19
149	On Finding the C in CBT: The Challenges of Applying Gambling-Related Cognitive Approaches to Video-Gaming. Journal of Gambling Studies, 2015, 31, 315-329.	1.1	23
150	Adolescent predictors of satisfaction with social support six years later: An Australian longitudinal study. Journal of Adolescence, 2015, 44, 70-76.	1.2	7
151	Personality Disorders and Erroneous Beliefs in Pathological Gambling. International Journal of Mental Health and Addiction, 2015, 13, 376-390.	4.4	4
152	Is dream recall underestimated by retrospective measures and enhanced by keeping a logbook? A review. Consciousness and Cognition, 2015, 33, 364-374.	0.8	18
153	Social media marketing and gambling: An interview study of gambling operators in Australia. International Gambling Studies, 2015, 15, 377-393.	1.3	20
154	Predictors of Child Injury in Biological and Stepfamilies. Journal of Child and Adolescent Trauma, 2015, 8, 149-159.	1.0	3
155	Erroneous Gambling-Related Beliefs as Illusions of Primary and Secondary Control: A Confirmatory Factor Analysis. Journal of Gambling Studies, 2015, 31, 133-160.	1.1	23
156	An Exploratory Study of Interrelationships Between Social Casino Gaming, Gambling, and Problem Gambling. International Journal of Mental Health and Addiction, 2015, 13, 136-153.	4.4	42
157	An Analysis of Reunification from Out-of-Home Care in Three Australian States. Child Indicators Research, 2015, 8, 359-373.	1.1	12
158	On finding the C in CBT: the challenges of applying gambling-related cognitive approaches to video-gaming. Journal of Gambling Studies, 2015, 31, 315-29.	1.1	3
159	A taxonomy of gambling and casino games via social media and online technologies. International Gambling Studies, 2014, 14, 196-213.	1.3	85
160	Alcohol consumption and NHMRC guidelines: has the message got out, are people conforming and are they aware that alcohol causes cancer?. Australian and New Zealand Journal of Public Health, 2014, 38, 66-72.	0.8	59
161	Is preoccupation an oversimplification? A call to examine cognitive factors underlying internet gaming disorder. Addiction, 2014, 109, 1566-1567.	1.7	40
162	My Facebook family: Should adolescent psychiatric evaluation include information about online social networks?. Australian and New Zealand Journal of Psychiatry, 2014, 48, 805-808.	1.3	8

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163	Attitudes toward gambling among adolescents. International Gambling Studies, 2014, 14, 505-519.	1.3	20
164	The Clustering of Psychiatric Disorders in High-Risk Gambling Populations. Journal of Gambling Studies, 2014, 30, 933-947.	1.1	17
165	From Adolescent to Adult Gambling: An Analysis of Longitudinal Gambling Patterns in South Australia. Journal of Gambling Studies, 2014, 30, 547-563.	1.1	74
166	Sleep Interference Effects of Pathological Electronic Media Use during Adolescence. International Journal of Mental Health and Addiction, 2014, 12, 21-35.	4.4	50
167	Adolescent simulated gambling via digital and social media: An emerging problem. Computers in Human Behavior, 2014, 31, 305-313.	5.1	97
168	Metacognitive training for patients with schizophrenia: Preliminary evidence for a targeted, single-module programme. Australian and New Zealand Journal of Psychiatry, 2014, 48, 1126-1136.	1.3	50
169	Understanding the relationship between pathological gambling and gambling-related cognition scores: the role of alcohol use disorder and delusion proneness. International Gambling Studies, 2014, 14, 183-195.	1.3	7
170	Psychiatric co-morbidity in problem and pathological gamblers: Investigating the confounding influence of alcohol use disorder. Addictive Behaviors, 2014, 39, 566-572.	1.7	27
171	Internet Gaming Disorder Treatment: A Review of Definitions of Diagnosis and Treatment Outcome. Journal of Clinical Psychology, 2014, 70, 942-955.	1.0	133
172	The cognitive psychology of Internet gaming disorder. Clinical Psychology Review, 2014, 34, 298-308.	6.0	262
173	Individual differences in anchoring: Traits and experience. Learning and Individual Differences, 2014, 29, 131-140.	1.5	20
174	Is early alcohol consumption related to adult alcohol use? Longitudinal analyses based on the Northern Sweden Cohort. The International Journal of Alcohol and Drug Research, 2014, 3, 227-233.	0.9	1
175	Challenging behaviour in outâ€ofâ€home care: use of attachment ideas in practice. Child and Family Social Work, 2013, 18, 243-252.	0.6	11
176	Return to Work and Cancer: The Australian Experience. Journal of Occupational Rehabilitation, 2013, 23, 93-105.	1.2	63
177	Life-time and current suicide-ideation in Australian secondary school students: Socio-demographic, health and psychological predictors. Journal of Affective Disorders, 2013, 151, 514-524.	2.0	18
178	Practice Makes Poorer: Practice Gambling Modes and Their Effects on Real-Play in Simulated Roulette. International Journal of Mental Health and Addiction, 2013, 11, 381-395.	4.4	24
179	Confirmation biases across the psychosis continuum: The contribution of hypersalient evidenceâ€hypothesis matches. British Journal of Clinical Psychology, 2013, 52, 53-69.	1.7	54
180	Toward a consensus definition of pathological video-gaming: A systematic review of psychometric assessment tools. Clinical Psychology Review, 2013, 33, 331-342.	6.0	398

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181	Reunification in a complete entry cohort: A longitudinal study of children entering out-of-home care in Tasmania, Australia. Children and Youth Services Review, 2013, 35, 1592-1600.	1.0	31
182	Temperament and lateralization in the domestic dog (Canis familiaris). Journal of Veterinary Behavior: Clinical Applications and Research, 2013, 8, 124-134.	0.5	51
183	Video-gaming disorder and the DSM-5: Some further thoughts. Australian and New Zealand Journal of Psychiatry, 2013, 47, 875-876.	1.3	17
184	Issues for DSM-5: Video-gaming disorder?. Australian and New Zealand Journal of Psychiatry, 2013, 47, 20-22.	1.3	47
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