

# Paul H Delfabbro

## List of Publications by Year in descending order

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Version: 2024-02-01

261  
papers

12,116  
citations

31902

53  
h-index

40881

93  
g-index

266  
all docs

266  
docs citations

266  
times ranked

7452  
citing authors

#	ARTICLE	IF	CITATIONS
1	Problematic online gaming and the COVID-19 pandemic. <i>Journal of Behavioral Addictions</i> , 2020, 9, 184-186.	1.9	437
2	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
3	Global prevalence of gaming disorder: A systematic review and meta-analysis. <i>Australian and New Zealand Journal of Psychiatry</i> , 2021, 55, 553-568.	1.3	305
4	The cognitive psychology of Internet gaming disorder. <i>Clinical Psychology Review</i> , 2014, 34, 298-308.	6.0	262
5	Video Game Structural Characteristics: A New Psychological Taxonomy. <i>International Journal of Mental Health and Addiction</i> , 2010, 8, 90-106.	4.4	252
6	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
7	Peer and teacher bullying/victimization of South Australian secondary school students: Prevalence and psychosocial profiles. <i>British Journal of Educational Psychology</i> , 2006, 76, 71-90.	1.6	208
8	Screening and assessment tools for gaming disorder: A comprehensive systematic review. <i>Clinical Psychology Review</i> , 2020, 77, 101831.	6.0	200
9	Family factors in adolescent problematic Internet gaming: A systematic review. <i>Journal of Behavioral Addictions</i> , 2017, 6, 321-333.	1.9	192
10	COVID-19-related conspiracy beliefs and their relationship with perceived stress and pre-existing conspiracy beliefs. <i>Personality and Individual Differences</i> , 2020, 166, 110201.	1.6	191
11	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
12	An international perspective on youth gambling prevalence studies. <i>International Journal of Adolescent Medicine and Health</i> , 2010, 22, 3-38.	0.6	174
13	Motivators for Change and Barriers to Help-Seeking in Australian Problem Gamblers. <i>Journal of Gambling Studies</i> , 2005, 21, 133-155.	1.1	167
14	Treatment of Internet gaming disorder: An international systematic review and CONSORT evaluation. <i>Clinical Psychology Review</i> , 2017, 54, 123-133.	6.0	164
15	The Cognitive Psychopathology of Internet Gaming Disorder in Adolescence. <i>Journal of Abnormal Child Psychology</i> , 2016, 44, 1635-1645.	3.5	163
16	The Stubborn Logic of Regular Gamblers: Obstacles and Dilemmas in Cognitive Gambling Research. <i>Journal of Gambling Studies</i> , 2004, 20, 1-21.	1.1	156
17	Withdrawal symptoms in internet gaming disorder: A systematic review. <i>Clinical Psychology Review</i> , 2016, 43, 58-66.	6.0	151
18	The social determinants of youth gambling in South Australian adolescents. <i>Journal of Adolescence</i> , 2003, 26, 313-330.	1.2	150

#	ARTICLE	IF	CITATIONS
19	Policy and Prevention Approaches for Disordered and Hazardous Gaming and Internet Use: an International Perspective. <i>Prevention Science</i> , 2018, 19, 233-249.	1.5	146
20	Cognitive-behavioral therapy for Internet gaming disorder: A systematic review and meta-analysis. <i>Clinical Psychology and Psychotherapy</i> , 2019, 26, 191-203.	1.4	145
21	The Predictors of Unsuccessful Transition to Foster Care. <i>Journal of Child Psychology and Psychiatry and Allied Disciplines</i> , 2001, 42, 785-790.	3.1	144
22	Clinical features and axis I comorbidity of Australian adolescent pathological Internet and video game users. <i>Australian and New Zealand Journal of Psychiatry</i> , 2013, 47, 1058-1067.	1.3	140
23	Internet Gaming Disorder Treatment: A Review of Definitions of Diagnosis and Treatment Outcome. <i>Journal of Clinical Psychology</i> , 2014, 70, 942-955.	1.0	133
24	Leisure activities and adolescent psychological well-being. <i>Journal of Adolescence</i> , 2010, 33, 173-186.	1.2	130
25	The impact of prolonged violent video-gaming on adolescent sleep: an experimental study. <i>Journal of Sleep Research</i> , 2013, 22, 137-143.	1.7	126
26	Predatory monetization schemes in video games (e.g. "loot boxes"™) and internet gaming disorder. <i>Addiction</i> , 2018, 113, 1967-1969.	1.7	124
27	Risk factors for child maltreatment in an Australian population-based birth cohort. <i>Child Abuse and Neglect</i> , 2017, 64, 47-60.	1.3	121
28	Predictors of Irrational Thinking in Regular Slot Machine Gamblers. <i>Journal of Psychology: Interdisciplinary and Applied</i> , 2000, 134, 117-128.	0.9	120
29	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
30	Clinical Interventions for Technology-Based Problems: Excessive Internet and Video Game Use. <i>Journal of Cognitive Psychotherapy</i> , 2012, 26, 43-56.	0.2	112
31	Internet gaming disorder should qualify as a mental disorder. <i>Australian and New Zealand Journal of Psychiatry</i> , 2018, 52, 615-617.	1.3	105
32	Tolerance in Internet gaming disorder: A need for increasing gaming time or something else?. <i>Journal of Behavioral Addictions</i> , 2017, 6, 525-533.	1.9	103
33	Adolescent simulated gambling via digital and social media: An emerging problem. <i>Computers in Human Behavior</i> , 2014, 31, 305-313.	5.1	97
34	Unfair play? Video games as exploitative monetized services: An examination of game patents from a consumer protection perspective. <i>Computers in Human Behavior</i> , 2019, 101, 131-143.	5.1	97
35	Video Game Monetization (e.g., "Loot Boxes"™): a Blueprint for Practical Social Responsibility Measures. <i>International Journal of Mental Health and Addiction</i> , 2019, 17, 166-179.	4.4	95
36	Cognitive-Behavioral Approaches to Outpatient Treatment of Internet Addiction in Children and Adolescents. <i>Journal of Clinical Psychology</i> , 2012, 68, 1185-1195.	1.0	94

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37	The influence of emotional labour and emotional work on the occupational health and wellbeing of South Australian hospital nurses. <i>Journal of Vocational Behavior</i> , 2012, 80, 579-591.	1.9	89
38	Maladaptive player-game relationships in problematic gaming and gaming disorder: A systematic review. <i>Clinical Psychology Review</i> , 2019, 73, 101777.	6.0	89
39	It's Not What You Know, but How You Use It: Statistical Knowledge and Adolescent Problem Gambling. <i>Journal of Gambling Studies</i> , 2006, 22, 179-193.	1.1	87
40	The linkages between hierarchical culture and empowering leadership and their effects on employees' work engagement: Work meaningfulness as a mediator.. <i>International Journal of Stress Management</i> , 2017, 24, 392-415.	0.9	87
41	A taxonomy of gambling and casino games via social media and online technologies. <i>International Gambling Studies</i> , 2014, 14, 196-213.	1.3	85
42	Behavioural profiling of problem gamblers: a summary and review. <i>International Gambling Studies</i> , 2012, 12, 349-366.	1.3	77
43	From Adolescent to Adult Gambling: An Analysis of Longitudinal Gambling Patterns in South Australia. <i>Journal of Gambling Studies</i> , 2014, 30, 547-563.	1.1	74
44	Distinguishing between gaming and gambling activities in addiction research. <i>Journal of Behavioral Addictions</i> , 2015, 4, 215-220.	1.9	72
45	Venue Staff Knowledge of Their Patrons' Gambling and Problem Gambling. <i>Journal of Gambling Studies</i> , 2012, 28, 155-169.	1.1	69
46	Defining tolerance in Internet Gaming disorder: Isn't it time?. <i>Addiction</i> , 2016, 111, 2064-2065.	1.7	69
47	Economic predictors of child maltreatment in an Australian population-based birth cohort. <i>Children and Youth Services Review</i> , 2017, 72, 14-25.	1.0	66
48	Over-adjustment or miscomprehension? A re-examination of the jumping to conclusions bias. <i>Australian and New Zealand Journal of Psychiatry</i> , 2012, 46, 532-540.	1.3	65
49	Maladaptive Coping Styles in Adolescents with Internet Gaming Disorder Symptoms. <i>International Journal of Mental Health and Addiction</i> , 2018, 16, 905-916.	4.4	65
50	Return to Work and Cancer: The Australian Experience. <i>Journal of Occupational Rehabilitation</i> , 2013, 23, 93-105.	1.2	63
51	Youth Gambling. , 2011, , .		63
52	Preliminary Validation of a New Clinical Tool for Identifying Problem Video Game Playing. <i>International Journal of Mental Health and Addiction</i> , 2011, 9, 72-87.	4.4	60
53	Gambling in Australia: experiences, problems, research and policy. <i>Addiction</i> , 2012, 107, 1556-1561.	1.7	59
54	Alcohol consumption and NHMRC guidelines: has the message got out, are people conforming and are they aware that alcohol causes cancer?. <i>Australian and New Zealand Journal of Public Health</i> , 2014, 38, 66-72.	0.8	59

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55	Migration from social casino games to gambling: Motivations and characteristics of gamers who gamble. <i>Computers in Human Behavior</i> , 2016, 63, 59-67.	5.1	59
56	Children's adjustment to long-term foster care. <i>Children and Youth Services Review</i> , 2005, 27, 329-340.	1.0	58
57	The psychology of cryptocurrency trading: Risk and protective factors. <i>Journal of Behavioral Addictions</i> , 2021, 10, 201-207.	1.9	58
58	Risk factors that influence the maltreatment-offending association: A systematic review of prospective and longitudinal studies. <i>Aggression and Violent Behavior</i> , 2016, 31, 1-15.	1.2	57
59	The psychosocial functioning and family background of children experiencing significant placement instability in Australian out-of-home care. <i>Children and Youth Services Review</i> , 2008, 30, 847-860.	1.0	56
60	An Exploratory Study of Gambling Operators'™ Use of Social Media and the Latent Messages Conveyed. <i>Journal of Gambling Studies</i> , 2016, 32, 125-141.	1.1	56
61	Trajectories of Problem Video Gaming Among Adult Regular Gamers: An 18-Month Longitudinal Study. <i>Cyberpsychology, Behavior, and Social Networking</i> , 2013, 16, 72-76.	2.1	55
62	Confirmation biases across the psychosis continuum: The contribution of hypersalient evidenceâ€“hypothesis matches. <i>British Journal of Clinical Psychology</i> , 2013, 52, 53-69.	1.7	54
63	Knowledge and Beliefs About Gambling in Australian Secondary School Students and their Implications for Education Strategies. <i>Journal of Gambling Studies</i> , 2009, 25, 523-539.	1.1	53
64	Are you a cancer survivor? A review on cancer identity. <i>Journal of Cancer Survivorship</i> , 2016, 10, 759-771.	1.5	53
65	Psychological Vulnerability and Problem Gambling: An Application of Durand Jacobs'™ General Theory of Addictions to Electronic Gaming Machine Playing in Australia. <i>Journal of Gambling Studies</i> , 2012, 28, 665-690.	1.1	51
66	Temperament and lateralization in the domestic dog ( <i>Canis familiaris</i> ). <i>Journal of Veterinary Behavior: Clinical Applications and Research</i> , 2013, 8, 124-134.	0.5	51
67	The Maltreatmentâ€“Offending Association: A Systematic Review of the Methodological Features of Prospective and Longitudinal Studies. <i>Trauma, Violence, and Abuse</i> , 2018, 19, 20-34.	3.9	51
68	GENDER DIFFERENCES IN AUSTRALIAN GAMBLING: A CRITICAL SUMMARY OF SOCIOLOGICAL AND PSYCHOLOGICAL RESEARCH. <i>Australian Journal of Social Issues</i> , 2000, 35, 145-158.	1.7	50
69	Numerical Reasoning Ability and Irrational Beliefs in Problem Gambling. <i>International Gambling Studies</i> , 2007, 7, 157-171.	1.3	50
70	Sleep Interference Effects of Pathological Electronic Media Use during Adolescence. <i>International Journal of Mental Health and Addiction</i> , 2014, 12, 21-35.	4.4	50
71	Metacognitive training for patients with schizophrenia: Preliminary evidence for a targeted, single-module programme. <i>Australian and New Zealand Journal of Psychiatry</i> , 2014, 48, 1126-1136.	1.3	50
72	Conspiracy beliefs in the general population: The importance of psychopathology, cognitive style and educational attainment. <i>Personality and Individual Differences</i> , 2019, 151, 109521.	1.6	50

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73	Is Video-Game Playing a Risk Factor for Pathological Gambling in Australian Adolescents?. <i>Journal of Gambling Studies</i> , 2009, 25, 391-405.	1.1	49
74	Motivational components of tolerance in Internet gaming disorder. <i>Computers in Human Behavior</i> , 2018, 78, 133-141.	5.1	49
75	Integrated Psychological Care Reduces Health Care Costs at a Hospital-Based Inflammatory Bowel Disease Service. <i>Clinical Gastroenterology and Hepatology</i> , 2021, 19, 96-103.e3.	2.4	49
76	Suicidal Ideation. <i>Crisis</i> , 2009, 30, 39-42.	0.9	48
77	The conceptual and empirical relationship between gambling, investing, and speculation. <i>Journal of Behavioral Addictions</i> , 2016, 5, 580-591.	1.9	48
78	Craving for internet games? Withdrawal symptoms from an 84-h abstinence from Massively Multiplayer Online gaming. <i>Computers in Human Behavior</i> , 2016, 62, 488-494.	5.1	48
79	Early exposure to digital simulated gambling: A review and conceptual model. <i>Computers in Human Behavior</i> , 2016, 55, 198-206.	5.1	48
80	The child protection and juvenile justice nexus in Australia: A longitudinal examination of the relationship between maltreatment and offending. <i>Child Abuse and Neglect</i> , 2017, 64, 32-46.	1.3	48
81	Integrated Psychological Care is Needed, Welcomed and Effective in Ambulatory Inflammatory Bowel Disease Management: Evaluation of a New Initiative. <i>Journal of Crohn's and Colitis</i> , 2019, 13, 819-827.	0.6	48
82	Gaming-gambling convergence: evaluating evidence for the "gateway" hypothesis. <i>International Gambling Studies</i> , 2020, 20, 380-392.	1.3	48
83	Issues for DSM-5: Video-gaming disorder?. <i>Australian and New Zealand Journal of Psychiatry</i> , 2013, 47, 20-22.	1.3	47
84	Adolescent Gambling and Problem Gambling: Prevalence, Current Issues, and Concerns. <i>Current Addiction Reports</i> , 2016, 3, 268-274.	1.6	47
85	Further Evidence Concerning the Prevalence of Adolescent Gambling and Problem Gambling in Australia: A Study of the ACT. <i>International Gambling Studies</i> , 2005, 5, 209-228.	1.3	46
86	Psychosocial Correlates of Problem Gambling in Australian Students. <i>Australian and New Zealand Journal of Psychiatry</i> , 2006, 40, 587-595.	1.3	46
87	Body Image and Psychological Well-Being in Adolescents: The Relationship Between Gender and School Type. <i>Journal of Genetic Psychology</i> , 2011, 172, 67-83.	0.6	45
88	Features of Parent-Child Relationships in Adolescents with Internet Gaming Disorder. <i>International Journal of Mental Health and Addiction</i> , 2017, 15, 1270-1283.	4.4	44
89	Who Pays to Play Freemium Games? The Profiles and Motivations of Players Who Make Purchases Within Social Casino Games. <i>Journal of Behavioral Addictions</i> , 2016, 5, 221-230.	1.9	43
90	Gambling Games on Social Platforms: How Do Advertisements for Social Casino Games Target Young Adults?. <i>Policy and Internet</i> , 2017, 9, 184-209.	2.0	43

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91	Predictors of Adolescent Adjustment: Parent-Peer Relationships and Parent-Child Conflict. <i>Child and Adolescent Social Work Journal</i> , 2000, 17, 275-288.	0.7	42
92	An Exploratory Study of Interrelationships Between Social Casino Gaming, Gambling, and Problem Gambling. <i>International Journal of Mental Health and Addiction</i> , 2015, 13, 136-153.	4.4	42
93	Is preoccupation an oversimplification? A call to examine cognitive factors underlying internet gaming disorder. <i>Addiction</i> , 2014, 109, 1566-1567.	1.7	40
94	The measurement of maladaptive cognitions underlying problematic video-game playing among adults. <i>Computers in Human Behavior</i> , 2016, 55, 399-405.	5.1	40
95	The convergence of gambling and monetised gaming activities. <i>Current Opinion in Behavioral Sciences</i> , 2020, 31, 32-36.	2.0	40
96	Face validity evaluation of screening tools for gaming disorder: Scope, language, and overpathologizing issues. <i>Journal of Behavioral Addictions</i> , 2020, 9, 1-13.	1.9	40
97	Maladaptive cognitions predict changes in problematic gaming in highly-engaged adults: A 12-month longitudinal study. <i>Addictive Behaviors</i> , 2017, 65, 125-130.	1.7	39
98	Once a gambler “ always a gambler? A longitudinal analysis of gambling patterns in young people making the transition from adolescence to adulthood. <i>International Gambling Studies</i> , 2009, 9, 151-163.	1.3	38
99	The cost of virtual wins: An examination of gambling-related risks in youth who spend money on social casino games. <i>Journal of Behavioral Addictions</i> , 2016, 5, 401-409.	1.9	38
100	Exposure to and engagement with gambling marketing in social media: Reported impacts on moderate-risk and problem gamblers.. <i>Psychology of Addictive Behaviors</i> , 2016, 30, 270-276.	1.4	38
101	The relationship between psychological flexibility, early maladaptive schemas, perceived parenting and psychopathology. <i>Journal of Contextual Behavioral Science</i> , 2016, 5, 169-177.	1.3	38
102	The maltreatment-violence link: Exploring the role of maltreatment experiences and other individual and social risk factors among young people who offend. <i>Journal of Criminal Justice</i> , 2018, 55, 35-45.	1.5	38
103	Evaluating the Effectiveness of a Limited Reduction in Electronic Gaming Machine Availability on Perceived Gambling Behaviour and Objective Expenditure. <i>International Gambling Studies</i> , 2008, 8, 151-165.	1.3	37
104	Virtual addictions: An examination of problematic social casino game use among at-risk gamblers. <i>Addictive Behaviors</i> , 2017, 64, 334-339.	1.7	37
105	Fortnite microtransaction spending was associated with peers’™ purchasing behaviors but not gaming disorder symptoms. <i>Addictive Behaviors</i> , 2020, 104, 106311.	1.7	37
106	The concept of “harm” in Internet gaming disorder. <i>Journal of Behavioral Addictions</i> , 2018, 7, 562-564.	1.9	37
107	The Biopsychosocial Approach to Gambling: Contextual Factors in Research and Clinical Interventions. <i>Journal of Gambling Issues</i> , 2001, , .	0.3	37
108	Prevention paradox logic and problem gambling: Does low-risk gambling impose a greater burden of harm than high-risk gambling?. <i>Journal of Behavioral Addictions</i> , 2017, 6, 163-167.	1.9	36



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109	Challenges in the Conceptualisation and Measurement of Gambling-Related Harm. <i>Journal of Gambling Studies</i> , 2019, 35, 743-755.	1.1	36
110	Illusory Control, Gambling, and Video Gaming: An Investigation of Regular Gamblers and Video Game Players. <i>Journal of Gambling Studies</i> , 2012, 28, 421-435.	1.1	35
111	Cryptocurrency trading, gambling and problem gambling. <i>Addictive Behaviors</i> , 2021, 122, 107021.	1.7	35
112	The Gambling Preferences and Behaviors of a Community Sample of Australian Regular Video Game Players. <i>Journal of Gambling Studies</i> , 2016, 32, 409-420.	1.1	34
113	Avatar identification and problematic gaming: The role of self-concept clarity. <i>Addictive Behaviors</i> , 2021, 113, 106694.	1.7	33
114	The over-representation of young Aboriginal or Torres Strait Islander people in the South Australian child system: A longitudinal analysis. <i>Children and Youth Services Review</i> , 2010, 32, 1418-1425.	1.0	32
115	Do EGMs have a Stronger Association with Problem Gambling than Racing and Casino Table Games? Evidence from a Decade of Australian Prevalence Studies. <i>Journal of Gambling Studies</i> , 2020, 36, 499-511.	1.1	32
116	PROBLEM AND PATHOLOGICAL GAMBLING: A CONCEPTUAL REVIEW. <i>The Journal of Gambling Business and Economics</i> , 2013, 7, 35-53.	0.2	32
117	Reunification in a complete entry cohort: A longitudinal study of children entering out-of-home care in Tasmania, Australia. <i>Children and Youth Services Review</i> , 2013, 35, 1592-1600.	1.0	31
118	Children's satisfaction with out-of-home care in South Australia. <i>Journal of Adolescence</i> , 2002, 25, 523-533.	1.2	30
119	Reasoning heuristics across the psychosis continuum: The contribution of hypersalient evidenceâ€“hypothesis matches. <i>Cognitive Neuropsychiatry</i> , 2012, 17, 431-450.	0.7	30
120	A Preliminary, Qualitative Exploration of the Influences Associated with Drop-Out from Cognitive-Behavioural Therapy for Problem Gambling: An Australian Perspective. <i>Journal of Gambling Studies</i> , 2012, 28, 253-272.	1.1	30
121	Adverse childhood experiences in a South Australian sample of young people in detention. <i>Australian and New Zealand Journal of Criminology</i> , 2019, 52, 411-431.	2.5	30
122	The Psychological Study of Video Game Players: Methodological Challenges and Practical Advice. <i>International Journal of Mental Health and Addiction</i> , 2009, 7, 555-562.	4.4	29
123	Trajectories of abstinence-induced Internet gaming withdrawal symptoms: A prospective pilot study. <i>Addictive Behaviors Reports</i> , 2016, 4, 24-30.	1.0	29
124	Loot box limitâ€“setting is not sufficient on its own to prevent players from overspending: a reply to Drummond, Sauer & Hall. <i>Addiction</i> , 2019, 114, 1324-1325.	1.7	28
125	Characteristics of children with problem sexual behaviour and adolescent perpetrators of sexual abuse: a systematic review. <i>Journal of Sexual Aggression</i> , 2020, 26, 36-61.	0.7	28
126	Psychiatric co-morbidity in problem and pathological gamblers: Investigating the confounding influence of alcohol use disorder. <i>Addictive Behaviors</i> , 2014, 39, 566-572.	1.7	27



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127	Title is missing!. Higher Education, 2001, 42, 205-235.	2.8	26
128	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
129	Clinical predictors of gaming abstinence in help-seeking adult problematic gamers. Psychiatry Research, 2018, 261, 581-588.	1.7	26
130	Beyond the continuum: New perspectives on the future of out-of-home care in Australia. Children Australia, 2005, 30, 11-18.	0.3	25
131	Children returning from care: The challenging circumstances of parents in poverty. Children and Youth Services Review, 2019, 97, 100-111.	1.0	25
132	Placement disruption and dislocation in South Australian substitute care. Children Australia, 2000, 25, 16-20.	0.3	24
133	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
134	Individualized Metacognitive Training (MCT+) Reduces Delusional Symptoms in Psychosis: A Randomized Clinical Trial. Schizophrenia Bulletin, 2019, 45, 27-36.	2.3	24
135	The profile and progress of neglected and abused children in long-term foster care. Child Abuse and Neglect, 2009, 33, 421-428.	1.3	23
136	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
137	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
138	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
139	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
140	Predictors of short-term reunification in South Australian substitute care. Child Welfare, 2003, 82, 27-51.	1.3	23
141	Illusory Correlations and Control Across the Psychosis Continuum. Journal of Nervous and Mental Disease, 2013, 201, 319-327.	0.5	22
142	Effectiveness of Brief Abstinence for Modifying Problematic Internet Gaming Cognitions and Behaviors. Journal of Clinical Psychology, 2017, 73, 1573-1585.	1.0	22
143	Parental drinking in Australia: Does the age of children in the home matter?. Drug and Alcohol Review, 2019, 38, 306-315.	1.1	22
144	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

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145	Avatar- and self-related processes and problematic gaming: A systematic review. <i>Addictive Behaviors</i> , 2020, 108, 106461.	1.7	22
146	The social and family backgrounds of infants in South Australian out-of-home care 2000â€“2005: Predictors of subsequent abuse notifications. <i>Children and Youth Services Review</i> , 2009, 31, 219-226.	1.0	21
147	Delusionâ€proneness or miscomprehension? A reâ€examination of the jumpingâ€toâ€conclusions bias. <i>Australian Journal of Psychology</i> , 2012, 64, 100-107.	1.4	21
148	Attitudes toward gambling among adolescents. <i>International Gambling Studies</i> , 2014, 14, 505-519.	1.3	20
149	Individual differences in anchoring: Traits and experience. <i>Learning and Individual Differences</i> , 2014, 29, 131-140.	1.5	20
150	Social media marketing and gambling: An interview study of gambling operators in Australia. <i>International Gambling Studies</i> , 2015, 15, 377-393.	1.3	20
151	Day Traders in South Australia: Similarities and Differences with Traditional Gamblers. <i>Journal of Gambling Studies</i> , 2017, 33, 855-866.	1.1	20
152	Exposure to Free-Play Modes in Simulated Online Gaming Increases Risk-Taking in Monetary Gambling. <i>Journal of Gambling Studies</i> , 2015, 31, 1531-1543.	1.1	19
153	Observable indicators and behaviors for the identification of problem gamblers in venue environments. <i>Journal of Behavioral Addictions</i> , 2016, 5, 419-428.	1.9	19
154	Encouraging Employee Engagement With Cybersecurity: How to Tackle Cyber Fatigue. <i>SAGE Open</i> , 2021, 11, 215824402110000.	0.8	19
155	An Evaluation of Gaming-Related Harms in Relation to Gaming Disorder and Loot Box Involvement. <i>International Journal of Mental Health and Addiction</i> , 2022, 20, 2906-2921.	4.4	19
156	â€Diagnostic inflationâ€will not resolve taxonomical problems in the study of addictive online behaviours. <i>Journal of Behavioral Addictions</i> , 2021, 9, 915-919.	1.9	19
157	Life-time and current suicide-ideation in Australian secondary school students: Socio-demographic, health and psychological predictors. <i>Journal of Affective Disorders</i> , 2013, 151, 514-524.	2.0	18
158	Is dream recall underestimated by retrospective measures and enhanced by keeping a logbook? A review. <i>Consciousness and Cognition</i> , 2015, 33, 364-374.	0.8	18
159	Reality testing and the mnemonic induction of lucid dreams: Findings from the national Australian lucid dream induction study.. <i>Dreaming</i> , 2017, 27, 206-231.	0.3	18
160	Is There A Relationship between Participation in Gambling Activities and Participation in High-Risk Stock Trading?. <i>The Journal of Gambling Business and Economics</i> , 2016, 9, 34-53.	0.2	18
161	Conspiracy theory beliefs, scientific reasoning and the analytical thinking paradox. <i>Applied Cognitive Psychology</i> , 2021, 35, 1523-1534.	0.9	18
162	A review of Australian classification practices for commercial video games featuring simulated gambling. <i>International Gambling Studies</i> , 2012, 12, 231-242.	1.3	17

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