

Karolina Stasiak

List of Publications by Year in descending order

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47
papers

2,721
citations

331670

21
h-index

223800

46
g-index

54
all docs

54
docs citations

54
times ranked

3475
citing authors

#	ARTICLE	IF	CITATIONS
1	The effectiveness of SPARX, a computerised self help intervention for adolescents seeking help for depression: randomised controlled non-inferiority trial. <i>BMJ, The</i> , 2012, 344, e2598-e2598.	6.0	516
2	Beyond the Trial: Systematic Review of Real-World Uptake and Engagement With Digital Self-Help Interventions for Depression, Low Mood, or Anxiety. <i>Journal of Medical Internet Research</i> , 2018, 20, e199.	4.3	385
3	Serious Games and Gamification for Mental Health: Current Status and Promising Directions. <i>Frontiers in Psychiatry</i> , 2016, 7, 215.	2.6	370
4	Sexual minority youth and depressive symptoms or depressive disorder: A systematic review and meta-analysis of population-based studies. <i>Australian and New Zealand Journal of Psychiatry</i> , 2017, 51, 774-787.	2.3	168
5	Validation of the Mood and Feelings Questionnaire (MFQ) and Short Mood and Feelings Questionnaire (SMFQ) in New Zealand help-seeking adolescents. <i>International Journal of Methods in Psychiatric Research</i> , 2018, 27, e1610.	2.1	133
6	Practitioner review: Co-design of digital mental health technologies with children and young people. <i>Journal of Child Psychology and Psychiatry and Allied Disciplines</i> , 2020, 61, 928-940.	5.2	129
7	Computer-Based and Online Therapy for Depression and Anxiety in Children and Adolescents. <i>Journal of Child and Adolescent Psychopharmacology</i> , 2016, 26, 235-245.	1.3	72
8	E-Health interventions for anxiety and depression in children and adolescents with long-term physical conditions. <i>The Cochrane Library</i> , 2018, 2018, CD012489.	2.8	72
9	Preventing Depression in Final Year Secondary Students: School-Based Randomized Controlled Trial. <i>Journal of Medical Internet Research</i> , 2017, 19, e369.	4.3	72
10	Integrating Health Behavior Theory and Design Elements in Serious Games. <i>JMIR Mental Health</i> , 2015, 2, e11.	3.3	72
11	The Importance of User Segmentation for Designing Digital Therapy for Adolescent Mental Health: Findings From Scoping Processes. <i>JMIR Mental Health</i> , 2019, 6, e12656.	3.3	67
12	Juegos serios para el tratamiento o la prevención de la depresión: una revisión sistemática. <i>Revista De Psicopatología Y Psicología Clínica</i> , 2015, 19, 227.	0.2	63
13	MEMO: an mHealth intervention to prevent the onset of depression in adolescents: a double-blind, randomised, placebo-controlled trial. <i>Journal of Child Psychology and Psychiatry and Allied Disciplines</i> , 2017, 58, 1014-1022.	5.2	54
14	The Design and Relevance of a Computerized Gamified Depression Therapy Program for Indigenous Māori Adolescents. <i>JMIR Serious Games</i> , 2015, 3, e1.	3.1	43
15	Gamifying CBT to deliver emotional health treatment to young people on smartphones. <i>Internet Interventions</i> , 2019, 18, 100286.	2.7	42
16	How LGBT+ Young People Use the Internet in Relation to Their Mental Health and Envisage the Use of e-Therapy: Exploratory Study. <i>JMIR Serious Games</i> , 2018, 6, e11249.	3.1	42
17	A qualitative study of sexual minority young people's experiences of computerised therapy for depression. <i>Australasian Psychiatry</i> , 2015, 23, 268-273.	0.7	38
18	The views of lesbian, gay and bisexual youth regarding computerised self-help for depression: An exploratory study. <i>Advances in Mental Health</i> , 2013, 12, 22-33.	0.7	37

#	ARTICLE	IF	CITATIONS
19	Psychological therapies for anxiety and depression in children and adolescents with long-term physical conditions. The Cochrane Library, 2019, 2019, CD012488.	2.8	30
20	Effect of MyTeen SMS-Based Mobile Intervention for Parents of Adolescents. JAMA Network Open, 2019, 2, e1911120.	5.9	29
21	Tips and Traps: Lessons From Codesigning a Clinician E-Monitoring Tool for Computerized Cognitive Behavioral Therapy. JMIR Mental Health, 2017, 4, e3.	3.3	28
22	The impact and utility of computerised therapy for educationally alienated teenagers: The views of adolescents who participated in an alternative education-based trial. Clinical Psychologist, 2016, 20, 94-102.	0.8	23
23	Computerized cognitive behavioural therapy for gender minority adolescents: Analysis of the real-world implementation of SPARX in New Zealand. Australian and New Zealand Journal of Psychiatry, 2021, 55, 874-882.	2.3	20
24	When "e"™ therapy enters the hospital: Examination of the feasibility and acceptability of SPARX (a cCBT) Tj ETQq0 0 0 rgBT /Overlock 10	0.7	17
25	Trial for the Prevention of Depression (TriPoD) in final-year secondary students: study protocol for a cluster randomised controlled trial. Trials, 2015, 16, 451.	1.6	16
26	"E"™ therapy in the community: Examination of the uptake and effectiveness of BRAVE (a self-help) Tj ETQq0 0 0 rgBT /Overlock 10 2019, 18, 100249.	2.7	15
27	21-Day Stress Detox: Open Trial of a Universal Well-Being Chatbot for Young Adults. Social Sciences, 2021, 10, 416.	1.4	15
28	Debate: Supporting the mental health of school students in the COVID-19 pandemic in New Zealand " a digital ecosystem approach. Child and Adolescent Mental Health, 2020, 25, 267-269.	3.5	14
29	A Chatbot Architecture for Promoting Youth Resilience. Studies in Health Technology and Informatics, 2021, , .	0.3	14
30	Modular Approach to Therapy for Anxiety, Depression, Trauma, or Conduct Problems in outpatient child and adolescent mental health services in New Zealand: study protocol for a randomized controlled trial. Trials, 2015, 16, 457.	1.6	13
31	Game for health: How <scpe>eHealth</scpe> approaches might address the psychological needs of children and young people with long-term physical conditions. Journal of Paediatrics and Child Health, 2016, 52, 1012-1018.	0.8	13
32	Effect of Clinician Training in the Modular Approach to Therapy for Children vs Usual Care on Clinical Outcomes and Use of Empirically Supported Treatments. JAMA Network Open, 2020, 3, e2011799.	5.9	10
33	Evidence for the Effectiveness and Acceptability of e-SBI or e-SBIRT in the Management of Alcohol and Illicit Substance Use in Pregnant and Post-partum Women. Frontiers in Psychiatry, 2021, 12, 634805.	2.6	10
34	Gamified Mobile Computerized Cognitive Behavioral Therapy for Japanese University Students With Depressive Symptoms: Protocol for a Randomized Controlled Trial. JMIR Research Protocols, 2020, 9, e15164.	1.0	10
35	Evaluation of MyTeen " a SMS-based mobile intervention for parents of adolescents: a randomised controlled trial protocol. BMC Public Health, 2018, 18, 1203.	2.9	9
36	Revising Computerized Therapy for Wider Appeal Among Adolescents: Youth Perspectives on a Revised Version of SPARX. Frontiers in Psychiatry, 2019, 10, 802.	2.6	8

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37	Protocol for Co-Design, Development, and Open Trial of a Prototype Game-based eHealth Intervention to Treat Anxiety in Young People With Long-term Physical Conditions. JMIR Research Protocols, 2017, 6, e171.	1.0	8
38	Advances in Asynchronous Telehealth Technologies to Improve Access and Quality of Mental Health Care for Children and Adolescents. Journal of Technology in Behavioral Science, 2018, 3, 87-106.	2.3	7
39	SPARX-R computerized therapy among adolescents in youth offenders' program: Step-wise cohort study. Internet Interventions, 2019, 18, 100287.	2.7	7
40	A Cognitive Behavioral Therapy, Biofeedback-, and Game-Based eHealth Intervention to Treat Anxiety in Children and Young People With Long-Term Physical Conditions (Starship Rescue): Co-design and Open Trial. JMIR Serious Games, 2021, 9, e26084.	3.1	5
41	Effectiveness and Safety of Antidepressants for Children and Adolescents. JAMA Psychiatry, 2017, 74, 985.	11.0	4
42	Development of MyTeen Text Messaging Program to Support Parents of Adolescents: Qualitative Study. JMIR MHealth and UHealth, 2019, 7, e15664.	3.7	4
43	Intersex adolescents seeking help for their depression: the case study of SPARX in New Zealand. Australasian Psychiatry, 2021, 29, 450-453.	0.7	3
44	“Just Be Strong, You Will Get through It” – a Qualitative Study of Young Migrants’ Experiences of Settling in New Zealand. International Journal of Environmental Research and Public Health, 2021, 18, 1292.	2.6	3
45	Technology Matters: SPARX – computerised cognitive behavioural therapy for adolescent depression in a game format. Child and Adolescent Mental Health, 2021, 26, 92-94.	3.5	3
46	Access to the internet in an acute child and adolescent mental health inpatient unit. Australian and New Zealand Journal of Psychiatry, 2015, 49, 487-488.	2.3	2
47	Recruitment and Retention of Parents of Adolescents in a Text Messaging Trial (MyTeen): Secondary Analysis From a Randomized Controlled Trial. JMIR Pediatrics and Parenting, 2021, 4, e17723.	1.6	0