Karolina Stasiak

List of Publications by Year
in descending order

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	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
2	Intersex adolescents seeking help for their depression: the case study of SPARX in New Zealand. Australasian Psychiatry, 2021, 29, 450-453.	0.7	3
3	"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
4	A Chatbot Architecture for Promoting Youth Resilience. Studies in Health Technology and Informatics, 2021, , .	0.3	14
5	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
6	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
7	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
8	21-Day Stress Detox: Open Trial of a Universal Well-Being Chatbot for Young Adults. Social Sciences, 2021, 10, 416.	1.4	15
9	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
10	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
11	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
12	Practitioner review: Co-design of digital mental health technologies with children and young people. Journal of Child Psychology and Psychiatry and Allied Disciplines, 2020, 61, 928-940.	5.2	129
13	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
14	Psychological therapies for anxiety and depression in children and adolescents with long-term physical conditions. The Cochrane Library, 2019, 2019, CD012488.	2.8	30
15	Gamifying CBT to deliver emotional health treatment to young people on smartphones. Internet Interventions, 2019, 18, 100286.	2.7	42
16	Effect of MyTeen SMS-Based Mobile Intervention for Parents of Adolescents. JAMA Network Open, 2019, 2, e1911120.	5.9	29
17	'' therapy in the community: Examination of the uptake and effectiveness of BRAVE (a self-help) Tj ETQq1 1 0.784314 rgBT /O 2019, 18, 100249.	2.7	15
18	SPARX-R computerized therapy among adolescents in youth offenders' program: Step-wise cohort study. Internet Interventions, 2019, 18, 100287.	2.7	7

#	Article	IF	Citations
19	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
20	The Importance of User Segmentation for Designing Digital Therapy for Adolescent Mental Health: Findings From Scoping Processes. JMIR Mental Health, 2019, 6, e12656.	3.3	67
21	Development of MyTeen Text Messaging Program to Support Parents of Adolescents: Qualitative Study. JMIR MHealth and UHealth, 2019, 7, e15664.	3.7	4
22	Validation of the Mood and Feelings Questionnaire (MFQ) and Short Mood and Feelings Questionnaire (SMFQ) in New Zealand help‐seeking adolescents. International Journal of Methods in Psychiatric Research, 2018, 27, e1610.	2.1	133
23	E-Health interventions for anxiety and depression in children and adolescents with long-term physical conditions. The Cochrane Library, 2018, 2018, CD012489.	2.8	72
24	Evaluation of MyTeen â€" a SMS-based mobile intervention for parents of adolescents: a randomised controlled trial protocol. BMC Public Health, 2018, 18, 1203.	2.9	9
25	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
26	How LGBT+ Young People Use the Internet in Relation to Their Mental Health and Envisage the Use of e-Therapy: Exploratory Study. JMIR Serious Games, 2018, 6, e11249.	3.1	42
27	Beyond the Trial: Systematic Review of Real-World Uptake and Engagement With Digital Self-Help Interventions for Depression, Low Mood, or Anxiety. Journal of Medical Internet Research, 2018, 20, e199.	4.3	385
28	Sexual minority youth and depressive symptoms or depressive disorder: A systematic review and meta-analysis of population-based studies. Australian and New Zealand Journal of Psychiatry, 2017, 51, 774-787.	2.3	168
29	MEMO: an mHealth intervention to prevent the onset of depression in adolescents: a double‐blind, randomised, placebo‐controlled trial. Journal of Child Psychology and Psychiatry and Allied Disciplines, 2017, 58, 1014-1022.	5.2	54
30	Effectiveness and Safety of Antidepressants for Children and Adolescents. JAMA Psychiatry, 2017, 74, 985.	11.0	4
31	Preventing Depression in Final Year Secondary Students: School-Based Randomized Controlled Trial. Journal of Medical Internet Research, 2017, 19, e369.	4.3	72
32	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
33	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
34	Game for health: How <scp>eHealth</scp> 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
35	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
36	Computer-Based and Online Therapy for Depression and Anxiety in Children and Adolescents. Journal of Child and Adolescent Psychopharmacology, 2016, 26, 235-245.	1.3	72

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37	Serious Games and Gamification for Mental Health: Current Status and Promising Directions. Frontiers in Psychiatry, 2016, 7, 215.	2.6	370
38	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
39	Juegos serios para el tratamiento o la prevenciÃ³n de la depresiÃ³n: una revisiÃ³n sistemÃ¡tica. Revista De Psicopatologia Y Psicologia Clinica, 2015, 19, 227.	0.2	63
40	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
41	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
42	A qualitative study of sexual minority young people's experiences of computerised therapy for depression. Australasian Psychiatry, 2015, 23, 268-273.	0.7	38
43	The Design and Relevance of a Computerized Gamified Depression Therapy Program for Indigenous MÄ⊘ri Adolescents. JMIR Serious Games, 2015, 3, e1.	3.1	43
44	Integrating Health Behavior Theory and Design Elements in Serious Games. JMIR Mental Health, 2015, 2, e11.	3.3	72
45	The views of lesbian, gay and bisexual youth regarding computerised self-help for depression: An exploratory study. Advances in Mental Health, 2013, 12, 22-33.	0.7	37
46	When 'e' therapy enters the hospital: Examination of the feasibility and acceptability of SPARX (a cCBT) Tj ETQq0 0 0 rgBT /Overlo	0.7	17
47	The effectiveness of SPARX, a computerised self help intervention for adolescents seeking help for depression: randomised controlled non-inferiority trial. BMJ, The, 2012, 344, e2598-e2598.	6.0	516