

Daniel L King

List of Publications by Year in descending order

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Version: 2024-02-01

199
papers

11,351
citations

38660

50
h-index

37111

96
g-index

203
all docs

203
docs citations

203
times ranked

5045
citing authors

#	ARTICLE	IF	CITATIONS
1	Preventing problematic internet use during the COVID-19 pandemic: Consensus guidance. <i>Comprehensive Psychiatry</i> , 2020, 100, 152180.	1.5	522
2	Problematic online gaming and the COVID-19 pandemic. <i>Journal of Behavioral Addictions</i> , 2020, 9, 184-186.	1.9	437
3	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
4	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.	1.7	373
5	Gaming disorder: Its delineation as an important condition for diagnosis, management, and prevention. <i>Journal of Behavioral Addictions</i> , 2017, 6, 271-279.	1.9	359
6	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
7	The cognitive psychology of Internet gaming disorder. <i>Clinical Psychology Review</i> , 2014, 34, 298-308.	6.0	262
8	Video Game Structural Characteristics: A New Psychological Taxonomy. <i>International Journal of Mental Health and Addiction</i> , 2010, 8, 90-106.	4.4	252
9	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
10	Manifesto for a European research network into Problematic Usage of the Internet. <i>European Neuropsychopharmacology</i> , 2018, 28, 1232-1246.	0.3	216
11	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.	1.9	214
12	Video Game Addiction: Past, Present and Future. <i>Current Psychiatry Reviews</i> , 2012, 8, 308-318.	0.9	202
13	Screening and assessment tools for gaming disorder: A comprehensive systematic review. <i>Clinical Psychology Review</i> , 2020, 77, 101831.	6.0	200
14	Family factors in adolescent problematic Internet gaming: A systematic review. <i>Journal of Behavioral Addictions</i> , 2017, 6, 321-333.	1.9	192
15	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
16	Which conditions should be considered as disorders in the International Classification of Diseases (ICD-11) designation of "other specified disorders due to addictive behaviors"? <i>Journal of Behavioral Addictions</i> , 2020, . .	1.9	165
17	DSM-5 internet gaming disorder needs a unified approach to assessment. <i>Neuropsychiatry</i> , 2014, 4, 1-4.	0.4	164
18	Treatment of Internet gaming disorder: An international systematic review and CONSORT evaluation. <i>Clinical Psychology Review</i> , 2017, 54, 123-133.	6.0	164

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19	The Cognitive Psychopathology of Internet Gaming Disorder in Adolescence. <i>Journal of Abnormal Child Psychology</i> , 2016, 44, 1635-1645.	3.5	163
20	Withdrawal symptoms in internet gaming disorder: A systematic review. <i>Clinical Psychology Review</i> , 2016, 43, 58-66.	6.0	151
21	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
22	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
23	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
24	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
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	Functional impairment matters in the screening and diagnosis of gaming disorder. <i>Journal of Behavioral Addictions</i> , 2017, 6, 285-289.	1.9	123
28	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
29	Expert appraisal of criteria for assessing gaming disorder: an international Delphi study. <i>Addiction</i> , 2021, 116, 2463-2475.	1.7	113
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	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.	1.9	100
34	Adolescent simulated gambling via digital and social media: An emerging problem. <i>Computers in Human Behavior</i> , 2014, 31, 305-313.	5.1	97
35	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
36	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

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37	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
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	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
40	A Cross-Lagged Study of Developmental Trajectories of Video Game Engagement, Addiction, and Mental Health. <i>Frontiers in Psychology</i> , 2018, 9, 2239.	1.1	82
41	Behavioural profiling of problem gamblers: a summary and review. <i>International Gambling Studies</i> , 2012, 12, 349-366.	1.3	77
42	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.	1.4	76
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	Clarifying terminologies in research on gaming disorder and other addictive behaviors: distinctions between core symptoms and underlying psychological processes. <i>Current Opinion in Psychology</i> , 2020, 36, 49-54.	2.5	70
46	Venue Staff Knowledge of Their Patrons'™ Gambling and Problem Gambling. <i>Journal of Gambling Studies</i> , 2012, 28, 155-169.	1.1	69
47	Defining tolerance in Internet Gaming disorder: Isn't it time?. <i>Addiction</i> , 2016, 111, 2064-2065.	1.7	69
48	Emerging experience with selected new categories in the ICD-11: complex PTSD, prolonged grief disorder, gaming disorder, and compulsive sexual behaviour disorder. <i>World Psychiatry</i> , 2022, 21, 189-213.	4.8	69
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	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
51	Gambling in Australia: experiences, problems, research and policy. <i>Addiction</i> , 2012, 107, 1556-1561.	1.7	59
52	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
53	The psychology of cryptocurrency trading: Risk and protective factors. <i>Journal of Behavioral Addictions</i> , 2021, 10, 201-207.	1.9	58
54	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

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55	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
56	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
57	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
58	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
59	Motivational components of tolerance in Internet gaming disorder. <i>Computers in Human Behavior</i> , 2018, 78, 133-141.	5.1	49
60	Editorial: Neurobiological Perspectives in Behavioral Addiction. <i>Frontiers in Psychiatry</i> , 2019, 10, 3.	1.3	49
61	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
62	Early exposure to digital simulated gambling: A review and conceptual model. <i>Computers in Human Behavior</i> , 2016, 55, 198-206.	5.1	48
63	Gaming-gambling convergence: evaluating evidence for the "gateway" hypothesis. <i>International Gambling Studies</i> , 2020, 20, 380-392.	1.3	48
64	Issues for DSM-5: Video-gaming disorder?. <i>Australian and New Zealand Journal of Psychiatry</i> , 2013, 47, 20-22.	1.3	47
65	Adolescent Gambling and Problem Gambling: Prevalence, Current Issues, and Concerns. <i>Current Addiction Reports</i> , 2016, 3, 268-274.	1.6	47
66	Study what makes games addictive. <i>Nature</i> , 2019, 573, 346-346.	13.7	46
67	Learning to lose control: A process-based account of behavioral addiction. <i>Neuroscience and Biobehavioral Reviews</i> , 2020, 108, 771-780.	2.9	46
68	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
69	Gamers' insights into the phenomenology of normal gaming and game "addiction": A mixed methods study. <i>Computers in Human Behavior</i> , 2018, 79, 238-246.	5.1	44
70	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
71	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
72	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

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73	Is preoccupation an oversimplification? A call to examine cognitive factors underlying internet gaming disorder. <i>Addiction</i> , 2014, 109, 1566-1567.	1.7	40
74	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
75	The convergence of gambling and monetised gaming activities. <i>Current Opinion in Behavioral Sciences</i> , 2020, 31, 32-36.	2.0	40
76	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
77	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
78	Comment on the global gaming industry's statement on ICD-11 gaming disorder: a corporate strategy to disregard harm and deflect social responsibility?. <i>Addiction</i> , 2018, 113, 2145-2146.	1.7	39
79	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
80	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
81	The Project Baseline Health Study: a step towards a broader mission to map human health. <i>Npj Digital Medicine</i> , 2020, 3, 84.	5.7	38
82	Assessing Problematic Video Gaming Using the Theory of Planned Behavior: A Longitudinal Study of Dutch Young People. <i>International Journal of Mental Health and Addiction</i> , 2013, 11, 172-185.	4.4	37
83	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
84	Epidemiological Challenges in the Study of Behavioral Addictions: a Call for High Standard Methodologies. <i>Current Addiction Reports</i> , 2019, 6, 331-337.	1.6	37
85	Fortnite microtransaction spending was associated with peers' purchasing behaviors but not gaming disorder symptoms. <i>Addictive Behaviors</i> , 2020, 104, 106311.	1.7	37
86	The concept of "harm" in Internet gaming disorder. <i>Journal of Behavioral Addictions</i> , 2018, 7, 562-564.	1.9	37
87	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
88	Challenges in the Conceptualisation and Measurement of Gambling-Related Harm. <i>Journal of Gambling Studies</i> , 2019, 35, 743-755.	1.1	36
89	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
90	Cryptocurrency trading, gambling and problem gambling. <i>Addictive Behaviors</i> , 2021, 122, 107021.	1.7	35

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91	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
92	Rationale for and usefulness of the inclusion of gaming disorder in the ICD-11. <i>World Psychiatry</i> , 2021, 20, 198-199.	4.8	34
93	Avatar identification and problematic gaming: The role of self-concept clarity. <i>Addictive Behaviors</i> , 2021, 113, 106694.	1.7	33
94	Parental Influences on Adolescent Video Game Play: A Study of Accessibility, Rules, Limit Setting, Monitoring, and Cybersafety. <i>Cyberpsychology, Behavior, and Social Networking</i> , 2015, 18, 273-279.	2.1	32
95	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
96	Gaming Disorder Is a Disorder due to Addictive Behaviors: Evidence from Behavioral and Neuroscientific Studies Addressing Cue Reactivity and Craving, Executive Functions, and Decision-Making. <i>Current Addiction Reports</i> , 2019, 6, 296-302.	1.6	31
97	Not Playing Around: Gaming Disorder in the International Classification of Diseases (ICD-11). <i>Journal of Adolescent Health</i> , 2019, 64, 5-7.	1.2	31
98	Perceived acceptability of wearable devices for the treatment of mental health problems. <i>Journal of Clinical Psychology</i> , 2020, 76, 987-1003.	1.0	30
99	Adolescent Land-Based and Internet Gambling: Australian and International Prevalence Rates and Measurement Issues. <i>Current Addiction Reports</i> , 2020, 7, 137-148.	1.6	30
100	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
101	Trajectories of abstinence-induced Internet gaming withdrawal symptoms: A prospective pilot study. <i>Addictive Behaviors Reports</i> , 2016, 4, 24-30.	1.0	29
102	Intrinsic and extrinsic predictors of video-gaming behaviour and adolescent bedtimes: the relationship between flow states, self-perceived risk-taking, device accessibility, parental regulation of media and bedtime. <i>Sleep Medicine</i> , 2017, 30, 64-70.	0.8	29
103	Loot box limit-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
104	Esports Betting and Skin Gambling: A Brief History. <i>Journal of Gambling Issues</i> , 0, 43, .	0.3	28
105	The effectiveness of a parental guide for prevention of problematic video gaming in children: A public health randomized controlled intervention study. <i>Journal of Behavioral Addictions</i> , 2018, 7, 52-61.	1.9	27
106	Positive and negative urgency as a single coherent construct: Evidence from a large-scale network analysis in clinical and non-clinical samples. <i>Journal of Personality</i> , 2021, 89, 1252-1262.	1.8	27
107	Clinical predictors of gaming abstinence in help-seeking adult problematic gamers. <i>Psychiatry Research</i> , 2018, 261, 581-588.	1.7	26
108	Online Gaming and Prolonged Self-Isolation: Evidence from Italian Gamers During the Covid-19 Outbreak.. , 2021, 18, 65-74.		25

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109	Practice Makes Poorer: Practice Gambling Modes and Their Effects on Real-Play in Simulated Roulette. <i>International Journal of Mental Health and Addiction</i> , 2013, 11, 381-395.	4.4	24
110	Internet pornography viewing preference as a risk factor for adolescent Internet addiction: The moderating role of classroom personality factors. <i>Journal of Behavioral Addictions</i> , 2018, 7, 423-432.	1.9	24
111	Gaming Disorder Among Female Adolescents: A Hidden Problem?. <i>Journal of Adolescent Health</i> , 2020, 66, 650-652.	1.2	24
112	On Finding the C in CBT: The Challenges of Applying Gambling-Related Cognitive Approaches to Video-Gaming. <i>Journal of Gambling Studies</i> , 2015, 31, 315-329.	1.1	23
113	Does "forced abstinence" from gaming lead to pornography use? Insight from the April 2018 crash of Fortnite's servers. <i>Journal of Behavioral Addictions</i> , 2018, 7, 501-502.	1.9	23
114	The value of voluntary vs. mandatory responsible gambling limit-setting systems: A review of the evidence. <i>International Gambling Studies</i> , 2021, 21, 255-271.	1.3	23
115	Effectiveness of Brief Abstinence for Modifying Problematic Internet Gaming Cognitions and Behaviors. <i>Journal of Clinical Psychology</i> , 2017, 73, 1573-1585.	1.0	22
116	Understanding gambling and gaming skill and its implications for the convergence of gaming with electronic gaming machines. <i>International Gambling Studies</i> , 2020, 20, 171-183.	1.3	22
117	Avatar- and self-related processes and problematic gaming: A systematic review. <i>Addictive Behaviors</i> , 2020, 108, 106461.	1.7	22
118	Problematic Gaming and Sleep: A Systematic Review and Meta-Analysis. <i>Frontiers in Psychiatry</i> , 2021, 12, 675237.	1.3	22
119	Gambling prevalence and gambling problems amongst land-based-only, online-only and mixed-mode gamblers in Australia: A national study. <i>Computers in Human Behavior</i> , 2022, 132, 107269.	5.1	21
120	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
121	Wearable devices as adjuncts in the treatment of anxiety-related symptoms: A narrative review of five device modalities and implications for clinical practice.. <i>Clinical Psychology: Science and Practice</i> , 2019, 26, .	0.6	20
122	Contribution of Game Genre and Structural Game Characteristics to the Risk of Problem Gaming and Gaming Disorder: a Systematic Review. <i>Current Addiction Reports</i> , 2021, 8, 263-281.	1.6	20
123	How Gaming May Become a Problem: A Qualitative Analysis of the Role of Gaming Related Experiences and Cognitions in the Development of Problematic Game Behavior. <i>International Journal of Mental Health and Addiction</i> , 2013, 11, 441-452.	4.4	19
124	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
125	Cognitive factors associated with gaming disorder. , 2020, , 221-230.		19
126	EEG Neurofeedback During Focused Attention Meditation: Effects on State Mindfulness and Meditation Experiences. <i>Mindfulness</i> , 2021, 12, 841-851.	1.6	19

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127	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
128	“Diagnostic inflation” 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
129	Delineating adaptive esports involvement from maladaptive gaming: a self-regulation perspective. <i>Current Opinion in Psychology</i> , 2020, 36, 141-146.	2.5	18
130	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
131	Video-gaming disorder and the DSM-5: Some further thoughts. <i>Australian and New Zealand Journal of Psychiatry</i> , 2013, 47, 875-876.	1.3	17
132	Gambling is not a capitalist conspiracy: a critical commentary of literature on the “industry state gambling complex”. <i>International Gambling Studies</i> , 2017, 17, 317-331.	1.3	17
133	Evaluating the feasibility of a consumer-grade wearable EEG headband to aid assessment of state and trait mindfulness. <i>Journal of Clinical Psychology</i> , 2021, 77, 2559-2575.	1.0	17
134	Taking Gaming Disorder Treatment to the Next Level. <i>JAMA Psychiatry</i> , 2020, 77, 869.	6.0	16
135	Gaming disorder and the COVID-19 pandemic: Treatment demand and service delivery challenges. <i>Journal of Behavioral Addictions</i> , 2022, 11, 243-248.	1.9	15
136	Video Game Addiction. , 2013, , 819-825.		14
137	Prevention and Policy Related to Internet Gaming Disorder. <i>Current Addiction Reports</i> , 2017, 4, 284-292.	1.6	14
138	Problematic internet use prior to and during the COVID-19 pandemic. <i>Cyberpsychology</i> , 2021, 15, .	0.7	14
139	The impact of COVID-19 on addiction treatment in New Zealand. <i>Addictive Behaviors</i> , 2022, 127, 107230.	1.7	14
140	Children in foster care“ Five years on. <i>Children Australia</i> , 2010, 35, 22-30.	0.3	13
141	Adolescents’ perceptions of parental influences on commercial and simulated gambling activities. <i>International Gambling Studies</i> , 2016, 16, 424-441.	1.3	13
142	Prevention approaches to problem gaming: A large-scale qualitative investigation. <i>Computers in Human Behavior</i> , 2021, 115, 106611.	5.1	13
143	Smartphone and Internet Access and Utilization by People With Schizophrenia in South Australia: Quantitative Survey Study. <i>JMIR Mental Health</i> , 2020, 7, e11551.	1.7	13
144	Effect of brief gaming abstinence on withdrawal in adolescent at-risk daily gamers: A randomized controlled study. <i>Computers in Human Behavior</i> , 2018, 88, 70-77.	5.1	12

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145	Gambling-gaming convergence: new developments and future directions. <i>International Gambling Studies</i> , 2020, 20, 373-379.	1.3	12
146	Video game addiction. , 2020, , 185-213.		12
147	Measuring Gambling Harm: The Influence of Response Scaling on Estimates and the Distribution of Harm Across PGSI Categories. <i>Journal of Gambling Studies</i> , 2021, 37, 583-598.	1.1	12
148	Evaluating an Internet Gaming Disorder Scale Using Mokken Scaling Analysis. <i>Frontiers in Psychology</i> , 2019, 10, 911.	1.1	11
149	Skin gambling predicts problematic gambling amongst adolescents when controlling for monetary gambling. <i>Journal of Behavioral Addictions</i> , 2021, 10, 920-931.	1.9	11
150	Binge-watching in times of COVID-19: A longitudinal examination of changes in affect and TV series consumption patterns during lockdown.. <i>Psychology of Popular Media</i> , 2023, 12, 173-185.	1.0	11
151	Brief overview of the WHO Collaborative Project on the Development of New International Screening and Diagnostic Instruments for Gaming Disorder and Gambling Disorder. <i>Addiction</i> , 2022, 117, 2119-2121.	1.7	11
152	Mechanisms influencing older adolescents' bedtimes during videogaming: the roles of game difficulty and flow. <i>Sleep Medicine</i> , 2017, 39, 70-76.	0.8	10
153	Logic, evidence and consensus: Towards a more constructive debate on gaming disorder. <i>Australian and New Zealand Journal of Psychiatry</i> , 2019, 53, 1047-1049.	1.3	10
154	Research Directions in the Study of Gaming-Related Escapism: a Commentary to Melodia, Canale, and Griffiths (2020). <i>International Journal of Mental Health and Addiction</i> , 2023, 21, 1075-1081.	4.4	10
155	Towards a cross-cultural assessment of binge-watching: Psychometric evaluation of the "watching TV series motives" and "binge-watching engagement and symptoms" questionnaires across nine languages. <i>Computers in Human Behavior</i> , 2020, 111, 106410.	5.1	10
156	On the Limits and Challenges of Public Health Approaches in Addressing Gambling-Related Problems. <i>International Journal of Mental Health and Addiction</i> , 2020, 18, 844-859.	4.4	9
157	Prevention Strategies to Address Problematic Gaming: An Evaluation of Strategy Support Among Habitual and Problem Gamers. <i>Journal of Primary Prevention</i> , 2021, 42, 183-201.	0.8	9
158	Harm severity in internet gaming disorder and problem gambling: A comparative study. <i>Computers in Human Behavior</i> , 2021, 124, 106898.	5.1	9
159	Skin Gambling Contributes to Gambling Problems and Harm After Controlling for Other Forms of Traditional Gambling. <i>Journal of Gambling Studies</i> , 2023, 39, 225-247.	1.1	9
160	My Facebook family: Should adolescent psychiatric evaluation include information about online social networks?. <i>Australian and New Zealand Journal of Psychiatry</i> , 2014, 48, 805-808.	1.3	8
161	Problematic gaming risk among European adolescents: a cross-national evaluation of individual and socio-economic factors. <i>Addiction</i> , 2022, 117, 2273-2282.	1.7	8
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