

# Daniel L King

## List of Publications by Citations

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The third column is the impact factor (IF) of the journal, and the fourth column is the number of citations of the article.

191  
papers

7,251  
citations

45  
h-index

79  
g-index

203  
ext. papers

9,392  
ext. citations

5.3  
avg, IF

6.89  
L-index

#	Paper	IF	Citations
191	Toward a consensus definition of pathological video-gaming: a systematic review of psychometric assessment tools. <i>Clinical Psychology Review</i> , <b>2013</b> , 33, 331-42	10.8	323
190	Working towards an international consensus on criteria for assessing internet gaming disorder: a critical commentary on Petry et al. (2014). <i>Addiction</i> , <b>2016</b> , 111, 167-75	4.6	287
189	Preventing problematic internet use during the COVID-19 pandemic: Consensus guidance. <i>Comprehensive Psychiatry</i> , <b>2020</b> , 100, 152180	7.3	283
188	Gaming disorder: Its delineation as an important condition for diagnosis, management, and prevention. <i>Journal of Behavioral Addictions</i> , <b>2017</b> , 6, 271-279	6.3	243
187	Problematic online gaming and the COVID-19 pandemic. <i>Journal of Behavioral Addictions</i> , <b>2020</b> , 9, 184-186	6.3	235
186	Assessing clinical trials of Internet addiction treatment: a systematic review and CONSORT evaluation. <i>Clinical Psychology Review</i> , <b>2011</b> , 31, 1110-6	10.8	210
185	Video Game Structural Characteristics: A New Psychological Taxonomy. <i>International Journal of Mental Health and Addiction</i> , <b>2010</b> , 8, 90-106	8.8	189
184	The cognitive psychology of Internet gaming disorder. <i>Clinical Psychology Review</i> , <b>2014</b> , 34, 298-308	10.8	180
183	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> , <b>2018</b> , 7, 556-561	6.3	146
182	DSM-5 internet gaming disorder needs a unified approach to assessment. <i>Neuropsychiatry</i> , <b>2014</b> , 4, 1-4	1.8	146
181	The convergence of gambling and digital media: implications for gambling in young people. <i>Journal of Gambling Studies</i> , <b>2010</b> , 26, 175-87	3	138
180	Video Game Addiction: Past, Present and Future. <i>Current Psychiatry Reviews</i> , <b>2012</b> , 8, 308-318	0.9	137
179	Clinical features and axis I comorbidity of Australian adolescent pathological Internet and video game users. <i>Australian and New Zealand Journal of Psychiatry</i> , <b>2013</b> , 47, 1058-67	2.6	120
178	Withdrawal symptoms in internet gaming disorder: A systematic review. <i>Clinical Psychology Review</i> , <b>2016</b> , 43, 58-66	10.8	115
177	Manifesto for a European research network into Problematic Usage of the Internet. <i>European Neuropsychopharmacology</i> , <b>2018</b> , 28, 1232-1246	1.2	115
176	Policy and Prevention Approaches for Disordered and Hazardous Gaming and Internet Use: an International Perspective. <i>Prevention Science</i> , <b>2018</b> , 19, 233-249	4	110
175	Treatment of Internet gaming disorder: An international systematic review and CONSORT evaluation. <i>Clinical Psychology Review</i> , <b>2017</b> , 54, 123-133	10.8	108

174	Screening and assessment tools for gaming disorder: A comprehensive systematic review. <i>Clinical Psychology Review</i> , <b>2020</b> , 77, 101831	10.8	107
173	Family factors in adolescent problematic Internet gaming: A systematic review. <i>Journal of Behavioral Addictions</i> , <b>2017</b> , 6, 321-333	6.3	106
172	The Cognitive Psychopathology of Internet Gaming Disorder in Adolescence. <i>Journal of Abnormal Child Psychology</i> , <b>2016</b> , 44, 1635-1645	4	101
171	Internet gaming disorder treatment: a review of definitions of diagnosis and treatment outcome. <i>Journal of Clinical Psychology</i> , <b>2014</b> , 70, 942-55	2.8	99
170	Clinical Interventions for Technology-Based Problems: Excessive Internet and Video Game Use. <i>Journal of Cognitive Psychotherapy</i> , <b>2012</b> , 26, 43-56	0.9	95
169	The impact of prolonged violent video-gaming on adolescent sleep: an experimental study. <i>Journal of Sleep Research</i> , <b>2013</b> , 22, 137-43	5.8	93
168	The Role of Structural Characteristics in Problematic Video Game Play: An Empirical Study. <i>International Journal of Mental Health and Addiction</i> , <b>2011</b> , 9, 320-333	8.8	91
167	Global prevalence of gaming disorder: A systematic review and meta-analysis. <i>Australian and New Zealand Journal of Psychiatry</i> , <b>2021</b> , 55, 553-568	2.6	88
166	Functional impairment matters in the screening and diagnosis of gaming disorder. <i>Journal of Behavioral Addictions</i> , <b>2017</b> , 6, 285-289	6.3	87
165	Cognitive-behavioral approaches to outpatient treatment of internet addiction in children and adolescents. <i>Journal of Clinical Psychology</i> , <b>2012</b> , 68, 1185-95	2.8	77
164	Adolescent simulated gambling via digital and social media: An emerging problem. <i>Computers in Human Behavior</i> , <b>2014</b> , 31, 305-313	7.7	76
163	Tolerance in Internet gaming disorder: A need for increasing gaming time or something else?. <i>Journal of Behavioral Addictions</i> , <b>2017</b> , 6, 525-533	6.3	75
162	Cognitive-behavioral therapy for Internet gaming disorder: A systematic review and meta-analysis. <i>Clinical Psychology and Psychotherapy</i> , <b>2019</b> , 26, 191-203	2.9	70
161	Behavioural profiling of problem gamblers: a summary and review. <i>International Gambling Studies</i> , <b>2012</b> , 12, 349-366	1.8	68
160	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> , <b>2020</b> ,	6.3	65
159	Policy responses to problematic video game use: A systematic review of current measures and future possibilities. <i>Journal of Behavioral Addictions</i> , <b>2018</b> , 7, 503-517	6.3	64
158	A taxonomy of gambling and casino games via social media and online technologies. <i>International Gambling Studies</i> , <b>2014</b> , 14, 196-213	1.8	64
157	Defining tolerance in Internet Gaming disorder: Isn't it time?. <i>Addiction</i> , <b>2016</b> , 111, 2064-2065	4.6	61

156	Video Game Monetization (e.g., Loot Boxes) a Blueprint for Practical Social Responsibility Measures. <i>International Journal of Mental Health and Addiction</i> , <b>2019</b> , 17, 166-179	8.8	61
155	Venue staff knowledge of their patrons' gambling and problem gambling. <i>Journal of Gambling Studies</i> , <b>2012</b> , 28, 155-69	3	60
154	From adolescent to adult gambling: an analysis of longitudinal gambling patterns in South Australia. <i>Journal of Gambling Studies</i> , <b>2014</b> , 30, 547-63	3	59
153	Distinguishing between gaming and gambling activities in addiction research. <i>Journal of Behavioral Addictions</i> , <b>2015</b> , 4, 215-20	6.3	58
152	Maladaptive player-game relationships in problematic gaming and gaming disorder: A systematic review. <i>Clinical Psychology Review</i> , <b>2019</b> , 73, 101777	10.8	49
151	Migration from social casino games to gambling: Motivations and characteristics of gamers who gamble. <i>Computers in Human Behavior</i> , <b>2016</b> , 63, 59-67	7.7	48
150	Unfair play? Video games as exploitative monetized services: An examination of game patents from a consumer protection perspective. <i>Computers in Human Behavior</i> , <b>2019</b> , 101, 131-143	7.7	47
149	Issues for DSM-5: video-gaming disorder?. <i>Australian and New Zealand Journal of Psychiatry</i> , <b>2013</b> , 47, 20-2	2.6	46
148	A Cross-Lagged Study of Developmental Trajectories of Video Game Engagement, Addiction, and Mental Health. <i>Frontiers in Psychology</i> , <b>2018</b> , 9, 2239	3.4	45
147	Knowledge and beliefs about gambling in Australian secondary school students and their implications for education strategies. <i>Journal of Gambling Studies</i> , <b>2009</b> , 25, 523-39	3	44
146	Trajectories of problem video gaming among adult regular gamers: an 18-month longitudinal study. <i>Cyberpsychology, Behavior, and Social Networking</i> , <b>2013</b> , 16, 72-6	4.4	43
145	Preliminary Validation of a New Clinical Tool for Identifying Problem Video Game Playing. <i>International Journal of Mental Health and Addiction</i> , <b>2011</b> , 9, 72-87	8.8	43
144	Gambling in Australia: experiences, problems, research and policy. <i>Addiction</i> , <b>2012</b> , 107, 1556-61	4.6	42
143	Motivational components of tolerance in Internet gaming disorder. <i>Computers in Human Behavior</i> , <b>2018</b> , 78, 133-141	7.7	41
142	Sleep Interference Effects of Pathological Electronic Media Use during Adolescence. <i>International Journal of Mental Health and Addiction</i> , <b>2014</b> , 12, 21-35	8.8	40
141	An Exploratory Study of Gambling Operators' Use of Social Media and the Latent Messages Conveyed. <i>Journal of Gambling Studies</i> , <b>2016</b> , 32, 125-41	3	38
140	Early exposure to digital simulated gambling: A review and conceptual model. <i>Computers in Human Behavior</i> , <b>2016</b> , 55, 198-206	7.7	38
139	Is video-game playing a risk factor for pathological gambling in Australian adolescents?. <i>Journal of Gambling Studies</i> , <b>2009</b> , 25, 391-405	3	38

138	Craving for internet games? Withdrawal symptoms from an 84-h abstinence from Massively Multiplayer Online gaming. <i>Computers in Human Behavior</i> , <b>2016</b> , 62, 488-494	7.7	36
137	Is preoccupation an oversimplification? A call to examine cognitive factors underlying internet gaming disorder. <i>Addiction</i> , <b>2014</b> , 109, 1566-7	4.6	35
136	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> , <b>2020</b> , 36, 49-54	6.2	34
135	Expert appraisal of criteria for assessing gaming disorder: an international Delphi study. <i>Addiction</i> , <b>2021</b> , 116, 2463-2475	4.6	34
134	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> , <b>2018</b> , 113, 2145-2146	4.6	33
133	Study what makes games addictive. <i>Nature</i> , <b>2019</b> , 573, 346	50.4	32
132	An Exploratory Study of Interrelationships Between Social Casino Gaming, Gambling, and Problem Gambling. <i>International Journal of Mental Health and Addiction</i> , <b>2015</b> , 13, 136-153	8.8	32
131	Gamers' insights into the phenomenology of normal gaming and game "addiction": A mixed methods study. <i>Computers in Human Behavior</i> , <b>2018</b> , 79, 238-246	7.7	32
130	Adolescent Gambling and Problem Gambling: Prevalence, Current Issues, and Concerns. <i>Current Addiction Reports</i> , <b>2016</b> , 3, 268-274	3.9	32
129	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> , <b>2017</b> , 6, 163-167	6.3	31
128	Maladaptive Coping Styles in Adolescents with Internet Gaming Disorder Symptoms. <i>International Journal of Mental Health and Addiction</i> , <b>2018</b> , 16, 905-916	8.8	31
127	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> , <b>2019</b> , 33, 91-103	3.4	31
126	Virtual addictions: An examination of problematic social casino game use among at-risk gamblers. <i>Addictive Behaviors</i> , <b>2017</b> , 64, 334-339	4.2	30
125	Illusory control, gambling, and video gaming: an investigation of regular gamblers and video game players. <i>Journal of Gambling Studies</i> , <b>2012</b> , 28, 421-35	3	30
124	Exposure to and engagement with gambling marketing in social media: Reported impacts on moderate-risk and problem gamblers. <i>Psychology of Addictive Behaviors</i> , <b>2016</b> , 30, 270-6	3.4	30
123	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> , <b>2016</b> , 5, 221-30	6.3	29
122	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> , <b>2013</b> , 11, 172-185	8.8	29
121	Gambling Games on Social Platforms: How Do Advertisements for Social Casino Games Target Young Adults?. <i>Policy and Internet</i> , <b>2017</b> , 9, 184-209	2.6	29

120	The concept of "harm" in Internet gaming disorder. <i>Journal of Behavioral Addictions</i> , <b>2018</b> , 7, 562-564	6.3	29
119	The measurement of maladaptive cognitions underlying problematic video-game playing among adults. <i>Computers in Human Behavior</i> , <b>2016</b> , 55, 399-405	7.7	29
118	The Gambling Preferences and Behaviors of a Community Sample of Australian Regular Video Game Players. <i>Journal of Gambling Studies</i> , <b>2016</b> , 32, 409-20	3	28
117	Epidemiological Challenges in the Study of Behavioral Addictions: a Call for High Standard Methodologies. <i>Current Addiction Reports</i> , <b>2019</b> , 6, 331-337	3.9	28
116	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> , <b>2016</b> , 5, 401-9	6.3	28
115	Face validity evaluation of screening tools for gaming disorder: Scope, language, and overpathologizing issues. <i>Journal of Behavioral Addictions</i> , <b>2020</b> , 9, 1-13	6.3	27
114	Challenges in the Conceptualisation and Measurement of Gambling-Related Harm. <i>Journal of Gambling Studies</i> , <b>2019</b> , 35, 743-755	3	25
113	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> , <b>2017</b> , 30, 64-70	4.6	24
112	The Psychological Study of Video Game Players: Methodological Challenges and Practical Advice. <i>International Journal of Mental Health and Addiction</i> , <b>2009</b> , 7, 555-562	8.8	23
111	Maladaptive cognitions predict changes in problematic gaming in highly-engaged adults: A 12-month longitudinal study. <i>Addictive Behaviors</i> , <b>2017</b> , 65, 125-130	4.2	22
110	Parental influences on adolescent video game play: a study of accessibility, rules, limit setting, monitoring, and cybersafety. <i>Cyberpsychology, Behavior, and Social Networking</i> , <b>2015</b> , 18, 273-9	4.4	22
109	Trajectories of abstinence-induced Internet gaming withdrawal symptoms: A prospective pilot study. <i>Addictive Behaviors Reports</i> , <b>2016</b> , 4, 24-30	3.7	21
108	The convergence of gambling and monetised gaming activities. <i>Current Opinion in Behavioral Sciences</i> , <b>2020</b> , 31, 32-36	4	21
107	Loot box limit-setting is not sufficient on its own to prevent players from overspending: a reply to Drummond, Sauer & Hall. <i>Addiction</i> , <b>2019</b> , 114, 1324-1325	4.6	20
106	Gaming-gambling convergence: evaluating evidence for the Gateway Hypothesis. <i>International Gambling Studies</i> , <b>2020</b> , 20, 380-392	1.8	20
105	Features of Parent-Child Relationships in Adolescents with Internet Gaming Disorder. <i>International Journal of Mental Health and Addiction</i> , <b>2017</b> , 15, 1270-1283	8.8	20
104	Learning to lose control: A process-based account of behavioral addiction. <i>Neuroscience and Biobehavioral Reviews</i> , <b>2020</b> , 108, 771-780	9	20
103	On Finding the C in CBT: The Challenges of Applying Gambling-Related Cognitive Approaches to Video-Gaming. <i>Journal of Gambling Studies</i> , <b>2013</b> , 31, 315	3	19

102	Practice Makes Poorer: Practice Gambling Modes and Their Effects on Real-Play in Simulated Roulette. <i>International Journal of Mental Health and Addiction</i> , <b>2013</b> , 11, 381-395	8.8	19
101	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> , <b>2020</b> , 36, 499-511 <sup>3</sup>		18
100	Clinical predictors of gaming abstinence in help-seeking adult problematic gamers. <i>Psychiatry Research</i> , <b>2018</b> , 261, 581-588	9.9	17
99	Not Playing Around: Gaming Disorder in the International Classification of Diseases (ICD-11). <i>Journal of Adolescent Health</i> , <b>2019</b> , 64, 5-7	5.8	17
98	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> , <b>2018</b> , 7, 423-432	6.3	17
97	Exposure to Free-Play Modes in Simulated Online Gaming Increases Risk-Taking in Monetary Gambling. <i>Journal of Gambling Studies</i> , <b>2015</b> , 31, 1531-43	3	16
96	Fortnite microtransaction spending was associated with peers' purchasing behaviors but not gaming disorder symptoms. <i>Addictive Behaviors</i> , <b>2020</b> , 104, 106311	4.2	16
95	A review of Australian classification practices for commercial video games featuring simulated gambling. <i>International Gambling Studies</i> , <b>2012</b> , 12, 231-242	1.8	16
94	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> , <b>2018</b> , 7, 501-502	6.3	16
93	Social media marketing and gambling: An interview study of gambling operators in Australia. <i>International Gambling Studies</i> , <b>2015</b> , 15, 377-393	1.8	15
92	Video-gaming disorder and the DSM-5: some further thoughts. <i>Australian and New Zealand Journal of Psychiatry</i> , <b>2013</b> , 47, 875-6	2.6	15
91	Understanding gambling and gaming skill and its implications for the convergence of gaming with electronic gaming machines. <i>International Gambling Studies</i> , <b>2020</b> , 20, 171-183	1.8	15
90	The psychology of cryptocurrency trading: Risk and protective factors. <i>Journal of Behavioral Addictions</i> , <b>2021</b> ,	6.3	15
89	Gambling is not a capitalist conspiracy: a critical commentary of literature on the industry state gambling complex. <i>International Gambling Studies</i> , <b>2017</b> , 17, 317-331	1.8	14
88	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> , <b>2019</b> , 6, 296-302	3.9	14
87	Esports Betting and Skin Gambling: A Brief History. <i>Journal of Gambling Issues</i> , <b>43</b> ,	1	14
86	Effectiveness of Brief Abstinence for Modifying Problematic Internet Gaming Cognitions and Behaviors. <i>Journal of Clinical Psychology</i> , <b>2017</b> , 73, 1573-1585	2.8	13
85	Adolescent Land-Based and Internet Gambling: Australian and International Prevalence Rates and Measurement Issues. <i>Current Addiction Reports</i> , <b>2020</b> , 7, 137-148	3.9	13

84	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> , <b>2018</b> , 7, 52-61	6.3	13
83	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> , <b>2013</b> , 11, 441-452	8.8	13
82	Children in foster care Five years on. <i>Children Australia</i> , <b>2010</b> , 35, 22-30	0.3	13
81	Avatar identification and problematic gaming: The role of self-concept clarity. <i>Addictive Behaviors</i> , <b>2021</b> , 113, 106694	4.2	13
80	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> , <b>2019</b> , 26,	3.7	12
79	Gaming Disorder Among Female Adolescents: A Hidden Problem?. <i>Journal of Adolescent Health</i> , <b>2020</b> , 66, 650-652	5.8	12
78	Rationale for and usefulness of the inclusion of gaming disorder in the ICD-11. <i>World Psychiatry</i> , <b>2021</b> , 20, 198-199	14.4	12
77	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> , <b>2022</b> , 21, 189-213	14.4	12
76	Prevention and Policy Related to Internet Gaming Disorder. <i>Current Addiction Reports</i> , <b>2017</b> , 4, 284-292	3.9	11
75	"Diagnostic inflation" will not resolve taxonomical problems in the study of addictive online behaviours. <i>Journal of Behavioral Addictions</i> , <b>2020</b> , 9, 915-919	6.3	11
74	The Project Baseline Health Study: a step towards a broader mission to map human health. <i>Npj Digital Medicine</i> , <b>2020</b> , 3, 84	15.7	10
73	Adolescents' perceptions of parental influences on commercial and simulated gambling activities. <i>International Gambling Studies</i> , <b>2016</b> , 16, 424-441	1.8	10
72	Avatar- and self-related processes and problematic gaming: A systematic review. <i>Addictive Behaviors</i> , <b>2020</b> , 108, 106461	4.2	9
71	Taking Gaming Disorder Treatment to the Next Level. <i>JAMA Psychiatry</i> , <b>2020</b> , 77, 869-870	14.5	9
70	Perceived acceptability of wearable devices for the treatment of mental health problems. <i>Journal of Clinical Psychology</i> , <b>2020</b> , 76, 987-1003	2.8	9
69	Online Gaming and Prolonged Self-Isolation: Evidence from Italian Gamers During the Covid-19 Outbreak. <b>2021</b> , 18, 65-74		9
68	Cognitive factors associated with gaming disorder <b>2020</b> , 221-230		9
67	The value of voluntary vs. mandatory responsible gambling limit-setting systems: A review of the evidence. <i>International Gambling Studies</i> , <b>2021</b> , 21, 255-271	1.8	8



66	Measuring Gambling Harm: The Influence of Response Scaling on Estimates and the Distribution of Harm Across PGSI Categories. <i>Journal of Gambling Studies</i> , <b>2021</b> , 37, 583-598	3	8
65	On the Limits and Challenges of Public Health Approaches in Addressing Gambling-Related Problems. <i>International Journal of Mental Health and Addiction</i> , <b>2020</b> , 18, 844-859	8.8	7
64	My Facebook family: should adolescent psychiatric evaluation include information about online social networks?. <i>Australian and New Zealand Journal of Psychiatry</i> , <b>2014</b> , 48, 805-8	2.6	7
63	Problematic Gaming and Sleep: A Systematic Review and Meta-Analysis. <i>Frontiers in Psychiatry</i> , <b>2021</b> , 12, 675237	5	7
62	Prevention approaches to problem gaming: A large-scale qualitative investigation. <i>Computers in Human Behavior</i> , <b>2021</b> , 115, 106611	7.7	7
61	Cryptocurrency trading, gambling and problem gambling. <i>Addictive Behaviors</i> , <b>2021</b> , 122, 107021	4.2	7
60	Smartphone and Internet Access and Utilization by People With Schizophrenia in South Australia: Quantitative Survey Study. <i>JMIR Mental Health</i> , <b>2020</b> , 7, e11551	6	6
59	Is Self-Reported Propensity for Everyday Illusions of Control Higher in Gamblers and Is It Associated With Gambling-Specific Erroneous Beliefs?. <i>SAGE Open</i> , <b>2020</b> , 10, 215824401989943	1.5	5
58	Mechanisms influencing older adolescents' bedtimes during videogaming: the roles of game difficulty and flow. <i>Sleep Medicine</i> , <b>2017</b> , 39, 70-76	4.6	5
57	Gambling-gaming convergence: new developments and future directions. <i>International Gambling Studies</i> , <b>2020</b> , 20, 373-379	1.8	5
56	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> , <b>2021</b> , 89, 1252-1262	4.4	5
55	Effect of brief gaming abstinence on withdrawal in adolescent at-risk daily gamers: A randomized controlled study. <i>Computers in Human Behavior</i> , <b>2018</b> , 88, 70-77	7.7	5
54	Evaluating an Internet Gaming Disorder Scale Using Mokken Scaling Analysis. <i>Frontiers in Psychology</i> , <b>2019</b> , 10, 911	3.4	4
53	Video game addiction <b>2020</b> , 185-213		4
52	Problematic internet use prior to and during the COVID-19 pandemic. <i>Cyberpsychology</i> , <b>2021</b> , 15,	3.2	4
51	Delineating adaptive esports involvement from maladaptive gaming: a self-regulation perspective. <i>Current Opinion in Psychology</i> , <b>2020</b> , 36, 141-146	6.2	4
50	An introduction to gaming and IGD <b>2018</b> , 1-21		3
49	Video Game Addiction <b>2013</b> , 819-825		3

48	Blame It on Reno: a Commentary on Hancock and Smith. <i>International Journal of Mental Health and Addiction</i> , <b>2017</b> , 15, 1203-1208	8.8	3
47	Prevention Strategies to Address Problematic Gaming: An Evaluation of Strategy Support Among Habitual and Problem Gamers. <i>Journal of Primary Prevention</i> , <b>2021</b> , 42, 183-201	2.1	3
46	Is There a Continuum of Behavioural Dependence in Problem Gambling? Evidence from 15 Years of Australian Prevalence Research. <i>International Journal of Mental Health and Addiction</i> , 1	8.8	3
45	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> , <b>2021</b> , 8, 263	3.9	3
44	It's concerning—but is it your concern? Objectivity, advocacy and activism in gambling research. <i>International Gambling Studies</i> , <b>2021</b> , 21, 168-179	1.8	3
43	Harm severity in internet gaming disorder and problem gambling: A comparative study. <i>Computers in Human Behavior</i> , <b>2021</b> , 124, 106898	7.7	3
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