Gabriel Thorens

List of Publications by Year
in descending order

15 papers	1,079 citations	840776 11 h-index	1058476 14 g-index
16 all docs	16 docs citations	16 times ranked	1261 citing authors

#	Article	IF	Citations
1	Factors influencing the length of hospital stay of patients with substance use disorders. Journal of Substance Use, 2021, 26, 48-52.	0.7	0
2	Disentangling the role of users' preferences and impulsivity traits in problematic Facebook use. PLoS ONE, 2018, 13, e0201971.	2.5	44
3	Game Addiction Scale Assessment Through a Nationally Representative Sample of Young Adult Men: Item Response Theory Graded–Response Modeling. Journal of Medical Internet Research, 2018, 20, e10058.	4.3	20
4	Internet Gamblers Differ on Social Variables: A Latent Class Analysis. Journal of Gambling Studies, 2017, 33, 881-897.	1.6	27
5	Capitalizing upon the Attractive and Addictive Properties of Massively Multiplayer Online Role-Playing Games to Promote Wellbeing. Frontiers in Psychiatry, 2016, 7, 167.	2.6	10
6	Psychometric properties of the 7-item game addiction scale among french and German speaking adults. BMC Psychiatry, 2016, 16, 132.	2.6	60
7	Comparison of 2 Measures of HIV Sexual Risk Behavior in Women in Outpatient Drug Treatment Programs. Journal of Addiction Medicine, 2015, 9, 454-456.	2.6	1
8	Prevalence and characteristics of addictive behaviors in a community sample: A latent class analysis. Addictive Behaviors Reports, 2015, 1, 49-56.	1.9	47
9	Factor Structure of the Internet Addiction Test in Online Gamers and Poker Players. JMIR Mental Health, 2015, 2, e12.	3.3	26
10	Early Detection of Pathological Gambling: Betting on GPs' Beliefs and Attitudes. BioMed Research International, 2014, 2014, 1-7.	1.9	11
11	Does Self-Selection Affect Samples' Representativeness in Online Surveys? An Investigation in Online Video Game Research. Journal of Medical Internet Research, 2014, 16, e164.	4.3	141
12	Why do you play World of Warcraft? An in-depth exploration of self-reported motivations to play online and in-game behaviours in the virtual world of Azeroth. Computers in Human Behavior, 2013, 29, 103-109.	8.5	278
13	Motivations to Play Specifically Predict Excessive Involvement in Massively Multiplayer Online Role-Playing Games: Evidence from an Online Survey. European Addiction Research, 2011, 17, 185-189.	2.4	140
14	Attitudes toward psychopharmacology among hospitalized patients from diverse ethno-cultural backgrounds. BMC Psychiatry, 2008, 8, 55.	2.6	17
15	French Validation of the Internet Addiction Test. Cyberpsychology, Behavior and Social Networking, 2008, 11, 703-706.	2.2	257