

Sophia Achab

List of Publications by Year in Descending Order

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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.

63

papers

2,313

citations

24

h-index

47

g-index

91

ext. papers

2,943

ext. citations

4.4

avg, IF

4.66

L-index

#	Paper	IF	Citations
63	Perceptions Underlying Addictive Technology Use Patterns: Insights for Cognitive-Behavioural Therapy.. <i>International Journal of Environmental Research and Public Health</i> , 2022 , 19,	4.6	1
62	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	14.4	12
61	Nationwide Deployment of a Serious Game Designed to Improve COVID-19 Infection Prevention Practices in Switzerland: Prospective Web-Based Study. <i>JMIR Serious Games</i> , 2021 , 9, e33003	3.4	2
60	Impact of a Serious Game (Escape COVID-19) on the Intention to Change COVID-19 Control Practices Among Employees of Long-term Care Facilities: Web-Based Randomized Controlled Trial. <i>Journal of Medical Internet Research</i> , 2021 , 23, e27443	7.6	4
59	Internet Use and Problematic Use in Seniors: A Comparative Study in Switzerland and Poland. <i>Frontiers in Psychiatry</i> , 2021 , 12, 609190	5	3
58	Expert appraisal of criteria for assessing gaming disorder: an international Delphi study. <i>Addiction</i> , 2021 , 116, 2463-2475	4.6	34
57	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> , 2021 ,	4.6	2
56	Screening and assessment tools for gaming disorder: A comprehensive systematic review. <i>Clinical Psychology Review</i> , 2020 , 77, 101831	10.8	107
55	Impulsivity and Impulsivity-Related Endophenotypes in Suicidal Patients with Substance Use Disorders: an Exploratory Study. <i>International Journal of Mental Health and Addiction</i> , 2020 , 1	8.8	20
54	The concept of buying-shopping disorder: Comparing latent classes with a diagnostic approach for in-store and online shopping in a representative sample in Switzerland. <i>Journal of Behavioral Addictions</i> , 2020 , 9, 808-817	6.3	6
53	Impact of a Serious Game on the Intention to Change Infection Prevention and Control Practices in Nursing Homes During the COVID-19 Pandemic: Protocol for a Web-Based Randomized Controlled Trial. <i>JMIR Research Protocols</i> , 2020 , 9, e25595	2	6
52	Cross-Cultural Validation of the Compulsive Internet Use Scale in Four Forms and Eight Languages. <i>Cyberpsychology, Behavior, and Social Networking</i> , 2019 , 22, 451-464	4.4	19
51	Efficacy of a web-based self-help tool to reduce problem gambling in Switzerland: study protocol of a two-armed randomised controlled trial. <i>BMJ Open</i> , 2019 , 9, e032110	3	6
50	Measurement Invariance of the Short Version of the Problematic Mobile Phone Use Questionnaire (PMPUQ-SV) across Eight Languages. <i>International Journal of Environmental Research and Public Health</i> , 2018 , 15,	4.6	23
49	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	4.6	33
48	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	6.3	146
47	Opioid Antagonists for Pharmacological Treatment of Gambling Disorder: Are they Relevant?. <i>Current Neuropharmacology</i> , 2018 , 16, 1418-1432	7.6	15

46	Game Addiction Scale Assessment Through a Nationally Representative Sample of Young Adult Men: Item Response Theory Graded-Response Modeling. <i>Journal of Medical Internet Research</i> , 2018 , 20, e10058	7.6	12
45	Disentangling the role of users' preferences and impulsivity traits in problematic Facebook use. <i>PLoS ONE</i> , 2018 , 13, e0201971	3.7	30
44	Brain stimulation to treat Internet addiction: A commentary. <i>Addictive Behaviors</i> , 2017 , 64, 363-364	4.2	10
43	Self-reported dependence on mobile phones in young adults: A European cross-cultural empirical survey. <i>Journal of Behavioral Addictions</i> , 2017 , 6, 168-177	6.3	120
42	Outcome of Non-Invasive Brain Stimulation in Substance Use Disorders: A Review of Randomized Sham-Controlled Clinical Trials. <i>Journal of Neuropsychiatry and Clinical Neurosciences</i> , 2017 , 29, 105-118	2.7	25
41	Internet Gamblers Differ on Social Variables: A Latent Class Analysis. <i>Journal of Gambling Studies</i> , 2017 , 33, 881-897	3	18
40	Life numérique, une époque de mutations pour la médecine des addictions. <i>Psychotropes (discontinued)</i> , 2017 , 23, 9	0.1	1
39	«Jeu-contrôle», rationnel d'une application de soutien aux limites de jeux. <i>Journal De Thérapie Comportementale Et Cognitive</i> , 2017 , 27, 129-137	0.2	9
38	Functional impairment matters in the screening and diagnosis of gaming disorder. <i>Journal of Behavioral Addictions</i> , 2017 , 6, 285-289	6.3	87
37	Gaming disorder: Its delineation as an important condition for diagnosis, management, and prevention. <i>Journal of Behavioral Addictions</i> , 2017 , 6, 271-279	6.3	243
36	La neurotoxicité du cannabis : analyse des données de neuro-imagerie structurale. <i>Psychotropes (discontinued)</i> , 2017 , 23, 111	0.1	
35	Cognitive Remediation Interventions for Gambling Disorder: A Systematic Review. <i>Frontiers in Psychology</i> , 2017 , 8, 1961	3.4	19
34	Discussion of the updated WHO recommendations for mental, neurological, and substance use disorders. <i>Lancet Psychiatry</i> , 2016 , 3, 1008-1012	23.3	14
33	Capitalizing upon the Attractive and Addictive Properties of Massively Multiplayer Online Role-Playing Games to Promote Wellbeing. <i>Frontiers in Psychiatry</i> , 2016 , 7, 167	5	8
32	Gambling and problem gambling in Switzerland. <i>Addiction</i> , 2016 , 111, 1677-83	4.6	10
31	Psychometric properties of the 7-item game addiction scale among french and German speaking adults. <i>BMC Psychiatry</i> , 2016 , 16, 132	4.2	41
30	Working towards an international consensus on criteria for assessing internet gaming disorder: a critical commentary on Petry et al. (2014). <i>Addiction</i> , 2016 , 111, 167-75	4.6	287
29	Internet Addiction 2015 , 1499-1513		2

28	Prevalence and characteristics of addictive behaviors in a community sample: A latent class analysis. <i>Addictive Behaviors Reports</i> , 2015 , 1, 49-56	3.7	33
27	Transcranial Magnetic Stimulation Combined With Nicotine Replacement Therapy for Smoking Cessation: A Randomized Controlled Trial. <i>Brain Stimulation</i> , 2015 , 8, 1168-74	5.1	44
26	Problematic involvement in online games: A cluster analytic approach. <i>Computers in Human Behavior</i> , 2015 , 43, 242-250	7.7	142
25	Problematic Internet use in Older Adults, A Critical Review of the Literature. <i>Journal of Addiction Research & Therapy</i> , 2015 , 06,	2.5	9
24	Transcranial direct current stimulation (tDCS) in behavioral and food addiction: a systematic review of efficacy, technical, and methodological issues. <i>Frontiers in Neuroscience</i> , 2015 , 9, 349	5.1	48
23	Two decades of the Swiss program based on the prescription of Diacetylmorphine, from a public health intervention to a treatment option. <i>Canadian Journal of Addiction</i> , 2015 , 6, 20-22	1.8	
22	Factor Structure of the Internet Addiction Test in Online Gamers and Poker Players. <i>JMIR Mental Health</i> , 2015 , 2, e12	6	18
21	Characteristics and treatment response of self-identified problematic Internet users in a behavioral addiction outpatient clinic. <i>Journal of Behavioral Addictions</i> , 2014 , 3, 78-81	6.3	42
20	Early detection of pathological gambling: betting on GPs' beliefs and attitudes. <i>BioMed Research International</i> , 2014 , 2014, 360585	3	8
19	SY30-3THE USE OF SOPHISMS IN SUSTAINING DISULFIRAM. <i>Alcohol and Alcoholism</i> , 2014 , 49, i27-i27	3.5	
18	P-73 * AN INVESTIGATION OF ADDICTIONS (SUBSTANCES AND BEHAVIORS) IN A COMMUNITY SAMPLE. <i>Alcohol and Alcoholism</i> , 2014 , 49, i68-i68	3.5	
17	Pathological gambling: update on decision making and neuro-functional studies in clinical samples. <i>Current Pharmaceutical Design</i> , 2014 , 20, 4000-11	3.3	11
16	Does self-selection affect samples' representativeness in online surveys? An investigation in online video game research. <i>Journal of Medical Internet Research</i> , 2014 , 16, e164	7.6	99
15	Internet poker websites and pathological gambling prevention policy. <i>Journal of Gambling Studies</i> , 2013 , 29, 51-9	3	27
14	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. <i>Computers in Human Behavior</i> , 2013 , 29, 103-109	7.7	198
13	French validation of the compulsive internet use scale (CIUS). <i>Psychiatric Quarterly</i> , 2012 , 83, 397-405	4.1	42
12	Validation of the French version of the alcohol, smoking and substance involvement screening test (ASSIST) in the elderly. <i>Substance Abuse Treatment, Prevention, and Policy</i> , 2012 , 7, 14	3.4	16
11	What is Addictive in Internet?. <i>The Open Addiction Journal</i> , 2012 , 5, 14-19		4

10	Approches m̃dicamenteuses 2012 , 141-145		1
9	Jeu pathologique : apport des sciences cognitives et de l'imagerie fonctionnelle 2012 , 117-120		
8	Psychopharmacological treatment in pathological gambling: a critical review. <i>Current Pharmaceutical Design</i> , 2011 , 17, 1389-95	3.3	29
7	Massively multiplayer online role-playing games: comparing characteristics of addict vs non-addict online recruited gamers in a French adult population. <i>BMC Psychiatry</i> , 2011 , 11, 144	4.2	100
6	Validation of the French version of the alcohol, smoking and substance involvement screening test (ASSIST). <i>European Addiction Research</i> , 2011 , 17, 190-7	4.6	24
5	Frailty and vulnerability ¶the psychiatrist's view. <i>European Geriatric Medicine</i> , 2010 , 1, 226-227	3	0
4	Apoptose pubertaire ou la chronique d'une mort annoncẽ. <i>Le Carnet Psy</i> , 2007 , 115, 30	0.4	
3	Impact of a Serious Game on the Intention to Change Infection Prevention and Control Practices in Nursing Homes During the COVID-19 Pandemic: Protocol for a Web-Based Randomized Controlled Trial (Preprint)		1
2	Impact of a Serious Game (Escape COVID-19) on the Intention to Change COVID-19 Control Practices Among Employees of Long-term Care Facilities: Web-Based Randomized Controlled Trial (Preprint)		1
1	Public health approaches and policy changes after the inclusion of gaming disorder in ICD-11: global needs. <i>BJPsych International</i> ,1-4	1.2	1