

Olatz Lopez-Fernandez

List of Publications by Year in descending order

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Version: 2024-02-01

44
papers

3,583
citations

236612

25
h-index

233125

45
g-index

46
all docs

46
docs citations

46
times ranked

2831
citing authors

#	ARTICLE	IF	CITATIONS
1	Can Disordered Mobile Phone Use Be Considered a Behavioral Addiction? An Update on Current Evidence and a Comprehensive Model for Future Research. <i>Current Addiction Reports</i> , 2015, 2, 156-162.	1.6	690
2	Internet addiction and problematic Internet use: A systematic review of clinical research. <i>World Journal of Psychiatry</i> , 2016, 6, 143.	1.3	425
3	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
4	Prevalence of Problematic Mobile Phone Use in British Adolescents. <i>Cyberpsychology, Behavior, and Social Networking</i> , 2014, 17, 91-98.	2.1	273
5	Short version of the Smartphone Addiction Scale adapted to Spanish and French: Towards a cross-cultural research in problematic mobile phone use. <i>Addictive Behaviors</i> , 2017, 64, 275-280.	1.7	218
6	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
7	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.	1.9	171
8	Problematic gaming exists and is an example of disordered gaming. <i>Journal of Behavioral Addictions</i> , 2017, 6, 296-301.	1.9	87
9	Investigating university students'™ adaptation to a digital learner course portfolio. <i>Computers and Education</i> , 2009, 52, 608-616.	5.1	83
10	Mobile gaming and problematic smartphone use: A comparative study between Belgium and Finland. <i>Journal of Behavioral Addictions</i> , 2018, 7, 88-99.	1.9	79
11	Female Gaming, Gaming Addiction, and the Role of Women Within Gaming Culture: A Narrative Literature Review. <i>Frontiers in Psychiatry</i> , 2019, 10, 454.	1.3	76
12	Adaptaci3n espa3ola del "Mobile Phone Problem Use Scale" para poblaci3n adolescente. <i>Revista De Psicología De La Salud</i> , 2012, 24, 123.	0.2	69
13	Measuring Female Gaming: Gamer Profile, Predictors, Prevalence, and Characteristics From Psychological and Gender Perspectives. <i>Frontiers in Psychology</i> , 2019, 10, 898.	1.1	65
14	Internet addictions outside of Europe: A systematic literature review. <i>Computers in Human Behavior</i> , 2021, 115, 106621.	5.1	65
15	Pathological video game playing in Spanish and British adolescents: Towards the exploration of Internet Gaming Disorder symptomatology. <i>Computers in Human Behavior</i> , 2014, 41, 304-312.	5.1	61
16	Raising Spanish Children With an Antisocial Tendency: Do We Know What the Optimal Parenting Style Is?. <i>Journal of Interpersonal Violence</i> , 2021, 36, 6117-6144.	1.3	54
17	Generalised Versus Specific Internet Use-Related Addiction Problems: A Mixed Methods Study on Internet, Gaming, and Social Networking Behaviours. <i>International Journal of Environmental Research and Public Health</i> , 2018, 15, 2913.	1.2	53
18	The Problematic Internet Entertainment Use Scale for Adolescents: Prevalence of Problem Internet Use in Spanish High School Students. <i>Cyberpsychology, Behavior, and Social Networking</i> , 2013, 16, 108-118.	2.1	48

#	ARTICLE	IF	CITATIONS
19	The use of mixed methods research in the field of behavioural sciences. <i>Quality and Quantity</i> , 2011, 45, 1459-1472.	2.0	46
20	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, 1213.	1.2	41
21	The Empirical Analysis of Non-problematic Video Gaming and Cognitive Skills: A Systematic Review. <i>International Journal of Mental Health and Addiction</i> , 2019, 17, 389-414.	4.4	41
22	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.	2.1	39
23	Preventing Harmful Internet Use-Related Addiction Problems in Europe: A Literature Review and Policy Options. <i>International Journal of Environmental Research and Public Health</i> , 2020, 17, 3797.	1.2	38
24	How Has Internet Addiction Research Evolved Since the Advent of Internet Gaming Disorder? An Overview of Cyberaddictions from a Psychological Perspective. <i>Current Addiction Reports</i> , 2015, 2, 263-271.	1.6	36
25	Exploring gambling craving through the elaborated intrusion theory of desire: a mixed methods approach. <i>International Gambling Studies</i> , 2018, 18, 1-21.	1.3	26
26	Problematic Internet use in British adolescents: An exploration of the addictive symptomatology. <i>Computers in Human Behavior</i> , 2014, 35, 224-233.	5.1	23
27	Problematic Gaming Behavior Among Finnish Junior High School Students: Relation to Socio-Demographics and Gaming Behavior Characteristics. <i>Behavioral Medicine</i> , 2018, 44, 324-334.	1.0	21
28	Emerging Health and Education Issues Related to Internet Technologies and Addictive Problems. <i>International Journal of Environmental Research and Public Health</i> , 2021, 18, 321.	1.2	20
29	To Be or Not to Be a Female Gamer: A Qualitative Exploration of Female Gamer Identity. <i>International Journal of Environmental Research and Public Health</i> , 2022, 19, 1169.	1.2	17
30	The experimental analysis of problematic video gaming and cognitive skills: A systematic review. <i>Journal De Thérapie Comportementale Et Cognitive</i> , 2017, 27, 110-117.	0.2	16
31	The use of mixed methods research in interdisciplinary educational journals. <i>International Journal of Multiple Research Approaches</i> , 2011, 5, 269-283.	0.3	15
32	Predictors of Problematic Internet and mobile phone usage in adolescents. <i>Aloma</i> , 2015, 33, 49-58.	0.3	14
33	The Conceptualization and Assessment of Problematic Mobile Phone Use. , 2015, , 591-606.		14
34	The Potential Interaction Between Time Perception and Gaming: A Narrative Review. <i>International Journal of Mental Health and Addiction</i> , 2020, 18, 1226-1246.	4.4	12
35	Perceptions Underlying Addictive Technology Use Patterns: Insights for Cognitive-Behavioural Therapy. <i>International Journal of Environmental Research and Public Health</i> , 2022, 19, 544.	1.2	6
36	Towards an Open Medical School without Checkerboards during the COVID-19 Pandemic: How to Flexibly Self-Manage General Surgery Practices in Hospitals?. <i>Healthcare (Switzerland)</i> , 2021, 9, 743.	1.0	5

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37	Difficulties in Establishing "Truth" Conditions in the Assessment of Addictive Smartphone Use in Young Adults. <i>International Journal of Environmental Research and Public Health</i> , 2022, 19, 358.	1.2	5
38	The Role of Shared Decision-Making in Personalised Medicine: Opening the Debate. <i>Pharmaceuticals</i> , 2022, 15, 215.	1.7	4
39	Considering existing classic and contemporary proposals for preventing online addiction problems: Some old recipes for new problems. "Journal of Behavioral Addictions, 2021, 9, 903-907.	1.9	3
40	Measuring Mobile Phone Dependence in Spanish and Greek High School Students Using a Short Scale: Validating Both Adaptations. <i>IFIP Advances in Information and Communication Technology</i> , 2017, , 97-103.	0.5	3
41	University teaching experience with the electronic European Language Portfolio: an innovation for the promotion of plurilingualism and interculturality / Experiencia docente universitaria con el Portfolio Europeo de Lenguas electr�nico: una innovaci�n para la promoci�n del pluriling�ismo y la interculturalidad. <i>Cultura Y Educaci�n</i> , 2014, 26, 211-225.	0.2	2
42	Shades of Foods: Prevalence and correlates of food addiction. <i>Aloma</i> , 2019, 37, 21-34.	0.3	2
43	Stigma and gaming disorder: should we take a "glass half full" or "glass half empty" perspective?. <i>Addiction</i> , 2022, 117, 1816-1817.	1.7	2
44	What the grey literature can contribute to addictive behaviour disorder classification "Journal of Behavioral Addictions, 2022, 11, 199-203.	1.9	2