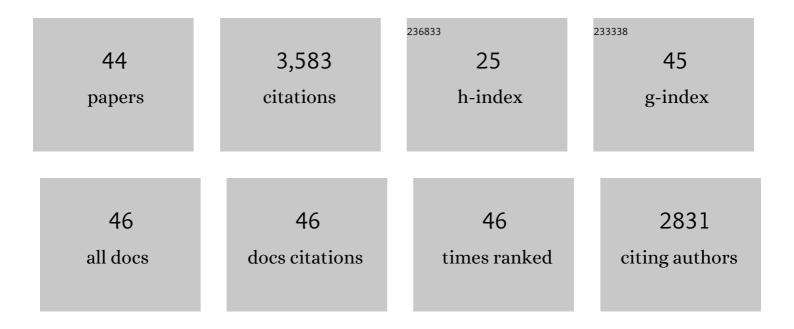
Olatz Lopez-Fernandez

List of Publications by Year in descending order

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#	Article	IF	CITATIONS
1	Perceptions Underlying Addictive Technology Use Patterns: Insights for Cognitive-Behavioural Therapy. International Journal of Environmental Research and Public Health, 2022, 19, 544.	1.2	6
2	To Be or Not to Be a Female Gamer: A Qualitative Exploration of Female Gamer Identity. International Journal of Environmental Research and Public Health, 2022, 19, 1169.	1.2	17
3	The Role of Shared Decision-Making in Personalised Medicine: Opening the Debate. Pharmaceuticals, 2022, 15, 215.	1.7	4
4	Stigma and gaming disorder: should we take a â€~glass half full' or â€~glass half empty' perspective?. Addiction, 2022, 117, 1816-1817.	1.7	2
5	Difficulties in Establishing "Truth―Conditions in the Assessment of Addictive Smartphone Use in Young Adults. International Journal of Environmental Research and Public Health, 2022, 19, 358.	1.2	5
6	What the grey literature can contribute to addictive behaviour disorder classification •. Journal of Behavioral Addictions, 2022, 11, 199-203.	1.9	2
7	Raising Spanish Children With an Antisocial Tendency: Do We Know What the Optimal Parenting Style Is?. Journal of Interpersonal Violence, 2021, 36, 6117-6144.	1.3	54
8	Internet addictions outside of Europe: A systematic literature review. Computers in Human Behavior, 2021, 115, 106621.	5.1	65
9	Emerging Health and Education Issues Related to Internet Technologies and Addictive Problems. International Journal of Environmental Research and Public Health, 2021, 18, 321.	1.2	20
10	Towards an Open Medical School without Checkerboards during the COVID-19 Pandemic: How to Flexibly Self-Manage General Surgery Practices in Hospitals?. Healthcare (Switzerland), 2021, 9, 743.	1.0	5
11	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
12	The Potential Interaction Between Time Perception and Gaming: A Narrative Review. International Journal of Mental Health and Addiction, 2020, 18, 1226-1246.	4.4	12
13	Preventing Harmful Internet Use-Related Addiction Problems in Europe: A Literature Review and Policy Options. International Journal of Environmental Research and Public Health, 2020, 17, 3797.	1.2	38
14	The Empirical Analysis of Non-problematic Video Gaming and Cognitive Skills: A Systematic Review. International Journal of Mental Health and Addiction, 2019, 17, 389-414.	4.4	41
15	Cross-Cultural Validation of the Compulsive Internet Use Scale in Four Forms and Eight Languages. Cyberpsychology, Behavior, and Social Networking, 2019, 22, 451-464.	2.1	39
16	Female Gaming, Gaming Addiction, and the Role of Women Within Gaming Culture: A Narrative Literature Review. Frontiers in Psychiatry, 2019, 10, 454.	1.3	76
17	Measuring Female Gaming: Gamer Profile, Predictors, Prevalence, and Characteristics From Psychological and Gender Perspectives. Frontiers in Psychology, 2019, 10, 898.	1.1	65
18	Shades of Foods: Prevalence and correlates of food addiction. Aloma, 2019, 37, 21-34.	0.3	2

#	Article	IF	CITATIONS
19	Mobile gaming and problematic smartphone use: A comparative study between Belgium and Finland. Journal of Behavioral Addictions, 2018, 7, 88-99.	1.9	79
20	Problematic Gaming Behavior Among Finnish Junior High School Students: Relation to Socio-Demographics and Gaming Behavior Characteristics. Behavioral Medicine, 2018, 44, 324-334.	1.0	21
21	Exploring gambling craving through the elaborated intrusion theory of desire: a mixed methods approach. International Gambling Studies, 2018, 18, 1-21.	1.3	26
22	Generalised Versus Specific Internet Use-Related Addiction Problems: A Mixed Methods Study on Internet, Gaming, and Social Networking Behaviours. International Journal of Environmental Research and Public Health, 2018, 15, 2913.	1.2	53
23	Measurement Invariance of the Short Version of the Problematic Mobile Phone Use Questionnaire (PMPUQ-SV) across Eight Languages. International Journal of Environmental Research and Public Health, 2018, 15, 1213.	1.2	41
24	Including gaming disorder in the ICD-11: The need to do so from a clinical and public health perspective. Journal of Behavioral Addictions, 2018, 7, 556-561.	1.9	214
25	Short version of the Smartphone Addiction Scale adapted to Spanish and French: Towards a cross-cultural research in problematic mobile phone use. Addictive Behaviors, 2017, 64, 275-280.	1.7	218
26	Self-reported dependence on mobile phones in young adults: A European cross-cultural empirical survey. Journal of Behavioral Addictions, 2017, 6, 168-177.	1.9	171
27	The experimental analysis of problematic video gaming and cognitive skills: A systematic review. Journal De Thérapie Comportementale Et Cognitive, 2017, 27, 110-117.	0.2	16
28	Problematic gaming exists and is an example of disordered gaming. Journal of Behavioral Addictions, 2017, 6, 296-301.	1.9	87
29	Measuring Mobile Phone Dependence in Spanish and Greek High School Students Using a Short Scale: Validating Both Adaptations. IFIP Advances in Information and Communication Technology, 2017, , 97-103.	0.5	3
30	Internet addiction and problematic Internet use: A systematic review of clinical research. World Journal of Psychiatry, 2016, 6, 143.	1.3	425
31	Working towards an international consensus on criteria for assessing internet gaming disorder: a critical commentary on Petry <i>et al</i> . (2014). Addiction, 2016, 111, 167-175.	1.7	373
32	Can Disordered Mobile Phone Use Be Considered a Behavioral Addiction? An Update on Current Evidence and a Comprehensive Model for Future Research. Current Addiction Reports, 2015, 2, 156-162.	1.6	690
33	How Has Internet Addiction Research Evolved Since the Advent of Internet Gaming Disorder? An Overview of Cyberaddictions from a Psychological Perspective. Current Addiction Reports, 2015, 2, 263-271.	1.6	36
34	Predictors of Problematic Internet and mobile phone usage in adolescents. Aloma, 2015, 33, 49-58.	0.3	14
35	The Conceptualization and Assessment of Problematic Mobile Phone Use. , 2015, , 591-606.		14
36	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 electrónico: una innovación para la promoción del plurilingüismo y la interculturalidad. Cultura Y Educación, 2014, 26, 211-225.	0.2	2

#	Article	IF	CITATIONS
37	Prevalence of Problematic Mobile Phone Use in British Adolescents. Cyberpsychology, Behavior, and Social Networking, 2014, 17, 91-98.	2.1	273
38	Problematic Internet use in British adolescents: An exploration of the addictive symptomatology. Computers in Human Behavior, 2014, 35, 224-233.	5.1	23
39	Pathological video game playing in Spanish and British adolescents: Towards the exploration of Internet Gaming Disorder symptomatology. Computers in Human Behavior, 2014, 41, 304-312.	5.1	61
40	The Problematic Internet Entertainment Use Scale for Adolescents: Prevalence of Problem Internet Use in Spanish High School Students. Cyberpsychology, Behavior, and Social Networking, 2013, 16, 108-118.	2.1	48
41	Adaptación española del "Mobile Phone Problem Use Scale―para población adolescente. Revista De Psicologia De La Salud, 2012, 24, 123.	0.2	69
42	The use of mixed methods research in the field of behavioural sciences. Quality and Quantity, 2011, 45, 1459-1472.	2.0	46
43	The use of mixed methods research in interdisciplinary educational journals. International Journal of Multiple Research Approaches, 2011, 5, 269-283.	0.3	15
44	Investigating university students' adaptation to a digital learner course portfolio. Computers and Education, 2009, 52, 608-616.	5.1	83