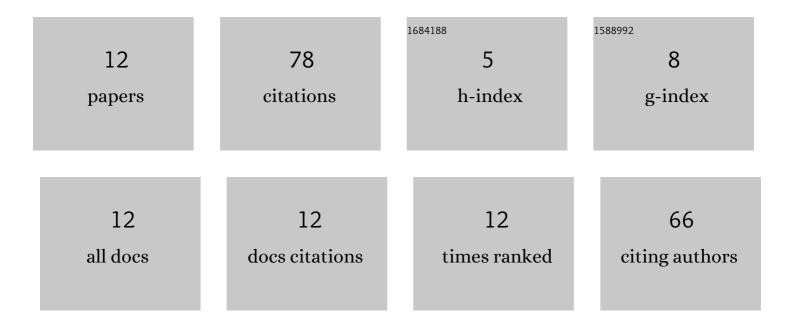
Emma Ashworth

List of Publications by Year in descending order

Source: https://exaly.com/author-pdf/4923347/publications.pdf Version: 2024-02-01



EMMA ASHWODTH

#	Article	IF	CITATIONS
1	Coaching Models of School-Based Prevention and Promotion Programmes: A Qualitative Exploration of UK Teachers' Perceptions. School Mental Health, 2018, 10, 287-300.	2.1	16
2	Neural activation of anxiety and depression in children and young people: A systematic meta-analysis of fMRI studies. Psychiatry Research - Neuroimaging, 2021, 311, 111272.	1.8	13
3	More than the sum of its parts: Cumulative risk effects on school functioning in middle childhood. British Journal of Educational Psychology, 2020, 90, 43-61.	2.9	9
4	â€~Shall We Send a Panda?' A Practical Guide to Engaging Schools in Research: Learning from Large-Scale Mental Health Intervention Trials. International Journal of Environmental Research and Public Health, 2022, 19, 3367.	2.6	7
5	Treatment effect modifiers in a randomized trial of the good behavior game during middle childhood Journal of Consulting and Clinical Psychology, 2021, 89, 668-681.	2.0	6
6	Ordinary Magic in Extraordinary Circumstances: Factors Associated with Positive Mental Health Outcomes for Early Adolescents During the COVID-19 Pandemic. Adversity and Resilience Science, 2022, 3, 65-79.	2.6	6
7	"Will My Young Adult Years be Spent Socially Distancing?â€ŧ A Qualitative Exploration of Adolescents' Experiences During the COVID-19 UK Lockdown. Journal of Adolescent Research, 0, , 074355842210971.	2.1	6
8	Game On—Complier Average Causal Effect Estimation Reveals Sleeper Effects on Academic Attainment in a Randomized Trial of the Good Behavior Game. Prevention Science, 2020, 21, 222-233.	2.6	4
9	The Good Behaviour Game intervention to improve behavioural and other outcomes for children aged 7–8 years: a cluster RCT. Public Health Research, 2022, 10, 1-100.	1.3	4
10	Beyond "what works― A mixedâ€methods study of intervention effect modifiers in the Good Behavior Game. Psychology in the Schools, 2020, 57, 222-246.	1.8	3
11	Game Over? No Main or Subgroup Effects of the Good Behavior Game in a Randomized Trial in English Primary Schools. Journal of Research on Educational Effectiveness, 2020, 13, 298-321.	1.6	3
12	Self-Reported Psychosomatic Complaints and Conduct Problems in Swedish Adolescents. Children, 2022, 9, 963.	1.5	1