Hanneke Scholten

List of Publications by Year in descending order

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Version: 2024-02-01

1162367 1281420 11 390 8 11 citations h-index g-index papers 12 12 12 496 docs citations times ranked citing authors all docs

#	Article	IF	CITATIONS
1	Use of the Principles of Design Thinking to Address Limitations of Digital Mental Health Interventions for Youth: Viewpoint. Journal of Medical Internet Research, 2019, 21, e11528.	2.1	108
2	A Randomized Controlled Trial to Test the Effectiveness of an Immersive 3D Video Game for Anxiety Prevention among Adolescents. PLoS ONE, 2016, 11, e0147763.	1.1	85
3	Behavioral trainings and manipulations to reduce delay discounting: A systematic review. Psychonomic Bulletin and Review, 2019, 26, 1803-1849.	1.4	70
4	Beyond Screen Time: Identity Development in the Digital Age. Psychological Inquiry, 2020, 31, 195-223.	0.4	57
5	When winning is losing: A randomized controlled trial testing a video game to train food-specific inhibitory control. Appetite, 2018, 129, 143-154.	1.8	19
6	Do smokers devaluate smoking cues after go/no-go training?. Psychology and Health, 2019, 34, 609-625.	1.2	13
7	Everyone does it—differently: A window into emerging adults' smartphone use. Humanities and Social Sciences Communications, 2021, 8, .	1.3	12
8	A randomized controlled trial to test the effectiveness of a peer-based social mobile game intervention to reduce smoking in youth. Development and Psychopathology, 2019, 31, 1923-1943.	1.4	9
9	Young People's Digital Interactions from a Narrative Identity Perspective: Implications for Mental Health and Wellbeing. Psychological Inquiry, 2020, 31, 258-270.	0.4	8
10	Insights about Screen-Use Conflict from Discussions between Mothers and Pre-Adolescents: A Thematic Analysis. International Journal of Environmental Research and Public Health, 2021, 18, 4686.	1.2	7
11	Mechanisms of change in a go/no-go training game for young adult smokers Health Psychology, 2021, 40, 998-1008.	1.3	2