

# Deborah I Thompson

## List of Publications by Year in descending order

Source: <https://exaly.com/author-pdf/5025064/publications.pdf>

Version: 2024-02-01

153  
papers

4,554  
citations

136740

32  
h-index

133063

59  
g-index

161  
all docs

161  
docs citations

161  
times ranked

5068  
citing authors

#	ARTICLE	IF	CITATIONS
1	A meta-analysis of serious digital games for healthy lifestyle promotion. <i>Preventive Medicine</i> , 2014, 69, 95-107.	1.6	309
2	Serious Video Games for Health: How Behavioral Science Guided the Development of a Serious Video Game. <i>Simulation and Gaming</i> , 2010, 41, 587-606.	1.2	307
3	Games for Health for Childrenâ€™ Current Status and Needed Research. <i>Games for Health Journal</i> , 2016, 5, 1-12.	1.1	203
4	Video Game Play, Child Diet, and Physical Activity Behavior Change. <i>American Journal of Preventive Medicine</i> , 2011, 40, 33-38.	1.6	201
5	Commentary: Writing and Evaluating Qualitative Research Reports. <i>Journal of Pediatric Psychology</i> , 2016, 41, 493-505.	1.1	156
6	Impact of an Active Video Game on Healthy Childrenâ€™s Physical Activity. <i>Pediatrics</i> , 2012, 129, e636-e642.	1.0	154
7	The Fun, Food, and Fitness Project (FFFP): the Baylor GEMS pilot study. <i>Ethnicity and Disease</i> , 2003, 13, S30-9.	1.0	144
8	Story Immersion of Videogames for Youth Health Promotion: A Review of Literature. <i>Games for Health Journal</i> , 2012, 1, 199-204.	1.1	116
9	A Systematic Review of Health Videogames on Childhood Obesity Prevention and Intervention. <i>Games for Health Journal</i> , 2013, 2, 131-141.	1.1	107
10	Is Participatory Design Associated with the Effectiveness of Serious Digital Games for Healthy Lifestyle Promotion? A Meta-Analysis. <i>Journal of Medical Internet Research</i> , 2016, 18, e94.	2.1	103
11	Fit for Life Boy Scout badge: Outcome evaluation of a troop and Internet intervention. <i>Preventive Medicine</i> , 2006, 42, 181-187.	1.6	96
12	Developing Games for Health Behavior Change: Getting Started. <i>Games for Health Journal</i> , 2013, 2, 183-190.	1.1	90
13	Young adult malesâ€™ motivators and perceived barriers towards eating healthily and being active: a qualitative study. <i>International Journal of Behavioral Nutrition and Physical Activity</i> , 2015, 12, 93.	2.0	89
14	Story Immersion in a Health Videogame for Childhood Obesity Prevention. <i>Games for Health Journal</i> , 2012, 1, 37-44.	1.1	76
15	Designing Serious Video Games for Health Behavior Change: Current Status and Future Directions. <i>Journal of Diabetes Science and Technology</i> , 2012, 6, 807-811.	1.3	74
16	Food, fun, and fitness internet program for girls: Pilot evaluation of an e-Health youth obesity prevention program examining predictors of obesity. <i>Preventive Medicine</i> , 2008, 47, 494-497.	1.6	65
17	Behavioral Science in Video Games for Children's Diet and Physical Activity Change: Key Research Needs. <i>Journal of Diabetes Science and Technology</i> , 2011, 5, 229-233.	1.3	60
18	Comparison of a Web-Based versus Traditional Diet Recall among Children. <i>Journal of the Academy of Nutrition and Dietetics</i> , 2012, 112, 527-532.	0.4	57

#	ARTICLE	IF	CITATIONS
19	Creating action plans in a serious video game increases and maintains child fruit-vegetable intake: a randomized controlled trial. <i>International Journal of Behavioral Nutrition and Physical Activity</i> , 2015, 12, 39.	2.0	57
20	Conceptual Model for the Design of a Serious Video Game Promoting Self-Management among Youth with Type 1 Diabetes. <i>Journal of Diabetes Science and Technology</i> , 2010, 4, 744-749.	1.3	56
21	Evaluation of a web-based program promoting healthy eating and physical activity for adolescents: Teen Choice: Food and Fitness. <i>Health Education Research</i> , 2013, 28, 704-714.	1.0	55
22	Potential circadian and circannual rhythm contributions to the obesity epidemic in elementary school age children. <i>International Journal of Behavioral Nutrition and Physical Activity</i> , 2019, 16, 25.	2.0	49
23	Creating Healthful Home Food Environments: Results of a Study with Participants in the Expanded Food and Nutrition Education Program. <i>Journal of Nutrition Education and Behavior</i> , 2009, 41, 380-388.	0.3	47
24	In Pursuit of Change: Youth Response to Intensive Goal Setting Embedded in a Serious Video Game. <i>Journal of Diabetes Science and Technology</i> , 2007, 1, 907-917.	1.3	46
25	Perspectives on Barriers to Eating Healthy Among Food Pantry Clients. <i>Health Equity</i> , 2017, 1, 28-34.	0.8	46
26	Psychometrics of the preschooler physical activity parenting practices instrument among a Latino sample. <i>International Journal of Behavioral Nutrition and Physical Activity</i> , 2014, 11, 3.	2.0	45
27	Fun and Games and Boredom. <i>Games for Health Journal</i> , 2012, 1, 257-261.	1.1	44
28	A model of goal directed vegetable parenting practices. <i>Appetite</i> , 2012, 58, 444-449.	1.8	44
29	Places where preschoolers are (in)active: an observational study on Latino preschoolers and their parents using objective measures. <i>International Journal of Behavioral Nutrition and Physical Activity</i> , 2016, 13, 29.	2.0	44
30	A Serious Video Game to Increase Fruit and Vegetable Consumption Among Elementary Aged Youth (Squire's Quest! II): Rationale, Design, and Methods. <i>JMIR Research Protocols</i> , 2012, 1, e19.	0.5	44
31	Boy Scout 5-a-Day Badge: Outcome results of a troop and Internet intervention. <i>Preventive Medicine</i> , 2009, 49, 518-526.	1.6	42
32	Understanding Age-based Transition Needs: Perspectives from Adolescents and Adults with Congenital Heart Disease. <i>Congenital Heart Disease</i> , 2015, 10, 561-571.	0.0	37
33	Design of a Website on Nutrition and Physical Activity for Adolescents: Results From Formative Research. <i>Journal of Medical Internet Research</i> , 2012, 14, e59.	2.1	35
34	Psychosocial Mechanisms Linking the Social Environment to Mental Health in African Americans. <i>PLoS ONE</i> , 2016, 11, e0154035.	1.1	33
35	PLASTID DEVELOPMENT IN IOJAP AND CHLOROPLAST MUTATOR AFFECTED MAIZE PLANTS. <i>American Journal of Botany</i> , 1983, 70, 940-950.	0.8	32
36	Development of a theory-based internet program promoting maintenance of diet and physical activity change to 8-year-old African American girls. <i>Computers and Education</i> , 2007, 48, 446-459.	5.1	32

#	ARTICLE	IF	CITATIONS
37	The Narrative Impact of Active Video Games on Physical Activity Among Children: A Feasibility Study. <i>Journal of Medical Internet Research</i> , 2016, 18, e272.	2.1	32
38	Texting to Increase Physical Activity Among Teenagers (TXT Me!): Rationale, Design, and Methods Proposal. <i>JMIR Research Protocols</i> , 2014, 3, e14.	0.5	29
39	Childhood Obesity Research Demonstration Project: Cross-Site Evaluation Methods. <i>Childhood Obesity</i> , 2015, 11, 92-103.	0.8	28
40	Using Community Insight to Understand Physical Activity Adoption in Overweight and Obese African American and Hispanic Women. <i>Health Education and Behavior</i> , 2015, 42, 321-328.	1.3	28
41	Texting to Increase Adolescent Physical Activity: Feasibility Assessment. <i>American Journal of Health Behavior</i> , 2016, 40, 472-483.	0.6	27
42	“Healthy Habits, Healthy Girls” Brazil: an obesity prevention program with added focus on eating disorders. <i>Eating and Weight Disorders</i> , 2019, 24, 107-119.	1.2	27
43	Assessing Health-Related Quality of Life in Children and Adolescents with Diabetes: Development and Psychometrics of the Type 1 Diabetes and Life (T1DAL) Measures. <i>Journal of Pediatric Psychology</i> , 2020, 45, 328-339.	1.1	27
44	Feasibility of an 8-week African American web-based pilot program promoting healthy eating behaviors: Family Eats. <i>American Journal of Health Behavior</i> , 2008, 32, 40-51.	0.6	26
45	Psychometric assessment of scales for a Model of Goal Directed Vegetable Parenting Practices (MGDVPP). <i>International Journal of Behavioral Nutrition and Physical Activity</i> , 2013, 10, 110.	2.0	25
46	Fit 5 Kids TV Reduction Program for Latino Preschoolers. <i>American Journal of Preventive Medicine</i> , 2016, 50, 584-592.	1.6	25
47	A Primer on Mixed Methods for Pediatric Researchers. <i>Journal of Pediatric Psychology</i> , 2019, 44, 905-913.	1.1	25
48	Improving Transitions of Care for Young Adults With Congenital Heart Disease: Mobile App Development Using Formative Research. <i>JMIR Formative Research</i> , 2018, 2, e16.	0.7	25
49	Food, Fun and Fitness Internet program for girls: influencing log-on rate. <i>Health Education Research</i> , 2007, 23, 228-237.	1.0	24
50	Talk to Me, Please!: The Importance of Qualitative Research to Games for Health. <i>Games for Health Journal</i> , 2014, 3, 117-118.	1.1	24
51	What Serious Video Games Can Offer Child Obesity Prevention. <i>JMIR Serious Games</i> , 2014, 2, e8.	1.7	24
52	Supplemental Nutrition Assistance Program participation did not help low income Hispanic women in Texas meet the dietary guidelines. <i>Preventive Medicine</i> , 2014, 62, 44-48.	1.6	23
53	Later sleep timing predicts accelerated summer weight gain among elementary school children: a prospective observational study. <i>International Journal of Behavioral Nutrition and Physical Activity</i> , 2021, 18, 94.	2.0	23
54	Outcome Evaluation of Family Eats. <i>Health Education and Behavior</i> , 2017, 44, 32-40.	1.3	22

#	ARTICLE	IF	CITATIONS
55	Top food sources of percentage of energy, nutrients to limit and total gram amount consumed among US adolescents: National Health and Nutrition Examination Survey 2011–2014. <i>Public Health Nutrition</i> , 2019, 22, 661-671.	1.1	22
56	Alpha Test of a Videogame to Increase Children's Vegetable Consumption. <i>Games for Health Journal</i> , 2012, 1, 219-222.	1.1	21
57	Is Enhanced Physical Activity Possible Using Active Videogames?. <i>Games for Health Journal</i> , 2012, 1, 228-232.	1.1	21
58	School factors as barriers to and facilitators of a preventive intervention for pediatric type 2 diabetes. <i>Translational Behavioral Medicine</i> , 2014, 4, 131-140.	1.2	21
59	An Educational Video Game for Nutrition of Young People. <i>Simulation and Gaming</i> , 2016, 47, 490-516.	1.2	21
60	Obesity and eating disorders in integrative prevention programmes for adolescents: protocol for a systematic review and meta-analysis. <i>BMJ Open</i> , 2018, 8, e020381.	0.8	21
61	eHealth recruitment challenges. <i>Evaluation and Program Planning</i> , 2006, 29, 433-440.	0.9	20
62	Processes of change for increasing fruit and vegetable consumption among economically disadvantaged African American adolescents. <i>Eating Behaviors</i> , 2012, 13, 58-61.	1.1	19
63	Feasibility study to objectively assess activity and location of Hispanic preschoolers: a short communication. <i>Geospatial Health</i> , 2013, 7, 375.	0.3	19
64	Diabetes disclosure strategies in adolescents and young adult with type 1 diabetes. <i>Patient Education and Counseling</i> , 2020, 103, 208-213.	1.0	19
65	Effects of Goal Setting on Dietary and Physical Activity Changes in the Boy Scout Badge Projects. <i>Health Education and Behavior</i> , 2011, 38, 521-529.	1.3	18
66	Butterfly Girls; promoting healthy diet and physical activity to young African American girls online: rationale and design. <i>BMC Public Health</i> , 2013, 13, 709.	1.2	18
67	Predicting use of effective vegetable parenting practices with the Model of Goal Directed Behavior. <i>Public Health Nutrition</i> , 2015, 18, 1389-1396.	1.1	18
68	Improvement in Fruit and Vegetable Consumption Associated with More Favorable Energy Density and Nutrient and Food Group Intake, but not Kilocalories. <i>Journal of the Academy of Nutrition and Dietetics</i> , 2016, 116, 1443-1449.	0.4	18
69	Development of a Nutrition Education Intervention for Food Bank Clients. <i>Health Promotion Practice</i> , 2017, 18, 221-228.	0.9	18
70	Chatbots as extenders of pediatric obesity intervention: an invited commentary on "Feasibility of Pediatric Obesity & Pre-Diabetes Treatment Support through Tess, the AI Behavioral Coaching Chatbot". <i>Translational Behavioral Medicine</i> , 2019, 9, 448-450.	1.2	18
71	Design of Video Games for Children's Diet and Physical Activity Behavior Change. <i>International Journal of Computer Science in Sport</i> , 2010, 9, 3-17.	0.6	18
72	Using Relational Agents to Promote Family Communication Around Type 1 Diabetes Self-Management in the Diabetes Family Teamwork Online Intervention: Longitudinal Pilot Study. <i>Journal of Medical Internet Research</i> , 2019, 21, e15318.	2.1	17

#	ARTICLE	IF	CITATIONS
73	The Yin and Yang of Formative Research in Designing Serious (Exer-)games. <i>Games for Health Journal</i> , 2015, 4, 63-66.	1.1	16
74	Rationale, Design, and Methods for Process Evaluation in the Childhood Obesity Research Demonstration Project. <i>Journal of Nutrition Education and Behavior</i> , 2015, 47, 560-565.e1.	0.3	16
75	Sustained impact of the "Healthy Habits, Healthy Girls" Brazil school-based randomized controlled trial for adolescents living in low-income communities. <i>Preventive Medicine Reports</i> , 2018, 10, 346-352.	0.8	16
76	Brazilian Children's Dietary Intake in Relation to Brazil's New Nutrition Guidelines: a Systematic Review. <i>Current Nutrition Reports</i> , 2019, 8, 145-166.	2.1	16
77	Child Goal Setting of Dietary and Physical Activity in a Serious Videogame. <i>Games for Health Journal</i> , 2013, 2, 150-157.	1.1	15
78	Incorporating Behavioral Techniques into a Serious Videogame for Children. <i>Games for Health Journal</i> , 2017, 6, 75-86.	1.1	15
79	Individual, social and environmental determinants of sleep among women: protocol for a systematic review and meta-analysis. <i>BMJ Open</i> , 2017, 7, e016592.	0.8	15
80	Cultural adaptation of "Healthy Dads, Healthy Kids" for Hispanic families: applying the ecological validity model. <i>International Journal of Behavioral Nutrition and Physical Activity</i> , 2020, 17, 52.	2.0	15
81	Use of Relational Agents to Improve Family Communication in Type 1 Diabetes: Methods. <i>JMIR Research Protocols</i> , 2016, 5, e151.	0.5	15
82	The effectiveness of asking behaviors among 9-11 year-old children in increasing home availability and children's intake of fruit and vegetables: results from the Squire's Quest II self-regulation game intervention. <i>International Journal of Behavioral Nutrition and Physical Activity</i> , 2017, 14, 51.	2.0	14
83	Using Narrative Game Design to Increase Children's Physical Activity: Exploratory Thematic Analysis. <i>JMIR Serious Games</i> , 2019, 7, e16031.	1.7	14
84	Barriers to and Facilitators of Iron Therapy in Children with Iron Deficiency Anemia. <i>Journal of Pediatrics</i> , 2020, 219, 202-208.	0.9	13
85	The Effect of a Communications Campaign on Middle School Students' Nutrition and Physical Activity: Results of the HEALTHY Study. <i>Journal of Health Communication</i> , 2013, 18, 649-667.	1.2	12
86	Relationship of Gastrointestinal Symptoms and Psychosocial Distress to Gastric Retention in Children. <i>Journal of Pediatrics</i> , 2014, 165, 85-91.e1.	0.9	12
87	Development of a Teen-Focused Exergame. <i>Games for Health Journal</i> , 2016, 5, 342-356.	1.1	11
88	Perceived Influences on Farmers' Market Use among Urban, WIC-enrolled Women. <i>American Journal of Health Behavior</i> , 2017, 41, 618-629.	0.6	11
89	Photorealistic Avatar and Teen Physical Activity: Feasibility and Preliminary Efficacy. <i>Games for Health Journal</i> , 2018, 7, 143-150.	1.1	11
90	Design and psychometrics for new measures of health-related quality of life in adults with type 1 diabetes: Type 1 Diabetes and Life (T1DAL). <i>Diabetes Research and Clinical Practice</i> , 2021, 174, 108537.	1.1	11

#	ARTICLE	IF	CITATIONS
91	Family-Based Obesity Prevention Interventions among Hispanic Children and Families: A Scoping Review. <i>Nutrients</i> , 2021, 13, 2690.	1.7	11
92	Covariability in Diet and Physical Activity in African-American Girls. <i>Obesity</i> , 2004, 12, 46S-54S.	4.0	10
93	Adapting a Videogame to the Needs of Pediatric Cancer Patients and Survivors. <i>Games for Health Journal</i> , 2013, 2, 213-221.	1.1	10
94	Getting Research on Games for Health Funded. <i>Games for Health Journal</i> , 2017, 6, 1-8.	1.1	10
95	Text Messaging Based Obesity Prevention Program for Parents of Pre-Adolescent African American Girls. <i>Children</i> , 2017, 4, 105.	0.6	10
96	Physiological mechanisms underlying children's circannual growth patterns and their contributions to the obesity epidemic in elementary school age children. <i>Obesity Reviews</i> , 2020, 21, e12973.	3.1	10
97	PLASTID DEVELOPMENT IN IOJAP- AND CHLOROPLAST MUTATOR-AFFECTED MAIZE PLANTS. , 1983, 70, 940.		10
98	Using What's Learned in the Game for Use in Real Life. <i>Games for Health Journal</i> , 2014, 3, 6-9.	1.1	9
99	Predicting use of ineffective vegetable parenting practices with the Model of Goal Directed Behavior. <i>Public Health Nutrition</i> , 2015, 18, 1028-1035.	1.1	9
100	Does the Kids Caf� Program's Nutrition Education Improve Children's Dietary Intake? A Pilot Evaluation Study. <i>Journal of Nutrition Education and Behavior</i> , 2018, 50, 275-282.e1.	0.3	9
101	Family TXT: Feasibility and Acceptability of a mHealth Obesity Prevention Program for Parents of Pre-Adolescent African American Girls. <i>Children</i> , 2018, 5, 81.	0.6	9
102	Feasibility of Recruiting Families into a Heart Disease Prevention Program Based on Dietary Patterns. <i>Nutrients</i> , 2015, 7, 7042-7057.	1.7	8
103	Diabetes care provider perceptions on family challenges of pediatric type 1 diabetes. <i>Diabetes Research and Clinical Practice</i> , 2017, 129, 203-205.	1.1	8
104	Predicting Use of Ineffective Responsive, Structure and Control Vegetable Parenting Practices With the Model of Goal Directed Behavior. <i>Journal of Food Research</i> , 2013, 2, 80.	0.1	7
105	What Type of Narrative do Children Prefer in Active Video Games? An Exploratory Study of Cognitive and Emotional Responses. , 2016, , 137-155.		7
106	Experimental Design to Systematically Develop a Knowledge Base for Effective Games for Health. <i>Games for Health Journal</i> , 2019, 8, 307-312.	1.1	7
107	Which Game Narratives Do Adolescents of Different Gameplay and Sociodemographic Backgrounds Prefer? A Mixed-Methods Analysis. <i>Games for Health Journal</i> , 2019, 8, 195-204.	1.1	7
108	Perceptions About Health, Nutrition Knowledge, and MyPlate Food Categorization Among US Adolescents: A Qualitative Study. <i>Journal of Nutrition Education and Behavior</i> , 2021, 53, 110-119.	0.3	7

#	ARTICLE	IF	CITATIONS
109	Teen reactions to a self-representational avatar: A qualitative exploration. <i>Journal of Sport and Health Science</i> , 2022, 11, 157-163.	3.3	7
110	Feasibility and Efficacy of the "FUNPALs Playgroup" Intervention to Improve Toddler Dietary and Activity Behaviors: A Pilot Randomized Controlled Trial. <i>International Journal of Environmental Research and Public Health</i> , 2021, 18, 7828.	1.2	7
111	Strengths-Based Behavioral Intervention for Parents of Adolescents With Type 1 Diabetes Using an mHealth App (Type 1 Doing Well): Protocol for a Pilot Randomized Controlled Trial. <i>JMIR Research Protocols</i> , 2018, 7, e77.	0.5	7
112	Maternal and Child Acceptability of a Proposed Guided Imagery Therapy Mobile App Designed to Treat Functional Abdominal Pain Disorders in Children: Mixed-Methods Predevelopment Formative Research. <i>JMIR Pediatrics and Parenting</i> , 2018, 1, e6.	0.8	7
113	Exergames: Theoretical Perspective. <i>Games for Health Journal</i> , 2015, 4, 8-11.	1.1	6
114	A Pragmatic Guide to Qualitative Analysis for Pediatric Researchers. <i>Journal of Pediatric Psychology</i> , 2022, 47, 1019-1030.	1.1	6
115	Formative Assessment in the Development of an Obesity Prevention Component for the Expanded Food and Nutrition Education Program in Texas. <i>Family and Community Health</i> , 2011, 34, 61-71.	0.5	5
116	Physical Activity Problem-Solving Inventory for Adolescents: Development and Initial Validation. <i>Pediatric Exercise Science</i> , 2013, 25, 448-467.	0.5	5
117	A Child-Centered Scale of Informal Social Control for Latino Parents of Preschool-Age Children. <i>Hispanic Journal of Behavioral Sciences</i> , 2015, 37, 541-559.	1.1	5
118	Type 1 Doing Well: Pilot Feasibility and Acceptability Study of a Strengths-Based mHealth App for Parents of Adolescents with Type 1 Diabetes. <i>Diabetes Technology and Therapeutics</i> , 2020, 22, 835-845.	2.4	5
119	One Size Does Not Fit All: Sociodemographic Factors Affecting Weight Loss in Adolescents. <i>Journal of Obesity</i> , 2020, 2020, 1-11.	1.1	5
120	Wearable Activity Tracking Device Use in an Adolescent Weight Management Clinic: A Randomized Controlled Pilot Trial. <i>Journal of Obesity</i> , 2021, 2021, 1-8.	1.1	5
121	Physical Activity Behaviors and Influences Among Chinese-American Children Aged 9-13 Years: A Qualitative Study. <i>Journal of Immigrant and Minority Health</i> , 2017, 19, 358-366.	0.8	4
122	Culinary Education Programs for Children in Low-Income Households: A Scoping Review. <i>Children</i> , 2020, 7, 47.	0.6	4
123	Perspectives of Black/African American and Hispanic Parents and Children Living in Under-Resourced Communities Regarding Factors That Influence Food Choices and Decisions: A Qualitative Investigation. <i>Children</i> , 2021, 8, 236.	0.6	4
124	Opportunities to Address Obesity Disparities Among High-Risk Latino Children and Adolescents. <i>Current Obesity Reports</i> , 2021, 10, 332-341.	3.5	4
125	Exploring qualities of ethnically diverse parents related to the healthy home environment of toddlers. <i>Appetite</i> , 2021, 167, 105608.	1.8	4
126	Precision Food Parenting: A Proposed Conceptual Model and Research Agenda. <i>Nutrients</i> , 2021, 13, 3650.	1.7	4



#	ARTICLE	IF	CITATIONS
127	The baseline characteristics of parents and African American girls in an online obesity prevention program: A feasibility study. Preventive Medicine Reports, 2017, 7, 110-115.	0.8	3
128	Parentsâ€™ Qualitative Perspectives on Child Asking for Fruit and Vegetables. Nutrients, 2017, 9, 575.	1.7	3
129	The impact of narratives and active video games on long-term moderate-to-vigorous physical activity: A randomized controlled trial protocol. Contemporary Clinical Trials, 2020, 96, 106087.	0.8	3
130	Using the Behaviour Change Wheel Program Planning Model to Design Games for Health: Development Study. JMIR Serious Games, 2021, 9, e29964.	1.7	3
131	â€œWe are a family with diabetesâ€ Parent perspectives on siblings of youth with type 1 diabetes.. Families, Systems and Health, 2021, 39, 306-315.	0.4	3
132	Qualitative Analysis of Cognitive Interviews With School Children: A Web-Based Food Intake Questionnaire. JMIR Public Health and Surveillance, 2016, 2, e167.	1.2	3
133	The Impact of the COVID-19 Pandemic on Food Distribution at Emergency Food Assistance Organizations in the Southwestern United States: A Qualitative Investigation. Nutrients, 2021, 13, 4267.	1.7	3
134	Selection and use of vegetable parenting practices did not vary by parent feeding styles: Mixed methods investigation. Appetite, 2022, 170, 105883.	1.8	3
135	A Photography-based, Social Media Walking Intervention Targeting Autonomous Motivations for Physical Activity: Semistructured Interviews With Older Women. JMIR Serious Games, 2022, 10, e35511.	1.7	3
136	The Role of Family in a Dietary Risk Reduction Intervention for Cardiovascular Disease. Healthcare (Switzerland), 2016, 4, 74.	1.0	2
137	Cross-Site Process Evaluation Results for the Early Childhood Education Center Setting: CORD Study. Childhood Obesity, 2020, 16, 350-357.	0.8	2
138	Exploring Determinants of Parent Behaviors During Eating Episodes. Journal of Nutrition Education and Behavior, 2020, 52, 240-248.	0.3	2
139	Beliefs of women of childbearing age on healthy sleep habits: a reasoned action approach elicitation study. Women and Health, 2021, 61, 751-762.	0.4	2
140	On the money: Parental perspectives about finances and type 1 diabetes in youth.. Clinical Practice in Pediatric Psychology, 2021, 9, 340-350.	0.2	2
141	Smart Phone Video Game Simulation of Parent-Child Interaction. Advances in Healthcare Information Systems and Administration Book Series, 0, , 247-264.	0.2	2
142	Descriptive Normative Nutrition Messages to Maximize Effect in a Videogame: Narrative Review. Games for Health Journal, 2020, 9, 237-254.	1.1	1
143	How Minority Parents Could Help Children Develop Healthy Eating Behaviors: Parent and Child Perspectives. Nutrients, 2020, 12, 3879.	1.7	1
144	Comparing Multiple Measures of Physical Activity in African-American Adults. American Journal of Health Behavior, 2019, 43, 877-886.	0.6	1

#	ARTICLE	IF	CITATIONS
145	Food Assistance Use Among Food Bank Clients Affected by Type 2 Diabetes. <i>Journal of Nutrition Education and Behavior</i> , 2022, , .	0.3	1
146	Evaluation of a Circadian Rhythm and Sleep-Focused Mobile Health Intervention for the Prevention of Accelerated Summer Weight Gain Among Elementary School-â€“Age Children: Protocol for a Randomized Controlled Feasibility Study. <i>JMIR Research Protocols</i> , 2022, 11, e37002.	0.5	1
147	Parent-perceived neighbourhood environment, parenting practices and preschool-aged children physical activity and screen time: a cross-sectional study of two culturally and geographically diverse cities. <i>BMC Pediatrics</i> , 2022, 22, .	0.7	1
148	#mediterraneandiet: A Content Analysis of Mediterranean Diet â€“ Related Information on TikTok. <i>Current Developments in Nutrition</i> , 2022, 6, 391.	0.1	1
149	Diabetes-Related Worries and Coping Among Youth and Young Adults With Type 1 Diabetes. <i>Journal of Pediatric Psychology</i> , 0, , .	1.1	1
150	Perceptions of Family-Level Social Factors That Influence Health Behaviors in Latinx Adolescents and Young Adults at High Risk for Type 2 Diabetes. <i>Children</i> , 2021, 8, 406.	0.6	0
151	Barriers and Facilitators for Adherence to Physical Activity Recommendations among Adults and Children in a Multi-Site Cross-Sectional Study. , 0, , 18-30.		0
152	Perspectives of Black and Hispanic Children Living in Under-Resourced Communities on Meal Preparation and Grocery Shopping Behaviors: Implications for Nutrition Education. <i>International Journal of Environmental Research and Public Health</i> , 2021, 18, 12199.	1.2	0
153	Vegetable parenting practices vary by feeding styles among middle class mothers of young children. <i>Appetite</i> , 2022, 171, 105850.	1.8	0