Deborah I Thompson

List of Publications by Year
in descending order

153	4,554	136740	133063
papers	citations	32 h-index	59 g-index

161	161	161	5068
all docs	docs citations	times ranked	citing authors

#	Article	IF	Citations
1	Teen reactions to a self-representational avatar: A qualitative exploration. Journal of Sport and Health Science, 2022, 11, 157-163.	3.3	7
2	Selection and use of vegetable parenting practices did not vary by parent feeding styles: Mixed methods investigation. Appetite, 2022, 170, 105883.	1.8	3
3	Vegetable parenting practices vary by feeding styles among middle class mothers of young children. Appetite, 2022, 171, 105850.	1.8	0
4	Food Assistance Use Among Food Bank Clients Affected by Type 2 Diabetes. Journal of Nutrition Education and Behavior, 2022, , .	0.3	1
5	Evaluation of a Circadian Rhythm and Sleep-Focused Mobile Health Intervention for the Prevention of Accelerated Summer Weight Gain Among Elementary Schoolâ€“Age Children: Protocol for a Randomized Controlled Feasibility Study. JMIR Research Protocols, 2022, 11, e37002.	0.5	1
6	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
7	A Pragmatic Guide to Qualitative Analysis for Pediatric Researchers. Journal of Pediatric Psychology, 2022, 47, 1019-1030.	1.1	6
8	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. BMC Pediatrics, 2022, 22, .	0.7	1
9	#mediterraneandiet: A Content Analysis of Mediterranean Diet â€“ Related Information on TikTok. Current Developments in Nutrition, 2022, 6, 391.	0.1	1
10	Design and psychometrics for new measures of health-related quality of life in adults with type 1 diabetes: Type 1 Diabetes and Life (T1DAL). Diabetes Research and Clinical Practice, 2021, 174, 108537.	1.1	11
11	Perceptions About Health, Nutrition Knowledge, and MyPlate Food Categorization Among US Adolescents: A Qualitative Study. Journal of Nutrition Education and Behavior, 2021, 53, 110-119.	0.3	7
12	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. Children, 2021, 8, 236.	0.6	4
13	Using the Behaviour Change Wheel Program Planning Model to Design Games for Health: Development Study. JMIR Serious Games, 2021, 9, e29964.	1.7	3
14	Perceptions of Family-Level Social Factors That Influence Health Behaviors in Latinx Adolescents and Young Adults at High Risk for Type 2 Diabetes. Children, 2021, 8, 406.	0.6	0
15	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
16	Opportunities to Address Obesity Disparities Among High-Risk Latino Children and Adolescents. Current Obesity Reports, 2021, 10, 332-341.	3.5	4
17	Feasibility and Efficacy of the â€œFUNPALs Playgroupâ€•Intervention to Improve Toddler Dietary and Activity Behaviors: A Pilot Randomized Controlled Trial. International Journal of Environmental Research and Public Health, 2021, 18, 7828.	1.2	7
18	Later sleep timing predicts accelerated summer weight gain among elementary school children: a prospective observational study. International Journal of Behavioral Nutrition and Physical Activity, 2021, 18, 94.	2.0	23

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19	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
20	Family-Based Obesity Prevention Interventions among Hispanic Children and Families: A Scoping Review. Nutrients, 2021, 13, 2690.	1.7	11
21	Exploring qualities of ethnically diverse parents related to the healthy home environment of toddlers. Appetite, 2021, 167, 105608.	1.8	4
22	Wearable Activity Tracking Device Use in an Adolescent Weight Management Clinic: A Randomized Controlled Pilot Trial. Journal of Obesity, 2021, 2021, 1-8.	1.1	5
23	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
24	Precision Food Parenting: A Proposed Conceptual Model and Research Agenda. Nutrients, 2021, 13, 3650.	1.7	4
25	Perspectives of Black and Hispanic Children Living in Under-Resourced Communities on Meal Preparation and Grocery Shopping Behaviors: Implications for Nutrition Education. International Journal of Environmental Research and Public Health, 2021, 18, 12199.	1.2	0
26	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
27	Diabetes disclosure strategies in adolescents and young adult with type 1 diabetes. Patient Education and Counseling, 2020, 103, 208-213.	1.0	19
28	Assessing Health-Related Quality of Life in Children and Adolescents with Diabetes: Development and Psychometrics of the Type 1 Diabetes and Life (T1DAL) Measures. Journal of Pediatric Psychology, 2020, 45, 328-339.	1.1	27
29	Descriptive Normative Nutrition Messages to Maximize Effect in a Videogame: Narrative Review. Games for Health Journal, 2020, 9, 237-254.	1.1	1
30	Physiological mechanisms underlying children's circannual growth patterns and their contributions to the obesity epidemic in elementary school age children. Obesity Reviews, 2020, 21, e12973.	3.1	10
31	Cross-Site Process Evaluation Results for the Early Childhood Education Center Setting: CORD Study. Childhood Obesity, 2020, 16, 350-357.	0.8	2
32	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
33	How Minority Parents Could Help Children Develop Healthy Eating Behaviors: Parent and Child Perspectives. Nutrients, 2020, 12, 3879.	1.7	1
34	Culinary Education Programs for Children in Low-Income Households: A Scoping Review. Children, 2020, 7, 47.	0.6	4
35	Type 1 Doing Well: Pilot Feasibility and Acceptability Study of a Strengths-Based mHealth App for Parents of Adolescents with Type 1 Diabetes. Diabetes Technology and Therapeutics, 2020, 22, 835-845.	2.4	5
36	One Size Does Not Fit All: Sociodemographic Factors Affecting Weight Loss in Adolescents. Journal of Obesity, 2020, 2020, 1-11.	1.1	5

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37	Exploring Determinants of Parent Behaviors During Eating Episodes. Journal of Nutrition Education and Behavior, 2020, 52, 240-248.	0.3	2
38	Barriers to and Facilitators of Iron Therapy in Children with Iron DeficiencyÂAnemia. Journal of Pediatrics, 2020, 219, 202-208.	0.9	13
39	Cultural adaptation of â€˜Healthy Dads, Healthy Kidsâ€™ for Hispanic families: applying the ecological validity model. International Journal of Behavioral Nutrition and Physical Activity, 2020, 17, 52.	2.0	15
40	â€œHealthy Habits, Healthy Girlsâ€”Brazilâ€• an obesity prevention program with added focus on eating disorders. Eating and Weight Disorders, 2019, 24, 107-119.	1.2	27
41	A Primer on Mixed Methods for Pediatric Researchers. Journal of Pediatric Psychology, 2019, 44, 905-913.	1.1	25
42	Chatbots as extenders of pediatric obesity intervention: an invited commentary on â€œFeasibility of Pediatric Obesity & Pre-Diabetes Treatment Support through Tess, the AI Behavioral Coaching Chatbotâ€• Translational Behavioral Medicine, 2019, 9, 448-450.	1.2	18
43	Experimental Design to Systematically Develop a Knowledge Base for Effective Games for Health. Games for Health Journal, 2019, 8, 307-312.	1.1	7
44	Potential circadian and circannual rhythm contributions to the obesity epidemic in elementary school age children. International Journal of Behavioral Nutrition and Physical Activity, 2019, 16, 25.	2.0	49
45	Brazilian Childrenâ€™s Dietary Intake in Relation to Brazilâ€™s New Nutrition Guidelines: a Systematic Review. Current Nutrition Reports, 2019, 8, 145-166.	2.1	16
46	Top food sources of percentage of energy, nutrients to limit and total gram amount consumed among US adolescents: National Health and Nutrition Examination Survey 2011â€“2014. Public Health Nutrition, 2019, 22, 661-671.	1.1	22
47	Which Game Narratives Do Adolescents of Different Gameplay and Sociodemographic Backgrounds Prefer? A Mixed-Methods Analysis. Games for Health Journal, 2019, 8, 195-204.	1.1	7
48	Using Narrative Game Design to Increase Childrenâ€™s Physical Activity: Exploratory Thematic Analysis. JMIR Serious Games, 2019, 7, e16031.	1.7	14
49	Using Relational Agents to Promote Family Communication Around Type 1 Diabetes Self-Management in the Diabetes Family Teamwork Online Intervention: Longitudinal Pilot Study. Journal of Medical Internet Research, 2019, 21, e15318.	2.1	17
50	Comparing Multiple Measures of Physical Activity in African-American Adults. American Journal of Health Behavior, 2019, 43, 877-886.	0.6	1
51	Obesity and eating disorders in integrative prevention programmes for adolescents: protocol for a systematic review and meta-analysis. BMJ Open, 2018, 8, e020381.	0.8	21
52	Photorealistic Avatar and Teen Physical Activity: Feasibility and Preliminary Efficacy. Games for Health Journal, 2018, 7, 143-150.	1.1	11
53	Does the Kids CafÃ© Program's Nutrition Education Improve Children's Dietary Intake? A Pilot Evaluation Study. Journal of Nutrition Education and Behavior, 2018, 50, 275-282.e1.	0.3	9
54	Sustained impact of the â€œHealthy Habits, Healthy Girls â€“ Brazilâ€•school-based randomized controlled trial for adolescents living in low-income communities. Preventive Medicine Reports, 2018, 10, 346-352.	0.8	16

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55	Family TXT: Feasibility and Acceptability of a mHealth Obesity Prevention Program for Parents of Pre-Adolescent African American Girls. Children, 2018, 5, 81.	0.6	9
56	Improving Transitions of Care for Young Adults With Congenital Heart Disease: Mobile App Development Using Formative Research. JMIR Formative Research, 2018, 2, e16.	0.7	25
57	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. JMIR Research Protocols, 2018, 7, e77.	0.5	7
58	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. JMIR Pediatrics and Parenting, 2018, 1, e6.	0.8	7
59	Outcome Evaluation ofFamily Eats. Health Education and Behavior, 2017, 44, 32-40.	1.3	22
60	Incorporating Behavioral Techniques into a Serious Videogame for Children. Games for Health Journal, 2017, 6, 75-86.	1.1	15
61	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
62	Diabetes care provider perceptions on family challenges of pediatric type 1 diabetes. Diabetes Research and Clinical Practice, 2017, 129, 203-205.	1.1	8
63	Development of a Nutrition Education Intervention for Food Bank Clients. Health Promotion Practice, 2017, 18, 221-228.	0.9	18
64	Getting Research on Games for Health Funded. Games for Health Journal, 2017, 6, 1-8.	1.1	10
65	Individual, social and environmental determinants of sleep among women: protocol for a systematic review and meta-analysis. BMJ Open, 2017, 7, e016592.	0.8	15
66	The effectiveness of asking behaviors among 9â€“11 year-old children in increasing home availability and childrenâ€™s intake of fruit and vegetables: results from the Squireâ€™s Quest II self-regulation game intervention. International Journal of Behavioral Nutrition and Physical Activity, 2017, 14, 51.	2.0	14
67	Physical Activity Behaviors and Influences Among Chineseâ€“American Children Aged 9â€“13ÂYears: A Qualitative Study. Journal of Immigrant and Minority Health, 2017, 19, 358-366.	0.8	4
68	Parentsâ€™ Qualitative Perspectives on Child Asking for Fruit and Vegetables. Nutrients, 2017, 9, 575.	1.7	3
69	Text Messaging Based Obesity Prevention Program for Parents of Pre-Adolescent African American Girls. Children, 2017, 4, 105.	0.6	10
70	Perspectives on Barriers to Eating Healthy Among Food Pantry Clients. Health Equity, 2017, 1, 28-34.	0.8	46
71	Perceived Influences on Farmers' Market Use among Urban, WIC-enrolled Women. American Journal of Health Behavior, 2017, 41, 618-629.	0.6	11
72	What Type of Narrative do Children Prefer in Active Video Games? An Exploratory Study of Cognitive and Emotional Responses. , 2016, , 137-155.		7

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73	The Role of Family in a Dietary Risk Reduction Intervention for Cardiovascular Disease. Healthcare (Switzerland), 2016, 4, 74.	1.0	2
74	Commentary: Writing and Evaluating Qualitative Research Reports. Journal of Pediatric Psychology, 2016, 41, 493-505.	1.1	156
75	Development of a Teen-Focused Exergame. Games for Health Journal, 2016, 5, 342-356.	1.1	11
76	Improvement in Fruit and Vegetable Consumption Associated with More Favorable Energy Density and Nutrient and Food Group Intake, but not Kilocalories. Journal of the Academy of Nutrition and Dietetics, 2016, 116, 1443-1449.	0.4	18
77	An Educational Video Game for Nutrition of Young People. Simulation and Gaming, 2016, 47, 490-516.	1.2	21
78	Places where preschoolers are (in)active: an observational study on Latino preschoolers and their parents using objective measures. International Journal of Behavioral Nutrition and Physical Activity, 2016, 13, 29.	2.0	44
79	Texting to Increase Adolescent Physical Activity: Feasibility Assessment. American Journal of Health Behavior, 2016, 40, 472-483.	0.6	27
80	Fit 5 Kids TV Reduction Program for Latino Preschoolers. American Journal of Preventive Medicine, 2016, 50, 584-592.	1.6	25
81	Games for Health for Childrenâ€"Current Status and Needed Research. Games for Health Journal, 2016, 5, 1-12.	1.1	203
82	Psychosocial Mechanisms Linking the Social Environment to Mental Health in African Americans. PLoS ONE, 2016, 11, e0154035.	1.1	33
83	Is Participatory Design Associated with the Effectiveness of Serious Digital Games for Healthy Lifestyle Promotion? A Meta-Analysis. Journal of Medical Internet Research, 2016, 18, e94.	2.1	103
84	The Narrative Impact of Active Video Games on Physical Activity Among Children: A Feasibility Study. Journal of Medical Internet Research, 2016, 18, e272.	2.1	32
85	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
86	Use of Relational Agents to Improve Family Communication in Type 1 Diabetes: Methods. JMIR Research Protocols, 2016, 5, e151.	0.5	15
87	Young adult malesâ€™ motivators and perceived barriers towards eating healthily and being active: a qualitative study. International Journal of Behavioral Nutrition and Physical Activity, 2015, 12, 93.	2.0	89
88	Understanding Age-based Transition Needs: Perspectives from Adolescents and Adults with Congenital Heart Disease. Congenital Heart Disease, 2015, 10, 561-571.	0.0	37
89	Feasibility of Recruiting Families into a Heart Disease Prevention Program Based on Dietary Patterns. Nutrients, 2015, 7, 7042-7057.	1.7	8
90	A Child-Centered Scale of Informal Social Control for Latino Parents of Preschool-Age Children. Hispanic Journal of Behavioral Sciences, 2015, 37, 541-559.	1.1	5

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91	The Yin and Yang of Formative Research in Designing Serious (Exer-)games. Games for Health Journal, 2015, 4, 63-66.	1.1	16
92	Childhood Obesity Research Demonstration Project: Cross-Site Evaluation Methods. Childhood Obesity, 2015, 11, 92-103.	0.8	28
93	Predicting use of ineffective vegetable parenting practices with the Model of Goal Directed Behavior. Public Health Nutrition, 2015, 18, 1028-1035.	1.1	9
94	Creating action plans in a serious video game increases and maintains child fruit-vegetable intake: a randomized controlled trial. International Journal of Behavioral Nutrition and Physical Activity, 2015, 12, 39.	2.0	57
95	Predicting use of effective vegetable parenting practices with the Model of Goal Directed Behavior. Public Health Nutrition, 2015, 18, 1389-1396.	1.1	18
96	Rationale, Design, and Methods for Process Evaluation in the Childhood Obesity Research Demonstration Project. Journal of Nutrition Education and Behavior, 2015, 47, 560-565.e1.	0.3	16
97	Using Community Insight to Understand Physical Activity Adoption in Overweight and Obese African American and Hispanic Women. Health Education and Behavior, 2015, 42, 321-328.	1.3	28
98	Exergames: Theoretical Perspective. Games for Health Journal, 2015, 4, 8-11.	1.1	6
99	Using What's Learned in the Game for Use in Real Life. Games for Health Journal, 2014, 3, 6-9.	1.1	9
100	Talk to Me, Please!: The Importance of Qualitative Research to Games for Health. Games for Health Journal, 2014, 3, 117-118.	1.1	24
101	Relationship of Gastrointestinal Symptoms and Psychosocial Distress to Gastric Retention in Children. Journal of Pediatrics, 2014, 165, 85-91.e1.	0.9	12
102	School factors as barriers to and facilitators of a preventive intervention for pediatric type 2 diabetes. Translational Behavioral Medicine, 2014, 4, 131-140.	1.2	21
103	Psychometrics of the preschooler physical activity parenting practices instrument among a Latino sample. International Journal of Behavioral Nutrition and Physical Activity, 2014, 11, 3.	2.0	45
104	A meta-analysis of serious digital games for healthy lifestyle promotion. Preventive Medicine, 2014, 69, 95-107.	1.6	309
105	Supplemental Nutrition Assistance Program participation did not help low income Hispanic women in Texas meet the dietary guidelines. Preventive Medicine, 2014, 62, 44-48.	1.6	23
106	What Serious Video Games Can Offer Child Obesity Prevention. JMIR Serious Games, 2014, 2, e8.	1.7	24
107	Texting to Increase Physical Activity Among Teenagers (TXT Me!): Rationale, Design, and Methods Proposal. JMIR Research Protocols, 2014, 3, e14.	0.5	29
108	Psychometric assessment of scales for a Model of Goal Directed Vegetable Parenting Practices (MGDVPP). International Journal of Behavioral Nutrition and Physical Activity, 2013, 10, 110.	2.0	25

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109	Butterfly Girls; promoting healthy diet and physical activity to young African American girls online: rationale and design. BMC Public Health, 2013, 13, 709.	1.2	18
110	A Systematic Review of Health Videogames on Childhood Obesity Prevention and Intervention. Games for Health Journal, 2013, 2, 131-141.	1.1	107
111	Evaluation of a web-based program promoting healthy eating and physical activity for adolescents: Teen Choice: Food and Fitness. Health Education Research, 2013, 28, 704-714.	1.0	55
112	Developing Games for Health Behavior Change: Getting Started. Games for Health Journal, 2013, 2, 183-190.	1.1	90
113	Adapting a Videogame to the Needs of Pediatric Cancer Patients and Survivors. Games for Health Journal, 2013, 2, 213-221.	1.1	10
114	Child Goal Setting of Dietary and Physical Activity in a Serious Videogame. Games for Health Journal, 2013, 2, 150-157.	1.1	15
115	The Effect of a Communications Campaign on Middle School Students' Nutrition and Physical Activity: Results of the HEALTHY Study. Journal of Health Communication, 2013, 18, 649-667.	1.2	12
116	Physical Activity Problem-Solving Inventory for Adolescents: Development and Initial Validation. Pediatric Exercise Science, 2013, 25, 448-467.	0.5	5
117	Predicting Use of Ineffective Responsive, Structure and Control Vegetable Parenting Practices With the Model of Goal Directed Behavior. Journal of Food Research, 2013, 2, 80.	0.1	7
118	Feasibility study to objectively assess activity and location of Hispanic preschoolers: a short communication. Geospatial Health, 2013, 7, 375.	0.3	19
119	Fun and Games and Boredom. Games for Health Journal, 2012, 1, 257-261.	1.1	44
120	Story Immersion in a Health Videogame for Childhood Obesity Prevention. Games for Health Journal, 2012, 1, 37-44.	1.1	76
121	Story Immersion of Videogames for Youth Health Promotion: A Review of Literature. Games for Health Journal, 2012, 1, 199-204.	1.1	116
122	Designing Serious Video Games for Health Behavior Change: Current Status and Future Directions. Journal of Diabetes Science and Technology, 2012, 6, 807-811.	1.3	74
123	Alpha Test of a Videogame to Increase Children's Vegetable Consumption. Games for Health Journal, 2012, 1, 219-222.	1.1	21
124	Impact of an Active Video Game on Healthy Childrenâ€™s Physical Activity. Pediatrics, 2012, 129, e636-e642.	1.0	154
125	A model of goal directed vegetable parenting practices. Appetite, 2012, 58, 444-449.	1.8	44
126	Comparison of a Web-Based versus Traditional Diet Recall among Children. Journal of the Academy of Nutrition and Dietetics, 2012, 112, 527-532.	0.4	57

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127	Processes of change for increasing fruit and vegetable consumption among economically disadvantaged African American adolescents. Eating Behaviors, 2012, 13, 58-61.	1.1	19
128	Is Enhanced Physical Activity Possible Using Active Videogames?. Games for Health Journal, 2012, 1, 228-232.	1.1	21
129	Design of a Website on Nutrition and Physical Activity for Adolescents: Results From Formative Research. Journal of Medical Internet Research, 2012, 14, e59.	2.1	35
130	A Serious Video Game to Increase Fruit and Vegetable Consumption Among Elementary Aged Youth (Squireâ€™s Quest! II): Rationale, Design, and Methods. JMIR Research Protocols, 2012, 1, e19.	0.5	44
131	Video Game Play, Child Diet, and Physical Activity Behavior Change. American Journal of Preventive Medicine, 2011, 40, 33-38.	1.6	201
132	Behavioral Science in Video Games for Children's Diet and Physical Activity Change: Key Research Needs. Journal of Diabetes Science and Technology, 2011, 5, 229-233.	1.3	60
133	Formative Assessment in the Development of an Obesity Prevention Component for the Expanded Food and Nutrition Education Program in Texas. Family and Community Health, 2011, 34, 61-71.	0.5	5
134	Effects of Goal Setting on Dietary and Physical Activity Changes in the Boy Scout Badge Projects. Health Education and Behavior, 2011, 38, 521-529.	1.3	18
135	Conceptual Model for the Design of a Serious Video Game Promoting Self-Management among Youth with Type 1 Diabetes. Journal of Diabetes Science and Technology, 2010, 4, 744-749.	1.3	56
136	Serious Video Games for Health: How Behavioral Science Guided the Development of a Serious Video Game. Simulation and Gaming, 2010, 41, 587-606.	1.2	307
137	Design of Video Games for Children's Diet and Physical Activity Behavior Change. International Journal of Computer Science in Sport, 2010, 9, 3-17.	0.6	18
138	Creating Healthful Home Food Environments: Results of a Study with Participants in the Expanded Food and Nutrition Education Program. Journal of Nutrition Education and Behavior, 2009, 41, 380-388.	0.3	47
139	Boy Scout 5-a-Day Badge: Outcome results of a troop and Internet intervention. Preventive Medicine, 2009, 49, 518-526.	1.6	42
140	Food, fun, and fitness internet program for girls: Pilot evaluation of an e-Health youth obesity prevention program examining predictors of obesity. Preventive Medicine, 2008, 47, 494-497.	1.6	65
141	Feasibility of an 8-week African American web-based pilot program promoting healthy eating behaviors: Family Eats. American Journal of Health Behavior, 2008, 32, 40-51.	0.6	26
142	In Pursuit of Change: Youth Response to Intensive Goal Setting Embedded in a Serious Video Game. Journal of Diabetes Science and Technology, 2007, 1, 907-917.	1.3	46
143	Food, Fun and Fitness Internet program for girls: influencing log-on rate. Health Education Research, 2007, 23, 228-237.	1.0	24
144	Development of a theory-based internet program promoting maintenance of diet and physical activity change to 8-year-old African American girls. Computers and Education, 2007, 48, 446-459.	5.1	32

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145	Fit for Life Boy Scout badge: Outcome evaluation of a troop and Internet intervention. Preventive Medicine, 2006, 42, 181-187.	1.6	96
146	eHealth recruitment challenges. Evaluation and Program Planning, 2006, 29, 433-440.	0.9	20
147	Covariability in Diet and Physical Activity in Africanâ€American Girls. Obesity, 2004, 12, 46S-54S.	4.0	10
148	The Fun, Food, and Fitness Project (FFFP): the Baylor GEMS pilot study. Ethnicity and Disease, 2003, 13, S30-9.	1.0	144
149	PLASTID DEVELOPMENT IN IOJAPâ€•AND CHLOROPLAST MUTATORâ€AFFECTED MAIZE PLANTS. American Journal of Botany, 1983, 70, 940-950.	0.8	32
150	PLASTID DEVELOPMENT IN IOJAP- AND CHLOROPLAST MUTATOR-AFFECTED MAIZE PLANTS. , 1983, 70, 940.		10
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	Smart Phone Video Game Simulation of Parent-Child Interaction. Advances in Healthcare Information Systems and Administration Book Series, 0, , 247-264.	0.2	2
153	Diabetes-Related Worries and Coping Among Youth and Young Adults With Type 1 Diabetes. Journal of Pediatric Psychology, 0, , .	1.1	1