

Oladapo Oyebode

List of Publications by Year in descending order

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Version: 2024-02-01

25
papers

376
citations

1307366

7
h-index

996849

15
g-index

26
all docs

26
docs citations

26
times ranked

222
citing authors

#	ARTICLE	IF	CITATIONS
1	Using Machine Learning and Thematic Analysis Methods to Evaluate Mental Health Apps Based on User Reviews. IEEE Access, 2020, 8, 111141-111158.	2.6	84
2	Apps for Mental Health: An Evaluation of Behavior Change Strategies and Recommendations for Future Development. Frontiers in Artificial Intelligence, 2019, 2, 30.	2.0	42
3	Persuasive Mobile Apps for Health and Wellness: A Comparative Systematic Review. Lecture Notes in Computer Science, 2020, , 163-181.	1.0	41
4	Health, Psychosocial, and Social Issues Emanating From the COVID-19 Pandemic Based on Social Media Comments: Text Mining and Thematic Analysis Approach. JMIR Medical Informatics, 2021, 9, e22734.	1.3	39
5	Tailoring Persuasive and Behaviour Change Systems Based on Stages of Change and Motivation. , 2021, , .		28
6	Social Media and Sentiment Analysis: The Nigeria Presidential Election 2019. , 2019, , .		23
7	Exploring Key Issues Affecting African Mobile eCommerce Applications Using Sentiment and Thematic Analysis. IEEE Access, 2020, 8, 114475-114486.	2.6	17
8	Detecting Factors Responsible for Diabetes Prevalence in Nigeria using Social Media and Machine Learning. , 2019, , .		14
9	COVID-19 Pandemic: Identifying Key Issues Using Social Media and Natural Language Processing. Journal of Healthcare Informatics Research, 2022, 6, 174-207.	5.3	12
10	Nourish Your Tree! Developing a Persuasive Exergame for Promoting Physical Activity Among Adults. , 2020, , .		11
11	TreeCare: Development and Evaluation of a Persuasive Mobile Game for Promoting Physical Activity. , 2021, , .		10
12	A Systematic and Comparative Review of Behavior Change Strategies in Stress Management Apps: Opportunities for Improvement. Frontiers in Public Health, 2022, 10, 777567.	1.3	9
13	Mobile Phone-Based Persuasive Technology for Physical Activity and Sedentary Behavior: A Systematic Review. Frontiers in Computer Science, 2020, 2, .	1.7	7
14	A hybrid recommender system for product sales in a banking environment. Journal of Banking and Financial Technology, 2020, 4, 15-25.	2.6	7
15	PHISHER CRUSH: A Mobile Persuasive Game for Promoting Online Security. Lecture Notes in Computer Science, 2020, , 223-233.	1.0	7
16	HeartHealth: A Persuasive Mobile App for Mitigating the Risk of Ischemic Heart Disease. Lecture Notes in Computer Science, 2020, , 126-138.	1.0	5
17	Personality-targeted persuasive gamified systems: exploring the impact of application domain on the effectiveness of behaviour change strategies. User Modeling and User-Adapted Interaction, 2022, 32, 165-214.	2.9	5
18	â€œI Tried to Breastfeed butâ€¦â€ Exploring Factors Influencing Breastfeeding Behaviours Based on Tweets Using Machine Learning and Thematic Analysis. IEEE Access, 2021, 9, 61074-61089.	2.6	4

#	ARTICLE	IF	CITATIONS
19	Let Depression and Anxiety Drown Me Identifying Factors Associated With Resilience Based on Journaling Using Machine Learning and Thematic Analysis. IEEE Journal of Biomedical and Health Informatics, 2022, 26, 3397-3408.	3.9	3
20	SleepFit: A Persuasive Mobile App for Improving Sleep Habits in Young Adults. , 2021, , .		2
21	Exploring for Possible Effect of Persuasive Strategy Implementation Choices: Towards Tailoring Persuasive Technologies. Lecture Notes in Computer Science, 2022, , 145-163.	1.0	2
22	Analyzing COVID-19 Tweets using Health Behaviour Theories and Machine Learning. , 2021, , .		1
23	Player Matching in a Persuasive Mobile Exergame: Towards Performance-Driven Collaboration and Adaptivity. Lecture Notes in Computer Science, 2022, , 164-173.	1.0	1
24	BAM framework. , 2018, , .		0
25	MediNER: Understanding Diabetes Management Strategies Based on Social Media Discourse. , 2021, , .		0