

Oladapo Oyebo

List of Publications by Year in descending order

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Version: 2024-02-01

25
papers

376
citations

1307594

7
h-index

996975

15
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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.	4.2	84
2	Apps for Mental Health: An Evaluation of Behavior Change Strategies and Recommendations for Future Development. Frontiers in Artificial Intelligence, 2019, 2, 30.	3.4	42
3	Persuasive Mobile Apps for Health and Wellness: A Comparative Systematic Review. Lecture Notes in Computer Science, 2020, , 163-181.	1.3	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.	2.6	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.	4.2	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.	7.6	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.	2.7	9
13	Mobile Phone-Based Persuasive Technology for Physical Activity and Sedentary Behavior: A Systematic Review. Frontiers in Computer Science, 2020, 2, .	2.8	7
14	A hybrid recommender system for product sales in a banking environment. Journal of Banking and Financial Technology, 2020, 4, 15-25.	3.8	7
15	PHISHER CRUSH: A Mobile Persuasive Game for Promoting Online Security. Lecture Notes in Computer Science, 2020, , 223-233.	1.3	7
16	HeartHealth: A Persuasive Mobile App for Mitigating the Risk of Ischemic Heart Disease. Lecture Notes in Computer Science, 2020, , 126-138.	1.3	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.	3.8	5
18	âœ“ Tried to Breastfeed butâœ“ âœ“ Exploring Factors Influencing Breastfeeding Behaviours Based on Tweets Using Machine Learning and Thematic Analysis. IEEE Access, 2021, 9, 61074-61089.	4.2	4

#	ARTICLE	IF	CITATIONS
19	â€œLet Depression and Anxiety Drown Meâ€ â€œIdentifying Factors Associated With Resilience Based on Journaling Using Machine Learning and Thematic Analysis. IEEE Journal of Biomedical and Health Informatics, 2022, 26, 3397-3408.	6.3	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.	1.3	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.	1.3	1
24	BAM framework. , 2018, , .		0
25	MediNER: Understanding Diabetes Management Strategies Based on Social Media Discourse. , 2021, , .		0