

Oladapo Oyebode

List of Publications by Year in descending order

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Version: 2024-02-01

25
papers

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citations

1307366

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all docs

26
docs citations

26
times ranked

222
citing authors

#	ARTICLE	IF	CITATIONS
1	âœl Let Depression and Anxiety Drown Meâ€ âœ 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
2	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
3	Exploring for Possible Effect of Persuasive Strategy Implementation Choices: Towards Tailoring Persuasive Technologies. Lecture Notes in Computer Science, 2022, , 145-163.	1.0	2
4	Player Matching in a Persuasive Mobile Exergame: Towards Performance-Driven Collaboration and Adaptivity. Lecture Notes in Computer Science, 2022, , 164-173.	1.0	1
5	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
6	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
7	âœl Tried to Breastfeed butâ€ âœ Exploring Factors Influencing Breastfeeding Behaviours Based on Tweets Using Machine Learning and Thematic Analysis. IEEE Access, 2021, 9, 61074-61089.	2.6	4
8	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
9	Tailoring Persuasive and Behaviour Change Systems Based on Stages of Change and Motivation. , 2021, , .		28
10	SleepFit: A Persuasive Mobile App for Improving Sleep Habits in Young Adults. , 2021, , .		2
11	Analyzing COVID-19 Tweets using Health Behaviour Theories and Machine Learning. , 2021, , .		1
12	TreeCare: Development and Evaluation of a Persuasive Mobile Game for Promoting Physical Activity. , 2021, , .		10
13	MediNER: Understanding Diabetes Management Strategies Based on Social Media Discourse. , 2021, , .		0
14	Nourish Your Tree! Developing a Persuasive Exergame for Promoting Physical Activity Among Adults. , 2020, , .		11
15	Mobile Phone-Based Persuasive Technology for Physical Activity and Sedentary Behavior: A Systematic Review. Frontiers in Computer Science, 2020, 2, .	1.7	7
16	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
17	Exploring Key Issues Affecting African Mobile eCommerce Applications Using Sentiment and Thematic Analysis. IEEE Access, 2020, 8, 114475-114486.	2.6	17
18	A hybrid recommender system for product sales in a banking environment. Journal of Banking and Financial Technology, 2020, 4, 15-25.	2.6	7

#	ARTICLE	IF	CITATIONS
19	Persuasive Mobile Apps for Health and Wellness: A Comparative Systematic Review. Lecture Notes in Computer Science, 2020, , 163-181.	1.0	41
20	PHISHER CRUSH: A Mobile Persuasive Game for Promoting Online Security. Lecture Notes in Computer Science, 2020, , 223-233.	1.0	7
21	HeartHealth: A Persuasive Mobile App for Mitigating the Risk of Ischemic Heart Disease. Lecture Notes in Computer Science, 2020, , 126-138.	1.0	5
22	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
23	Detecting Factors Responsible for Diabetes Prevalence in Nigeria using Social Media and Machine Learning. , 2019, , .		14
24	Social Media and Sentiment Analysis: The Nigeria Presidential Election 2019. , 2019, , .		23
25	BAM framework. , 2018, , .		0