

Jeroen S Lemmens

List of Publications by Year in descending order

Source: <https://exaly.com/author-pdf/520997/publications.pdf>

Version: 2024-02-01

16
papers

3,634
citations

759233

12
h-index

996975

15
g-index

16
all docs

16
docs citations

16
times ranked

2680
citing authors

#	ARTICLE	IF	CITATIONS
1	Development and Validation of a Game Addiction Scale for Adolescents. <i>Media Psychology</i> , 2009, 12, 77-95.	3.6	797
2	An international consensus for assessing internet gaming disorder using the new <sc>DSM</sc>â€ approach. <i>Addiction</i> , 2014, 109, 1399-1406.	3.3	710
3	The Social Media Disorder Scale. <i>Computers in Human Behavior</i> , 2016, 61, 478-487.	8.5	491
4	The Internet Gaming Disorder Scale.. <i>Psychological Assessment</i> , 2015, 27, 567-582.	1.5	467
5	Psychosocial causes and consequences of pathological gaming. <i>Computers in Human Behavior</i> , 2011, 27, 144-152.	8.5	396
6	Including gaming disorder in the ICD-11: The need to do so from a clinical and public health perspective. <i>Journal of Behavioral Addictions</i> , 2018, 7, 556-561.	3.7	214
7	The Effects of Pathological Gaming on Aggressive Behavior. <i>Journal of Youth and Adolescence</i> , 2011, 40, 38-47.	3.5	155
8	Addictive Online Games: Examining the Relationship Between Game Genres and Internet Gaming Disorder. <i>Cyberpsychology, Behavior, and Social Networking</i> , 2016, 19, 270-276.	3.9	122
9	Attentional Bias and Disinhibition Toward Gaming Cues Are Related to Problem Gaming in Male Adolescents. <i>Journal of Adolescent Health</i> , 2012, 50, 541-546.	2.5	99
10	The Appeal of Violent Video Games to Lower Educated Aggressive Adolescent Boys from Two Countries. <i>Cyberpsychology, Behavior and Social Networking</i> , 2006, 9, 638-641.	2.2	59
11	The Relationship Between Media Multitasking and Attention Problems in Adolescents: Results of Two Longitudinal Studies. <i>Human Communication Research</i> , 2018, 44, 3-30.	3.4	41
12	Fear and loathing in VR: the emotional and physiological effects of immersive games. <i>Virtual Reality</i> , 2022, 26, 223-234.	6.1	26
13	The Relationship Between Media Multitasking and Attention Problems in Adolescents: Results of Two Longitudinal Studies. <i>Human Communication Research</i> , 0, , .	3.4	17
14	Normative, passionate, or problematic? Identification of adolescent gamer subtypes over time. <i>Journal of Behavioral Addictions</i> , 2019, 8, 574-585.	3.7	17
15	Policy and prevention efforts for gaming should consider a broad perspective. <i>Journal of Behavioral Addictions</i> , 2018, 7, 543-547.	3.7	12
16	A network analysis of internet gaming disorder symptoms. <i>Psychiatry Research</i> , 2022, 311, 114507.	3.3	11