

Nancy Greer

List of Publications by Year in descending order

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Version: 2024-02-01

26
papers

559
citations

759233

12
h-index

713466

21
g-index

26
all docs

26
docs citations

26
times ranked

396
citing authors

#	ARTICLE	IF	CITATIONS
1	Skin Gambling Contributes to Gambling Problems and Harm After Controlling for Other Forms of Traditional Gambling. <i>Journal of Gambling Studies</i> , 2023, 39, 225-247.	1.6	9
2	Motivations for Esports Betting and Skin Gambling and Their Association with Gambling Frequency, Problems, and Harm. <i>Journal of Gambling Studies</i> , 2023, 39, 339-362.	1.6	7
3	Loot box purchasing is linked to problem gambling in adolescents when controlling for monetary gambling participation. <i>Journal of Behavioral Addictions</i> , 2022, , .	3.7	8
4	Adolescent betting on esports using cash and skins: Links with gaming, monetary gambling, and problematic gambling. <i>PLoS ONE</i> , 2022, 17, e0266571.	2.5	7
5	Young people who purchase loot boxes are more likely to have gambling problems: An online survey of adolescents and young adults living in NSW Australia. <i>Journal of Behavioral Addictions</i> , 2021, 10, 35-41.	3.7	23
6	Are esports bettors a new generation of harmed gamblers? A comparison with sports bettors on gambling involvement, problems, and harm. <i>Journal of Behavioral Addictions</i> , 2021, 10, 435-446.	3.7	14
7	Skin gambling predicts problematic gambling amongst adolescents when controlling for monetary gambling. <i>Journal of Behavioral Addictions</i> , 2021, 10, 920-931.	3.7	11
8	Mobile EGM Games: Evidence That Simulated Games Encourage Real-Money Gambling. <i>Journal of Gambling Studies</i> , 2020, 36, 1253-1265.	1.6	11
9	Interest in inducements: A psychophysiological study on sports betting advertising. <i>International Journal of Psychophysiology</i> , 2020, 147, 100-106.	1.0	9
10	Unfair play? Video games as exploitative monetized services: An examination of game patents from a consumer protection perspective. <i>Computers in Human Behavior</i> , 2019, 101, 131-143.	8.5	97
11	Sports betting incentives encourage gamblers to select the long odds: An experimental investigation using monetary rewards. <i>Journal of Behavioral Addictions</i> , 2019, 8, 268-276.	3.7	21
12	Are sports bettors looking at responsible gambling messages? An eye-tracking study on wagering advertisements. <i>Journal of Behavioral Addictions</i> , 2019, 8, 499-507.	3.7	26
13	A Multivariate Evaluation of 25 Proximal and Distal Risk-Factors for Gambling-Related Harm. <i>Journal of Clinical Medicine</i> , 2019, 8, 509.	2.4	33
14	Whereâ€™s the Bonus in Bonus Bets? Assessing Sports Bettorsâ€™ Comprehension of their True Cost. <i>Journal of Gambling Studies</i> , 2019, 35, 587-599.	1.6	13
15	A tale of two countries: comparing disability weights for gambling problems in New Zealand and Australia. <i>Quality of Life Research</i> , 2018, 27, 2361-2371.	3.1	17
16	A population-level metric for gambling-related harm. <i>International Gambling Studies</i> , 2017, 17, 163-175.	2.1	73
17	Rise of the Machines: A Critical Review on the Behavioural Effects of Automating Traditional Gambling Games. <i>Journal of Gambling Studies</i> , 2017, 33, 735-767.	1.6	12
18	What is the harm? Applying a public health methodology to measure the impact of gambling problems and harm on quality of life.. <i>Journal of Gambling Issues</i> , 2017, , .	0.3	16

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19	What is the harm? Applying a public health methodology to measure the impact of gambling problems and harm on quality of life.. Journal of Gambling Issues, 2017, , .	0.3	14
20	Introducing "Journeys Home"™. Australian Economic Review, 2012, 45, 368-378.	0.7	41
21	The Effect of Mere Presence on Electronic Gaming Machine Gambling. Journal of Gambling Issues, 2012, , .	0.3	5
22	Gambling on Electronic Gaming Machines is an Escape from Negative Self Reflection. Journal of Gambling Studies, 2011, 27, 63-72.	1.6	15
23	Audience Influence on EGM Gambling: The Protective Effects of Having Others Watch You Play. Journal of Gambling Studies, 2011, 27, 443-451.	1.6	18
24	The Social Contagion of Gambling: How Venue Size Contributes to Player Losses. Journal of Gambling Studies, 2011, 27, 487-497.	1.6	22
25	Never Smile at a Crocodile: Betting on Electronic Gaming Machines is Intensified by Reptile-Induced Arousal. Journal of Gambling Studies, 2010, 26, 571-581.	1.6	9
26	Esports Betting and Skin Gambling: A Brief History. Journal of Gambling Issues, 0, 43, .	0.3	28