

Rita Orji

List of Publications by Year in descending order

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Version: 2024-02-01

157
papers

3,468
citations

346980

22
h-index

274796

44
g-index

171
all docs

171
docs citations

171
times ranked

2549
citing authors

#	ARTICLE	IF	CITATIONS
1	Motivation-based approach for tailoring persuasive mental health applications. Behaviour and Information Technology, 2023, 42, 569-595.	2.5	6
2	Exploring the effectiveness of persuasive games for disease prevention and awareness and the impact of tailoring to the stages of change. Human-Computer Interaction, 2023, 38, 459-494.	3.1	6
3	Persuasive Strategies and Their Implementations in Mobile Interventions for Physical Activity: A Systematic Review. International Journal of Human-Computer Interaction, 2023, 39, 2292-2338.	3.3	5
4	Personality-based approach for tailoring persuasive mental health applications. User Modeling and User-Adapted Interaction, 2022, 32, 253-295.	2.9	16
5	Mental Health and Time Management Behavior among Students During COVID-19 Pandemic: Towards Persuasive Technology Design. Human Behavior and Emerging Technologies, 2022, 2022, 1-13.	2.5	6
6	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
7	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
8	SortOut: Persuasive Stress Management Mobile Application for Higher Education Students. Lecture Notes in Computer Science, 2022, , 16-27.	1.0	2
9	Player Personality Traits and the Effectiveness of a Persuasive Game for Disease Awareness Among the African Population. Lecture Notes in Computer Science, 2022, , 134-144.	1.0	2
10	Exploring for Possible Effect of Persuasive Strategy Implementation Choices: Towards Tailoring Persuasive Technologies. Lecture Notes in Computer Science, 2022, , 145-163.	1.0	2
11	Player Matching in a Persuasive Mobile Exergame: Towards Performance-Driven Collaboration and Adaptivity. Lecture Notes in Computer Science, 2022, , 164-173.	1.0	1
12	Saving Life and Keeping Privacy: A Study on Mobile Apps for Suicide Prevention and Privacy Policies. Lecture Notes in Computer Science, 2022, , 190-207.	1.0	4
13	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
14	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
15	Improving Mental Health Among Working-Class Indian Women: Insight From An Interview Study. , 2022, , .		0
16	Insights From Longitudinal Evaluation of Moodie Mental Health App. , 2022, , .		3
17	Mobile Applications for Health and Wellness: A Systematic Review. Proceedings of the ACM on Human-Computer Interaction, 2022, 6, 1-29.	2.5	11
18	Augmented and Virtual Reality-Driven Interventions for Healthy Behavior Change: A Systematic Review. , 2022, , .		1

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19	Sans Tracas: A Cross-platform Tool for Online EEG Experiments.. , 2022, , .		3
20	Socially-Oriented Persuasive Game to Promote Disease Awareness and Prevention. Human Behavior and Emerging Technologies, 2022, 2022, 1-17.	2.5	2
21	The Journey: An AR Gamified Mobile Application for Promoting Physical Activity in Young Adults. , 2022, , .		2
22	“I Tried to Breastfeed but I Didn’t” Exploring Factors Influencing Breastfeeding Behaviours Based on Tweets Using Machine Learning and Thematic Analysis. IEEE Access, 2021, 9, 61074-61089.	2.6	4
23	A Systematic Review of Persuasive Strategies in Mobile E-Commerce Applications and Their Implementations. Lecture Notes in Computer Science, 2021, , 217-230.	1.0	2
24	Co-Designing a Mobile App to Improve Mental Health and Well-Being: Focus Group Study. JMIR Formative Research, 2021, 5, e18172.	0.7	19
25	Age Differences in Problematic Mobile Phone Usage among Africans. , 2021, , .		2
26	Design Opportunities for Persuasive Mobile Apps to Support Maternal and Child Healthcare and Help-seeking Behaviors. , 2021, , .		1
27	COVID Dodge: An African-Centric game for promoting COVID-19 Safety Measures. , 2021, , .		2
28	Insider Perspectives of Human-Computer Interaction for Development Research: Opportunities and Challenges. , 2021, , .		2
29	Heuristic Evaluation of an African-centric Mobile Persuasive Game for Promoting Safety Measures Against COVID-19. , 2021, , .		5
30	A Mixed Method Approach to Evaluating eCommerce Website: Towards Socially-sensitive Guidelines for Future Design. , 2021, , .		0
31	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
32	Mobile Sensing Apps and Self-management of Mental Health During the COVID-19 Pandemic: Web-Based Survey. JMIR Formative Research, 2021, 5, e24180.	0.7	5
33	PERMARUN- A Persuasive Game to Improve User Awareness and Self-Efficacy Towards Secure Smartphone Behaviour. , 2021, , .		6
34	Tailoring Persuasive and Behaviour Change Systems Based on Stages of Change and Motivation. , 2021, , .		28
35	A Health Belief Model Approach to Evaluating Maternal Health Behaviors among Africans - Design Implications for Personalized Persuasive Technologies. , 2021, , .		2
36	Persuasiveness of a Game to Promote the Adoption of COVID-19 Precautionary Measures and the Moderating Effect of Gender. , 2021, , .		2

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37	Culture and Health Belief Model: Exploring the Determinants of Physical Activity Among Saudi Adults and the Moderating Effects of Age and Gender. , 2021, , .		4
38	A Persuasive Game to Promote Awareness and Adoption of COVID-19 Precautionary Measures. , 2021, , .		3
39	Gender and the Effectiveness of a Persuasive Game for Disease Awareness Targeted at the African Audience. , 2021, , .		3
40	Adaptive and Personalized Persuasive Technologies. , 2021, , .		1
41	Comfortability with the passive collection of smartphone data for monitoring of mental health: An online survey. Computers in Human Behavior Reports, 2021, 4, 100134.	2.3	4
42	Personalizing Gameful Elements in Social Exergames: An Exploratory Study. , 2021, , .		1
43	A Deep Multimodal Network for Classification and Identification of Interventionists' Hand Motions during Cyborg Intravascular Catheterization. , 2021, , .		5
44	STD PONG 2.0: Field Evaluation of a Mobile Persuasive game for Discouraging Risky Sexual Behaviours among Africans Youths. , 2021, , .		4
45	Persuasive Application for Discouraging Unhealthy Gaming Behaviour. , 2021, , .		3
46	SleepFit: A Persuasive Mobile App for Improving Sleep Habits in Young Adults. , 2021, , .		2
47	Age and the persuasiveness of a game to promote the adoption of COVID-19 precautionary measures. , 2021, , .		3
48	Analyzing COVID-19 Tweets using Health Behaviour Theories and Machine Learning. , 2021, , .		1
49	A Mobile Sensing App to Monitor Youth Mental Health: Observational Pilot Study. JMIR MHealth and UHealth, 2021, 9, e20638.	1.8	17
50	TreeCare: Development and Evaluation of a Persuasive Mobile Game for Promoting Physical Activity. , 2021, , .		10
51	MediNER: Understanding Diabetes Management Strategies Based on Social Media Discourse. , 2021, , .		0
52	Masa: AI-Adaptive Mobile App for Sustainable Agriculture. , 2021, , .		3
53	Persuasive Apps for Sustainable Waste Management: A Comparative Systematic Evaluation of Behavior Change Strategies and State-of-the-Art. Frontiers in Artificial Intelligence, 2021, 4, 748454.	2.0	3
54	MAR: A Study of the Impact of Positive and Negative Reinforcement on Medication Adherence Reminders. , 2020, , .		2

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55	Nourish Your Tree! Developing a Persuasive Exergame for Promoting Physical Activity Among Adults. , 2020, , .		11
56	Mobile Phone-Based Persuasive Technology for Physical Activity and Sedentary Behavior: A Systematic Review. Frontiers in Computer Science, 2020, 2, .	1.7	7
57	Towards Mobile Applications for Co-Monitoring Children's Health Condition. , 2020, , .		1
58	Physical Activity Recommendation for Exergame Player Modeling using Machine Learning Approach. , 2020, , .		4
59	Deep Sentiment Classification and Topic Discovery on Novel Coronavirus or COVID-19 Online Discussions: NLP Using LSTM Recurrent Neural Network Approach. IEEE Journal of Biomedical and Health Informatics, 2020, 24, 2733-2742.	3.9	256
60	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
61	Exploring Key Issues Affecting African Mobile eCommerce Applications Using Sentiment and Thematic Analysis. IEEE Access, 2020, 8, 114475-114486.	2.6	17
62	Insights from user reviews to improve mental health apps. Health Informatics Journal, 2020, 26, 2042-2066.	1.1	146
63	A hybrid recommender system for product sales in a banking environment. Journal of Banking and Financial Technology, 2020, 4, 15-25.	2.6	7
64	Trends in Persuasive Technologies for Physical Activity and Sedentary Behavior: A Systematic Review. Frontiers in Artificial Intelligence, 2020, 3, 7.	2.0	31
65	Persuasive Mobile Apps for Health and Wellness: A Comparative Systematic Review. Lecture Notes in Computer Science, 2020, , 163-181.	1.0	41
66	PHISHER CRUSH: A Mobile Persuasive Game for Promoting Online Security. Lecture Notes in Computer Science, 2020, , 223-233.	1.0	7
67	Effects of a Personalized Fitness Recommender System Using Gamification and Continuous Player Modeling: System Design and Long-Term Validation Study. JMIR Serious Games, 2020, 8, e19968.	1.7	26
68	A Web Application About Herd Immunity Using Personalized Avatars: Development Study. Journal of Medical Internet Research, 2020, 22, e20113.	2.1	8
69	Personality and Subjective Well-Being: Towards Personalized Persuasive Interventions for Health and Well-Being. Online Journal of Public Health Informatics, 2020, 12, e1.	0.4	15
70	Cognitive load in Games for Health - A discussion. , 2020, , .		3
71	Persuasive Mobile Apps for Sustainable Waste Management: A Systematic Review. Lecture Notes in Computer Science, 2020, , 182-194.	1.0	8
72	HeartHealth: A Persuasive Mobile App for Mitigating the Risk of Ischemic Heart Disease. Lecture Notes in Computer Science, 2020, , 126-138.	1.0	5

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73	Public Perception of Mental Illness: Opportunity for Community-based Collaborative Intervention. , 2020, , .		1
74	Player Matching for Social Exergame Retention. , 2020, , .		3
75	Socially-driven persuasive health intervention design: Competition, social comparison, and cooperation. Health Informatics Journal, 2019, 25, 1451-1484.	1.1	46
76	Machine-to-infrastructure middleware platform for data management in IoT. International Journal of Business Process Integration and Management, 2019, 9, 90.	0.2	2
77	Driving Persuasive Games with Personal EEG Devices. , 2019, , .		2
78	Developing Persuasive Mobile Games for African Rural Audiences. , 2019, , .		3
79	How Effective Are Social Influence Strategies in Persuasive Apps for Promoting Physical Activity?. , 2019, , .		15
80	Personalization of Persuasive Technology in Higher Education. , 2019, , .		10
81	Gender, Age and Subjective Well-Being: Towards Personalized Persuasive Health Interventions. Information (Switzerland), 2019, 10, 301.	1.7	18
82	Socially Responsive eCommerce Platforms. , 2019, , .		5
83	Personalized Persuasion to Promote Positive Work Attitudes in Public Workplaces. , 2019, , .		6
84	UMAP 2019 ADAPPT (Adaptive and Personalized Persuasive Technology) Workshop Chairs' Welcome & Organization. , 2019, , .		0
85	Usability Issues in Mental Health Applications. , 2019, , .		22
86	Data Verification and Privacy in IoT Architecture. , 2019, , .		1
87	HCI Across Borders and Intersections. , 2019, , .		4
88	Towards a Research Agenda for Gameful Creativity. , 2019, , .		0
89	UMAP 2019 HAAPIE (Human Aspects in Adaptive and Personalized Interactive Environments) Workshop Chairs' Welcome. , 2019, , .		0
90	Panel: Addressing the Shortage of Big Data Skills with Inter-Disciplinary Big Data Curriculum. , 2019, , .		2

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91	Apps for Mental Health: An Evaluation of Behavior Change Strategies and Recommendations for Future Development. <i>Frontiers in Artificial Intelligence</i> , 2019, 2, 30.	2.0	42
92	Detecting Factors Responsible for Diabetes Prevalence in Nigeria using Social Media and Machine Learning. , 2019, , .		14
93	Social Media and Sentiment Analysis: The Nigeria Presidential Election 2019. , 2019, , .		23
94	Competencies Required for Developing Computer and Information Systems Curriculum. , 2019, , .		7
95	The Influence of Age, Gender, and Cognitive Ability on the Susceptibility to Persuasive Strategies. <i>Information (Switzerland)</i> , 2019, 10, 352.	1.7	14
96	Deconstructing persuasiveness of strategies in behaviour change systems using the ARCS model of motivation. <i>Behaviour and Information Technology</i> , 2019, 38, 319-335.	2.5	32
97	Motivational strategies and approaches for single and multi-player exergames: a social perspective. <i>PeerJ Computer Science</i> , 2019, 5, e230.	2.7	19
98	Machine-to-infrastructure middleware platform for data management in IoT. <i>International Journal of Business Process Integration and Management</i> , 2019, 9, 90.	0.2	0
99	Towards a Trait Model of Video Game Preferences. <i>International Journal of Human-Computer Interaction</i> , 2018, 34, 732-748.	3.3	26
100	Persuasive Technology to Support Chronic Health Conditions: Investigating the Optimal Persuasive Strategies for Persons with COPD. <i>Lecture Notes in Computer Science</i> , 2018, , 255-266.	1.0	23
101	Persuasive technology for health and wellness: State-of-the-art and emerging trends. <i>Health Informatics Journal</i> , 2018, 24, 66-91.	1.1	277
102	Personalizing health theories in persuasive game interventions to gamer types. , 2018, , .		1
103	Panel: Integrating Requirements Engineering Education into Core Engineering Disciplines. , 2018, , .		2
104	Persuasion in eCommerce. , 2018, , .		3
105	BAM framework. , 2018, , .		0
106	Developing Culturally Relevant Design Guidelines for Encouraging Physical Activity: a Social Cognitive Theory Perspective. <i>Journal of Healthcare Informatics Research</i> , 2018, 2, 319-352.	5.3	22
107	Influence of internet experience on the judgment of mobile web design. , 2018, , .		0
108	Susceptibility to Persuasive Strategies. , 2018, , .		12

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109	Persuasive technology in African context. , 2018, , .		11
110	Personalizing Persuasive Educational Technologies to Learnersâ€™™ Cognitive Ability. , 2018, , .		7
111	Availability of researcher-led eHealth tools for pain assessment and management: barriers, facilitators, costs, and design. Pain Reports, 2018, 3, e686.	1.4	41
112	Cross-cultural perspectives on eHealth privacy in Africa. , 2018, , .		15
113	Persuasion for promoting clean and sustainable environment. , 2018, , .		13
114	Personality, culture and password behavior. , 2018, , .		4
115	STD Pong. , 2018, , .		23
116	Mobile technology for smart agriculture: deployment case for cocoa production. International Journal of Sustainable Agricultural Management and Informatics, 2018, 4, 83.	0.1	1
117	Mobile persuasion. , 2018, , .		4
118	Tracking feels oppressive and â€˜punishyâ€™™: Exploring the costs and benefits of self-monitoring for health and wellness. Digital Health, 2018, 4, 205520761879755.	0.9	56
119	Privacy Improvement Architecture for IoT. , 2018, , .		6
120	Personalizing Persuasive Strategies in Gameful Systems to Gamification User Types. , 2018, , .		105
121	Perceived Persuasive Effect of Behavior Model Design in Fitness Apps. , 2018, , .		18
122	Enhancing Privacy in Wearable IoT through a Provenance Architecture. Multimodal Technologies and Interaction, 2018, 2, 18.	1.7	17
123	Personalizing Persuasive Technologies. , 2018, , .		9
124	What Drives the Perceived Credibility of Mobile Websites: Classical or Expressive Aesthetics?. Lecture Notes in Computer Science, 2018, , 576-594.	1.0	9
125	The Interplay between Classical Aesthetics, Expressive Aesthetics and Persuasiveness in Behavior Modeling. , 2018, , .		5
126	Mobile technology for smart agriculture: deployment case for cocoa production. International Journal of Sustainable Agricultural Management and Informatics, 2018, 4, 83.	0.1	0

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127	Why Are Persuasive Strategies Effective? Exploring the Strengths and Weaknesses of Socially-Oriented Persuasive Strategies. Lecture Notes in Computer Science, 2017, , 253-266.	1.0	25
128	Deconstructing PokÃ©mon Go â€” An Empirical Study on Player Personality Characteristics. Lecture Notes in Computer Science, 2017, , 83-94.	1.0	13
129	Exploring the Links Between Persuasion, Personality and Mobility Types in Personalized Mobility Applications. Lecture Notes in Computer Science, 2017, , 107-118.	1.0	25
130	Improving the Efficacy of Games for Change Using Personalization Models. ACM Transactions on Computer-Human Interaction, 2017, 24, 1-22.	4.6	99
131	The Influence of Culture in the Effect of Age and Gender on Social Influence in Persuasive Technology. , 2017, , .		34
132	Process simulation, parametric sensitivity analysis and ANFIS modeling of CO2 capture from natural gas using aqueous MDEAâ€”PZ blend solution. Journal of Environmental Chemical Engineering, 2017, 5, 5588-5598.	3.3	20
133	Recommender Systems for Personalized Gamification. , 2017, , .		46
134	The Influence of Personality on Mobile Web Credibility. , 2017, , .		5
135	Investigation of the Social Predictors of Competitive Behavior and the Moderating Effect of Culture. , 2017, , .		9
136	UMAP 2017 Fifty Shades of Personalization - Workshop on Personalization in Serious and Persuasive Games and Gameful Interactions. , 2017, , .		1
137	A Comparison of System-Controlled and User-Controlled Personalization Approaches. , 2017, , .		24
138	A Framework and Taxonomy of Videogame Playing Preferences. , 2017, , .		26
139	Positive Gaming. , 2017, , .		4
140	Towards Personality-driven Persuasive Health Games and Gamified Systems. , 2017, , .		141
141	Gamified and persuasive systems as behavior change agents for health and wellness. Xrds, 2017, 24, 52-55.	0.2	26
142	The Topicality of Agent-Based Modeling/Multi Agent Systems in Human Computer Interaction Research. , 2016, , .		1
143	Persuasive Technology for Reducing Waiting and Service Cost. , 2016, , .		4
144	Player Type Models. , 2016, , .		31

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145	More than Sex: The Role of Femininity and Masculinity in the Design of Personalized Persuasive Games. Lecture Notes in Computer Science, 2016, , 219-229.	1.0	22
146	Personalization in Serious and Persuasive Games and Gamified Interactions. , 2015, , .		40
147	Gender, Age, and Responsiveness to Cialdini's Persuasion Strategies. Lecture Notes in Computer Science, 2015, , 147-159.	1.0	45
148	Factors Influencing User's Attitude to Secondary Information Sharing and Usage. Journal of Computing and Information Technology, 2015, 23, 231.	0.2	3
149	Modeling the efficacy of persuasive strategies for different gamer types in serious games for health. User Modeling and User-Adapted Interaction, 2014, 24, 453-498.	2.9	227
150	The effects of embodied persuasive games on player attitudes toward people using wheelchairs. , 2014, , .		39
151	Developing culturally relevant design guidelines for encouraging healthy eating behavior. International Journal of Human Computer Studies, 2014, 72, 207-223.	3.7	62
152	LunchTime: a slow-casual game for long-term dietary behavior change. Personal and Ubiquitous Computing, 2013, 17, 1211-1221.	1.9	109
153	Tailoring persuasive health games to gamer type. , 2013, , .		139
154	Modeling Gender Differences in Healthy Eating Determinants for Persuasive Intervention Design. Lecture Notes in Computer Science, 2013, , 161-173.	1.0	16
155	Towards an Effective Health Interventions Design: An Extension of the Health Belief Model. Online Journal of Public Health Informatics, 2012, 4, .	0.4	212
156	Towards a Data-Driven Approach to Intervention Design: A Predictive Path Model of Healthy Eating Determinants. Lecture Notes in Computer Science, 2012, , 203-214.	1.0	12
157	Effect of academic discipline on technology acceptance. , 2010, , .		8