

Chinenye Ndulue

List of Publications by Year in descending order

Source: <https://exaly.com/author-pdf/5769816/publications.pdf>

Version: 2024-02-01

14
papers

185
citations

1937457

4
h-index

1719901

7
g-index

16
all docs

16
docs citations

16
times ranked

102
citing authors

#	ARTICLE	IF	CITATIONS
1	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
2	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
3	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
4	Heuristic Evaluation of an African-centric Mobile Persuasive Game for Promoting Safety Measures Against COVID-19. , 2021, , .		5
5	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
6	PERMARUN- A Persuasive Game to Improve User Awareness and Self-Efficacy Towards Secure Smartphone Behaviour. , 2021, , .		6
7	Tailoring Persuasive and Behaviour Change Systems Based on Stages of Change and Motivation. , 2021, , .		28
8	Gender and the Effectiveness of a Persuasive Game for Disease Awareness Targeted at the African Audience. , 2021, , .		3
9	STD PONG 2.0: Field Evaluation of a Mobile Persuasive game for Discouraging Risky Sexual Behaviours among Africans Youths. , 2021, , .		4
10	Persuasive Mobile Apps for Health and Wellness: A Comparative Systematic Review. Lecture Notes in Computer Science, 2020, , 163-181.	1.0	41
11	PHISHER CRUSH: A Mobile Persuasive Game for Promoting Online Security. Lecture Notes in Computer Science, 2020, , 223-233.	1.0	7
12	Driving Persuasive Games with Personal EEG Devices. , 2019, , .		2
13	Developing Persuasive Mobile Games for African Rural Audiences. , 2019, , .		3
14	STD Pong. , 2018, , .		23