

# Sally Gainsbury

## List of Publications by Year in descending order

Source: <https://exaly.com/author-pdf/7009023/publications.pdf>

Version: 2024-02-01

107  
papers

4,257  
citations

87723

38  
h-index

133063

59  
g-index

119  
all docs

119  
docs citations

119  
times ranked

2066  
citing authors

#	ARTICLE	IF	CITATIONS
1	Open Science Practices in Gambling Research Publications (2016–2019): A Scoping Review. <i>Journal of Gambling Studies</i> , 2023, 39, 987-1011.	1.1	5
2	Impact of Gambling Supply Reduction During COVID-19 Shutdowns on Gambling Problems and Gambling Behaviour in Australia: A National Longitudinal Study. <i>Journal of Gambling Studies</i> , 2022, 38, 353-365.	1.1	7
3	Online self-exclusion from multiple gambling venues: Stakeholder co-design of a usable and acceptable self-directed website. <i>Internet Interventions</i> , 2022, 27, 100491.	1.4	4
4	Accuracy of self-reported gambling frequency and outcomes: Comparisons with account data.. <i>Psychology of Addictive Behaviors</i> , 2022, 36, 333-346.	1.4	16
5	Overconfidence in Understanding of How Electronic Gaming Machines Work Is Related to Positive Attitudes. <i>Frontiers in Psychology</i> , 2021, 11, 609731.	1.1	3
6	Problematic risk-taking involving emerging technologies: A stakeholder framework to minimize harms. <i>Journal of Behavioral Addictions</i> , 2021, 9, 869-875.	1.9	15
7	Debate: Behavioural addictions and technology use – risk and policy recommendations for problematic online gambling and gaming. <i>Child and Adolescent Mental Health</i> , 2021, 26, 76-77.	1.8	9
8	Perceptions of young adults’ problematic technology use among Australian youth professionals. <i>Cyberpsychology</i> , 2021, 15, .	0.7	0
9	Encouraging and evaluating limit-setting among online gamblers: a naturalistic randomized controlled trial. <i>Addiction</i> , 2021, 116, 2801-2813.	1.7	14
10	The joint influence of regulatory and social cues on consumer choice of gambling websites: preliminary evidence from a discrete choice experiment. <i>International Gambling Studies</i> , 2021, 21, 480-497.	1.3	0
11	Development and psychometric evaluation of the Recovery Index for Gambling Disorder (RIGD).. <i>Psychology of Addictive Behaviors</i> , 2021, 35, 472-485.	1.4	4
12	Patterns and correlates of consumer protection tool use by Australian online gambling customers.. <i>Psychology of Addictive Behaviors</i> , 2021, 35, 974-984.	1.4	2
13	Impacts of the COVID-19 Shutdown on Gambling Patterns in Australia: Consideration of Problem Gambling and Psychological Distress. <i>Journal of Addiction Medicine</i> , 2021, 15, 468-476.	1.4	36
14	Use of Consumer Protection Tools on Internet Gambling Sites: Customer Perceptions, Motivators, and Barriers to Use. <i>Journal of Gambling Studies</i> , 2020, 36, 259-276.	1.1	25
15	What does it mean to recover from a gambling disorder? Perspectives of gambling help service users. <i>Addiction Research and Theory</i> , 2020, 28, 132-143.	1.2	18
16	Understanding gambling and gaming skill and its implications for the convergence of gaming with electronic gaming machines. <i>International Gambling Studies</i> , 2020, 20, 171-183.	1.3	22
17	Website design features: Exploring how social cues present in the online environment may impact risk taking. <i>Human Behavior and Emerging Technologies</i> , 2020, 2, 39-49.	2.5	9
18	Gambling-related consumer credit use and debt problems: a brief review. <i>Current Opinion in Behavioral Sciences</i> , 2020, 31, 21-31.	2.0	24

#	ARTICLE	IF	CITATIONS
19	Predicting Intention to Play Random and Skill-based Electronic Gambling Machines Using the Theory of Reasoned Action. <i>Journal of Gambling Studies</i> , 2020, 36, 1267-1282.	1.1	8
20	Debt stress partly explains the relationship between problem gambling and comorbid mental health problems. <i>Social Science and Medicine</i> , 2020, 265, 113476.	1.8	10
21	A qualitative study of participant experience with skill gaming machines in comparison to electronic gaming machines. <i>International Gambling Studies</i> , 2020, 20, 452-465.	1.3	2
22	Skill gambling machines and electronic gaming machines: participation, erroneous beliefs, and understanding of outcomes. <i>International Gambling Studies</i> , 2020, 20, 500-514.	1.3	4
23	Avoiding use of stigmatising descriptors in gambling studies. <i>International Gambling Studies</i> , 2020, 20, 369-372.	1.3	2
24	DIGITAL GAMBLING PAYMENT METHODS: HARM MINIMIZATION POLICY CONSIDERATIONS. <i>Gaming Law Review</i> , 2020, 24, 466-472.	0.1	11
25	Reducing Internet Gambling Harms Using Behavioral Science: A Stakeholder Framework. <i>Frontiers in Psychiatry</i> , 2020, 11, 598589.	1.3	5
26	Skill-Based Electronic Gaming Machines: a Review of Product Structures, Risks of Harm, and Policy Issues. <i>Current Addiction Reports</i> , 2020, 7, 229-236.	1.6	8
27	Are video games intrinsically addictive? An international online survey. <i>Computers in Human Behavior</i> , 2020, 112, 106464.	5.1	6
28	Binge-Watching: What Do we Know So Far? A First Systematic Review of the Evidence. <i>Current Addiction Reports</i> , 2020, 7, 44-60.	1.6	74
29	Crime and Gambling Disorders: A Systematic Review. <i>Journal of Gambling Studies</i> , 2019, 35, 395-414.	1.1	53
30	Factors Influencing Internet Gamblers'™ Use of Offshore Online Gambling Sites: Policy Implications. <i>Policy and Internet</i> , 2019, 11, 235-253.	2.0	11
31	Disconnect between intentions and outcomes: A comparison of regretted text and photo social networking site posts. <i>Human Behavior and Emerging Technologies</i> , 2019, 1, 229-239.	2.5	2
32	Understanding use of consumer protection tools among Internet gambling customers: Utility of the Theory of Planned Behavior and Theory of Reasoned Action. <i>Addictive Behaviors</i> , 2019, 99, 106050.	1.7	31
33	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.	5.1	97
34	Isolating the impact of specific gambling activities and modes on problem gambling and psychological distress in internet gamblers. <i>BMC Public Health</i> , 2019, 19, 1372.	1.2	44
35	An Assessment of the Validity of the Gamblers Belief Questionnaire. <i>Addictive Behaviors</i> , 2019, 97, 104-110.	1.7	7
36	GAMING-GAMBLING CONVERGENCE: RESEARCH, REGULATION, AND REACTIONS. <i>Gaming Law Review</i> , 2019, 23, 80-83.	0.1	29

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37	The role of financial institutions in gambling. <i>International Gambling Studies</i> , 2019, 19, 377-398.	1.3	15
38	Editor's note: replication crisis in the social sciences. <i>International Gambling Studies</i> , 2019, 19, 359-361.	1.3	7
39	Identifying risky Internet use: Associating negative online experience with specific online behaviours. <i>New Media and Society</i> , 2019, 21, 1232-1252.	3.1	13
40	Understanding end-user perspectives to enhance perceived value uptake of harm-minimization tools: considering gamblers' views of a pre-commitment system. <i>International Gambling Studies</i> , 2018, 18, 22-38.	1.3	7
41	Consumer engagement with and perceptions of offshore online gambling sites. <i>New Media and Society</i> , 2018, 20, 2990-3010.	3.1	21
42	Strategies to customize responsible gambling messages: a review and focus group study. <i>BMC Public Health</i> , 2018, 18, 1381.	1.2	28
43	BEHAVIORAL ECONOMICS AND GAMBLING: A NEW PARADIGM FOR APPROACHING HARM-MINIMIZATION. <i>Gaming Law Review</i> , 2018, 22, 608-617.	0.1	9
44	Technology-mediated addictive behaviors constitute a spectrum of related yet distinct conditions: A network perspective.. <i>Psychology of Addictive Behaviors</i> , 2018, 32, 564-572.	1.4	81
45	Virtual addictions: An examination of problematic social casino game use among at-risk gamblers. <i>Addictive Behaviors</i> , 2017, 64, 334-339.	1.7	37
46	Neuroscience in gambling policy and treatment: an interdisciplinary perspective. <i>Lancet Psychiatry</i> , the, 2017, 4, 501-506.	3.7	14
47	Positioning of online gambling and gaming products from a consumer perspective: A blurring of perceived boundaries. <i>Computers in Human Behavior</i> , 2017, 75, 757-765.	5.1	28
48	Cultural Competence in the Treatment of Addictions: Theory, Practice and Evidence. <i>Clinical Psychology and Psychotherapy</i> , 2017, 24, 987-1001.	1.4	34
49	HOW BLOCKCHAIN AND CRYPTOCURRENCY TECHNOLOGY COULD REVOLUTIONIZE ONLINE GAMBLING. <i>Gaming Law Review</i> , 2017, 21, 482-492.	0.1	49
50	INTENSITY AND GAMBLING HARMS: EXPLORING BREADTH OF GAMBLING INVOLVEMENT AMONG ESPORTS BETTORS. <i>Gaming Law Review</i> , 2017, 21, 610-615.	0.1	25
51	VIRTUAL REALITY GAMBLING: PUBLIC POLICY IMPLICATIONS FOR REGULATION AND CHALLENGES FOR CONSUMER PROTECTION. <i>Gaming Law Review</i> , 2017, 21, 314-322.	0.1	4
52	Sense of Coherence and Gambling: Exploring the Relationship Between Sense of Coherence, Gambling Behaviour and Gambling-Related Harm. <i>Journal of Gambling Studies</i> , 2017, 33, 661-684.	1.1	5
53	Gambling Games on Social Platforms: How Do Advertisements for Social Casino Games Target Young Adults?. <i>Policy and Internet</i> , 2017, 9, 184-209.	2.0	43
54	The cost of virtual wins: An examination of gambling-related risks in youth who spend money on social casino games. <i>Journal of Behavioral Addictions</i> , 2016, 5, 401-409.	1.9	38

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55	Unpacking the public stigma of problem gambling: The process of stigma creation and predictors of social distancing. <i>Journal of Behavioral Addictions</i> , 2016, 5, 448-456.	1.9	23
56	Is all Internet gambling equally problematic? Considering the relationship between mode of access and gambling problems. <i>Computers in Human Behavior</i> , 2016, 55, 717-728.	5.1	38
57	Migration from social casino games to gambling: Motivations and characteristics of gamers who gamble. <i>Computers in Human Behavior</i> , 2016, 63, 59-67.	5.1	59
58	Internet-Based Interventions for Addictive Behaviours: A Systematic Review. <i>Journal of Gambling Studies</i> , 2016, 32, 1279-1304.	1.1	50
59	Exposure to and engagement with gambling marketing in social media: Reported impacts on moderate-risk and problem gamblers.. <i>Psychology of Addictive Behaviors</i> , 2016, 30, 270-276.	1.4	38
60	Who Pays to Play Freemium Games? The Profiles and Motivations of Players Who Make Purchases Within Social Casino Games. <i>Journal of Behavioral Addictions</i> , 2016, 5, 221-230.	1.9	43
61	Co-morbidity of gambling and Internet use among Internet and land-based gamblers: classic and network approaches. <i>International Gambling Studies</i> , 2016, 16, 500-517.	1.3	14
62	The Public Stigma of Problem Gambling: Its Nature and Relative Intensity Compared to Other Health Conditions. <i>Journal of Gambling Studies</i> , 2016, 32, 847-864.	1.1	61
63	How does the stigma of problem gambling influence help-seeking, treatment and recovery? a view from the counselling sector. <i>International Gambling Studies</i> , 2016, 16, 263-280.	1.3	21
64	A Case of Mistaken Identity? A Comparison of Professional and Amateur Problem Gamblers. <i>Journal of Gambling Studies</i> , 2016, 32, 277-289.	1.1	13
65	Perceived stigma and self-stigma of problem gambling: perspectives of people with gambling problems. <i>International Gambling Studies</i> , 2016, 16, 31-48.	1.3	64
66	Social casino gaming and adolescents: Should we be concerned and is regulation in sight?. <i>International Journal of Law and Psychiatry</i> , 2016, 44, 1-6.	0.5	45
67	An Exploratory Study of Gambling Operators's™ Use of Social Media and the Latent Messages Conveyed. <i>Journal of Gambling Studies</i> , 2016, 32, 125-141.	1.1	56
68	Distinguishing between gaming and gambling activities in addiction research. <i>Journal of Behavioral Addictions</i> , 2015, 4, 215-220.	1.9	72
69	Maintaining and losing control during internet gambling: A qualitative study of gamblers's™ experiences. <i>New Media and Society</i> , 2015, 17, 1075-1095.	3.1	67
70	How risky is Internet gambling? A comparison of subgroups of Internet gamblers based on problem gambling status. <i>New Media and Society</i> , 2015, 17, 861-879.	3.1	72
71	Determining optimal placement for pop-up messages: evaluation of a live trial of dynamic warning messages for electronic gaming machines. <i>International Gambling Studies</i> , 2015, 15, 141-158.	1.3	20
72	Greater involvement and diversity of Internet gambling as a risk factor for problem gambling. <i>European Journal of Public Health</i> , 2015, 25, 723-728.	0.1	40

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73	Whatâ€™s in a Name? Assessing the Accuracy of Self-identifying as a Professional or Semi-Professional Gambler. <i>Journal of Gambling Studies</i> , 2015, 31, 1799-1818.	1.1	11
74	Optimal content for warning messages to enhance consumer decision making and reduce problem gambling. <i>Journal of Business Research</i> , 2015, 68, 2093-2101.	5.8	31
75	Online Gambling Addiction: the Relationship Between Internet Gambling and Disordered Gambling. <i>Current Addiction Reports</i> , 2015, 2, 185-193.	1.6	183
76	Social media marketing and gambling: An interview study of gambling operators in Australia. <i>International Gambling Studies</i> , 2015, 15, 377-393.	1.3	20
77	Betting Patterns for Sports and Races: A Longitudinal Analysis of Online Wagering in Australia. <i>Journal of Gambling Studies</i> , 2015, 31, 17-32.	1.1	27
78	How the Internet is Changing Gambling: Findings from an Australian Prevalence Survey. <i>Journal of Gambling Studies</i> , 2015, 31, 1-15.	1.1	114
79	An Exploratory Study of Interrelationships Between Social Casino Gaming, Gambling, and Problem Gambling. <i>International Journal of Mental Health and Addiction</i> , 2015, 13, 136-153.	4.4	42
80	The Role of Auditory Features Within Slot-Themed Social Casino Games and Online Slot Machine Games. <i>Journal of Gambling Studies</i> , 2015, 31, 1735-1751.	1.1	20
81	The interaction between gambling activities and modes of access: A comparison of Internet-only, land-based only, and mixed-mode gamblers. <i>Addictive Behaviors</i> , 2015, 41, 34-40.	1.7	51
82	A taxonomy of gambling and casino games via social media and online technologies. <i>International Gambling Studies</i> , 2014, 14, 196-213.	1.3	85
83	Limit your time, gamble responsibly: setting a time limit (via pop-up message) on an electronic gaming machine reduces time on device. <i>International Gambling Studies</i> , 2014, 14, 266-278.	1.3	102
84	Do advertising and promotions for online gambling increase gambling consumption? An exploratory study. <i>International Gambling Studies</i> , 2014, 14, 394-409.	1.3	84
85	An investigation of social casino gaming among land-based and Internet gamblers: A comparison of socio-demographic characteristics, gambling and co-morbidities. <i>Computers in Human Behavior</i> , 2014, 33, 126-135.	5.1	38
86	Recommendations for International Gambling Harm-Minimisation Guidelines: Comparison with Effective Public Health Policy. <i>Journal of Gambling Studies</i> , 2014, 30, 771-788.	1.1	93
87	Blue Gum Gaming Machine: An Evaluation of Responsible Gambling Features. <i>Journal of Gambling Studies</i> , 2014, 30, 697-712.	1.1	40
88	Professional Help-Seeking for Gambling Problems: Awareness, Barriers and Motivators for Treatment. <i>Journal of Gambling Studies</i> , 2014, 30, 503-519.	1.1	158
89	Review of Self-exclusion from Gambling Venues as an Intervention for Problem Gambling. <i>Journal of Gambling Studies</i> , 2014, 30, 229-251.	1.1	75
90	Are Psychology University Student Gamblers Representative of Non-university Students and General Gamblers? A Comparative Analysis. <i>Journal of Gambling Studies</i> , 2014, 30, 11-25.	1.1	51

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91	Chasing losses in online poker and casino games: Characteristics and game play of Internet gamblers at risk of disordered gambling. <i>Psychiatry Research</i> , 2014, 217, 220-225.	1.7	63
92	The prevalence and determinants of problem gambling in Australia: Assessing the impact of interactive gambling and new technologies.. <i>Psychology of Addictive Behaviors</i> , 2014, 28, 769-779.	1.4	171
93	Facilitating Responsible Gambling: The Relative Effectiveness of Education-Based Animation and Monetary Limit Setting Pop-up Messages Among Electronic Gaming Machine Players. <i>Journal of Gambling Studies</i> , 2013, 29, 703-717.	1.1	65
94	Workplace risk and protective factors for gambling problems among gambling industry employees. <i>Journal of Business Research</i> , 2013, 66, 1667-1673.	5.8	22
95	Consumer attitudes towards Internet gambling: Perceptions of responsible gambling policies, consumer protection, and regulation of online gambling sites. <i>Computers in Human Behavior</i> , 2013, 29, 235-245.	5.1	69
96	Aboriginal Gambling and Problem Gambling: A Review. <i>International Journal of Mental Health and Addiction</i> , 2013, 11, 75-96.	4.4	27
97	The impact of internet gambling on gambling problems: A comparison of moderate-risk and problem Internet and non-Internet gamblers.. <i>Psychology of Addictive Behaviors</i> , 2013, 27, 1092-1101.	1.4	77
98	A digital revolution: Comparison of demographic profiles, attitudes and gambling behavior of Internet and non-Internet gamblers. <i>Computers in Human Behavior</i> , 2012, 28, 1388-1398.	5.1	135
99	Responsible Gambling Strategies. <i>SpringerBriefs in Behavioral Medicine</i> , 2012, , 103-113.	0.0	1
100	A systematic review of Internet-based therapy for the treatment of addictions. <i>Clinical Psychology Review</i> , 2011, 31, 490-498.	6.0	155
101	Gambling on sport sponsorship: A conceptual framework for research and regulatory review. <i>Sport Management Review</i> , 2011, 14, 246-257.	1.9	86
102	Internet gambling policy in critical comparative perspective: the effectiveness of existing regulatory frameworks. <i>International Gambling Studies</i> , 2011, 11, 309-323.	1.3	98
103	Exploring the opportunities and impacts of Internet gambling. <i>International Gambling Studies</i> , 2011, 11, 267-272.	1.3	4
104	The Appropriateness of Using Laboratories and Student Participants in Gambling Research. <i>Journal of Gambling Studies</i> , 2011, 27, 83-97.	1.1	41
105	Online self-guided interventions for the treatment of problem gambling. <i>International Gambling Studies</i> , 2011, 11, 289-308.	1.3	56
106	Player account-based gambling: potentials for behaviour-based research methodologies. <i>International Gambling Studies</i> , 2011, 11, 153-171.	1.3	60
107	Gender differences in gambling preferences and problem gambling: a network-level analysis. <i>International Gambling Studies</i> , 0, , 1-14.	1.3	12