

# Xavier Carbonell

## List of Publications by Year in descending order

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Version: 2024-02-01

70  
papers

3,170  
citations

236833

25  
h-index

168321

53  
g-index

77  
all docs

77  
docs citations

77  
times ranked

2586  
citing authors

#	ARTICLE	IF	CITATIONS
1	The health of individuals experiencing homelessness: a 15-year retrospective cohort study. <i>Journal of Social Distress and the Homeless</i> , 2023, 32, 189-199.	0.7	0
2	The Prevalence and Nature of Violence Against Women Experiencing Homelessness: A Quantitative Study. <i>Violence Against Women</i> , 2022, 28, 1464-1482.	1.1	6
3	Stigma and gaming disorder: should we take a "glass half full" or "glass half empty" perspective?. <i>Addiction</i> , 2022, 117, 1816-1817.	1.7	2
4	Uso problemático del móvil y diferencias de género en formación profesional. <i>Educación XXI</i> , 2022, 25, 271-290.	0.3	2
5	Mortality Risk Factors for Individuals Experiencing Homelessness in Catalonia (Spain): A 10-Year Retrospective Cohort Study. <i>International Journal of Environmental Research and Public Health</i> , 2021, 18, 1762.	1.2	8
6	Expert appraisal of criteria for assessing gaming disorder: an international Delphi study. <i>Addiction</i> , 2021, 116, 2463-2475.	1.7	113
7	Absence of Objective Differences between Self-Identified Addicted and Healthy Smartphone Users?. <i>International Journal of Environmental Research and Public Health</i> , 2021, 18, 3702.	1.2	3
8	Consideración crítica de las adicciones digitales. <i>Digital Education Review</i> , 2021, , 4-22.	0.4	2
9	Evaluación de la eficacia de WhatsApp en un programa grupal de reducción de daños asociados al consumo inyectado de drogas. <i>Revista De Psicología De La Salud</i> , 2021, 33, 201.	0.2	4
10	La investigación del Internet Addiction Test desde una perspectiva intercultural: España, Estados Unidos y Colombia. <i>Revista De Psicología De La Salud</i> , 2021, 33, 307.	0.2	9
11	Cuando las personas que consumen drogas inyectadas tienen la palabra: Análisis cualitativo de contenido temático sobre la percepción de uso de una aplicación móvil para los programas de intercambio de jeringas. <i>Revista De Psicología De La Salud</i> , 2021, 33, 217.	0.2	0
12	Specific smartphone uses and how they relate to anxiety and depression in university students: a cross-cultural perspective. <i>Behaviour and Information Technology</i> , 2020, 39, 944-956.	2.5	49
13	Developing and Testing the Populi Needle Exchange Point Finder: An App to Reduce Harm Associated With Intravenous Drug Consumption Among Homeless and Non-homeless Drug Users. <i>Frontiers in Public Health</i> , 2020, 8, 493321.	1.3	2
14	Individuals experiencing chronic homelessness: A 10-year follow-up of a cohort in Spain. <i>Health and Social Care in the Community</i> , 2020, 28, 1787-1794.	0.7	5
15	Spanish Validation of the Internet Gaming Disorder Scale "Short Form (IGDS9-SF): Prevalence and Relationship with Online Gambling and Quality of Life. <i>International Journal of Environmental Research and Public Health</i> , 2020, 17, 1562.	1.2	56
16	Video game industry versus Internet Gaming Disorder: "The match of the century". <i>Aloma</i> , 2020, 38, 39-48.	0.3	1
17	Information and communication technologies, e-Health and homelessness: A bibliometric review. <i>Cogent Psychology</i> , 2019, 6, .	0.6	10
18	A Psychoanalytical Perspective on the Co-therapeutic Relationship With a Group of Siblings of Children With Autism: An Observational Study of Communicative Behavior Patterns. <i>Frontiers in Psychology</i> , 2019, 10, 1832.	1.1	6

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19	Is Facebook use healthy for individuals experiencing homelessness? A scoping review on social networking and living in the streets. <i>Journal of Mental Health</i> , 2019, 28, 505-519.	1.0	11
20	Internet Gaming Disorder Treatment: A Case Study Evaluation of Four Different Types of Adolescent Problematic Gamers. <i>International Journal of Mental Health and Addiction</i> , 2019, 17, 1-12.	4.4	82
21	A comparative analysis of the processing speed between video game players and non-players. <i>Aloma</i> , 2019, 37, 13-20.	0.3	16
22	The Treatment of Internet Gaming Disorder: a Brief Overview of the PIPATIC Program. <i>International Journal of Mental Health and Addiction</i> , 2018, 16, 1000-1015.	4.4	111
23	Treatment efficacy of a specialized psychotherapy program for Internet Gaming Disorder. <i>Journal of Behavioral Addictions</i> , 2018, 7, 939-952.	1.9	97
24	May the passion be with you: The addictive potential of collectible card games, miniatures, and dice of the Star Wars universe. <i>Journal of Behavioral Addictions</i> , 2018, 7, 727-736.	1.9	7
25	Internet gaming disorder in adolescence: Psychological characteristics of a clinical sample. <i>Journal of Behavioral Addictions</i> , 2018, 7, 707-718.	1.9	125
26	Problematic Use of the Internet and Smartphones in University Students: 2006-2017. <i>International Journal of Environmental Research and Public Health</i> , 2018, 15, 475.	1.2	131
27	Is smartphone addiction really an addiction?. <i>Journal of Behavioral Addictions</i> , 2018, 7, 252-259.	1.9	501
28	Diseño y aplicación de talleres educativos para el uso saludable de internet y redes sociales en la adolescencia: descripción de un estudio piloto. , 2018, , 111-124.		12
29	Homelessness and Unemployment During the Economic Recession: The Case of the City of Girona. <i>European Scientific Journal</i> , 2018, 14, 59.	0.0	6
30	Using Facebook for Improving the Psychological Well-Being of Individuals Experiencing Homelessness: Experimental and Longitudinal Study. <i>JMIR Mental Health</i> , 2018, 5, e59.	1.7	14
31	Connected in the street: the relation between online social networks, self-esteem and satisfaction with life among individuals experiencing homelessness. <i>Aloma</i> , 2018, 36, 21-28.	0.3	3
32	La influencia de la personalidad en el uso de Instagram/ The influence of personality on Instagram use. <i>Aloma</i> , 2018, 36, 23-31.	0.3	12
33	A critical consideration of social networking sites' addiction potential. <i>Addiction Research and Theory</i> , 2017, 25, 48-57.	1.2	114
34	Using WhatsApp for a homeless count. <i>Journal of Social Distress and the Homeless</i> , 2017, 26, 25-32.	0.7	8
35	From Pong to Pokemon Go, catching the essence of the Internet Gaming Disorder diagnosis. <i>Journal of Behavioral Addictions</i> , 2017, 6, 124-127.	1.9	15
36	Homelessness and Immigrants: In Front of the Border Between Spain and France. <i>European Psychiatry</i> , 2017, 41, S621-S621.	0.1	0

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37	Mental Health of Roofless and Squatter Population in North Catalonia. <i>European Psychiatry</i> , 2017, 41, S676-S676.	0.1	0
38	What happened with the homeless during economical crisis? Evolution of the prevalence of homelessness in north-Catalonia (2006-2015). <i>European Psychiatry</i> , 2017, 41, S676-S677.	0.1	0
39	How passion and impulsivity influence a player's choice of videogame, intensity of playing and time spent playing. <i>Computers in Human Behavior</i> , 2017, 66, 122-128.	5.1	32
40	Actualizaci3n y propuesta de Tratamiento de la Adicci3n a los Videojuegos en I3nea: el programa PIPATIC. <i>Revista De Psicoterapia</i> , 2017, 28, 317-336.	0.0	2
41	Caracter3sticas del uso de Internet en los cibercaf3s. <i>Terapia Psicologica</i> , 2016, 34, 5-14.	0.2	5
42	Working towards an international consensus on criteria for assessing internet gaming disorder: a critical commentary on Petry et al. (2014). <i>Addiction</i> , 2016, 111, 167-175.	1.7	373
43	The problematic use of Information and Communication Technologies (ICT) in adolescents by the cross sectional JOITIC study. <i>BMC Pediatrics</i> , 2016, 16, 140.	0.7	53
44	Spanish validation of the Internet Gaming Disorder-20 (IGD-20) Test. <i>Computers in Human Behavior</i> , 2016, 56, 215-224.	5.1	76
45	Gender stereotypes in Facebook profiles: Are women more female online?. <i>Computers in Human Behavior</i> , 2016, 60, 559-564.	5.1	54
46	Trends in scientific literature on addiction to the internet, video games, and cell phones from 2006 to 2010. <i>International Journal of Preventive Medicine</i> , 2016, 7, 63.	0.2	16
47	An3lisis de las atribuciones de guarda y custodia de menores en las sentencias judiciales. <i>Acci3n Psicol3gica</i> , 2015, 12, 1-10.	0.1	5
48	Internet and Mobile Phone Addiction. , 2015, , 807-817.		5
49	Adicci3n a los videojuegos en I3nea: Tratamiento mediante el programa PIPATIC. <i>Aloma</i> , 2015, 33, 67-75.	0.3	48
50	Experiencia de libre albedr3o en la conducta pro-social determinada por la alegr3a. <i>Escritos De Psicología</i> , 2015, 8, 41-47.	0.2	1
51	Informe pericial psicol3gico en tribunales de familia: an3lisis de su estructura, metodolog3a y contenido. <i>Escritos De Psicología</i> , 2015, 8, 44-56.	0.2	3
52	Relationship Between Passion and Motivation for Gaming in Players of Massively Multiplayer Online Role-Playing Games. <i>Cyberpsychology, Behavior, and Social Networking</i> , 2014, 17, 292-297.	2.1	59
53	La adicci3n a los videojuegos en el DSM-5. <i>Revista De Psicología De La Salud</i> , 2014, 26, 91.	0.2	27
54	El modelo de los cinco grandes factores de personalidad y el uso problem3tico de Internet en j3venes colombianos. <i>Revista De Psicología De La Salud</i> , 2014, 26, 54.	0.2	25

#	ARTICLE	IF	CITATIONS
55	El Cuestionario de Experiencias Relacionadas con los Videojuegos (CERV): Un instrumento para detectar el uso problemático de videojuegos en adolescentes españoles. Revista De Psicología De La Salud, 2014, 26, 303.	0.2	45
56	A Qualitative Analysis of Online Gaming Addicts in Treatment. International Journal of Mental Health and Addiction, 2013, 11, 149-161.	4.4	102
57	Interaction with the Game and Motivation among Players of Massively Multiplayer Online Role-Playing Games. Spanish Journal of Psychology, 2013, 16, E43.	1.1	22
58	The Cell Phone in the Twenty-First Century. , 2013, , 901-909.		36
59	Análisis de las propiedades psicométricas de la versión en español del Internet Addiction Test. Trastornos Adictivos, 2012, 14, 99-104.	0.1	28
60	Uso problemático de Internet y móvil en adolescentes y jóvenes españoles. Anales De Psicología, 2012, 28, .	0.3	51
61	Efectos de las horas y los hábitos de sueño en el rendimiento académico de niños de 6 y 7 años: un estudio preliminar. Cultura Y Educación, 2011, 23, 119-128.	0.2	3
62	Distinguishing Male Juvenile Offenders through Personality Traits, Coping Strategies, Feelings of Guilt and Level of Anger. Spanish Journal of Psychology, 2010, 13, 751-764.	1.1	10
63	Prevenir las adicciones a las tecnologías de la información y la comunicación en la escuela mediante actividades educativas. Trastornos Adictivos, 2010, 12, 19-26.	0.1	8
64	Problematic Internet and mobile phone use and clinical symptoms in college students: The role of emotional intelligence. Computers in Human Behavior, 2009, 25, 1182-1187.	5.1	332
65	A bibliometric analysis of the scientific literature on Internet, video games, and cell phone addiction. Journal of the Medical Library Association: JMLA, 2009, 97, 102-107.	0.6	74
66	Algunas reflexiones a propósito de los juegos (y los jugadores) de rol online. Identidad y adicción.. Revista De Psicoterapia, 2008, 19, 51-67.	0.0	1
67	European Union scientific production on alcohol and drug misuse (1976-2000). Addiction, 2005, 100, 1166-1174.	1.7	15
68	A 10-year follow-up study on the health status of heroin addicts based on official registers. Addiction, 2001, 96, 1777-1786.	1.7	6
69	Ten-year survival analysis of a cohort of heroin addicts in Catalonia: the EMETYST project. Addiction, 2000, 95, 941-948.	1.7	49
70	Age and gender differences in mental health and addictions of individuals experiencing homelessness in Spain: a 15-year retrospective cohort study. Journal of Social Distress and the Homeless, 0, , 1-10.	0.7	2