

# Michelle Colder Carras

## List of Publications by Year in descending order

Source: <https://exaly.com/author-pdf/7540059/publications.pdf>

Version: 2024-02-01

29  
papers

2,498  
citations

516710

16  
h-index

713466

21  
g-index

33  
all docs

33  
docs citations

33  
times ranked

2476  
citing authors

#	ARTICLE	IF	CITATIONS
1	How can we conceptualize behavioural addiction without pathologizing common behaviours?. <i>Addiction</i> , 2017, 112, 1709-1715.	3.3	490
2	Scholarsâ€™ open debate paper on the World Health Organization ICD-11 Gaming Disorder proposal. <i>Journal of Behavioral Addictions</i> , 2017, 6, 267-270.	3.7	426
3	Working towards an international consensus on criteria for assessing internet gaming disorder: a critical commentary on Petry <i>et al</i>. (2014). <i>Addiction</i> , 2016, 111, 167-175.	3.3	373
4	A weak scientific basis for gaming disorder: Let us err on the side of caution. <i>Journal of Behavioral Addictions</i> , 2018, 7, 1-9.	3.7	249
5	Gaming well: links between videogames and flourishing mental health. <i>Frontiers in Psychology</i> , 2014, 5, 260.	2.1	166
6	Global Preparedness Against COVID-19: We Must Leverage the Power of Digital Health. <i>JMIR Public Health and Surveillance</i> , 2020, 6, e18980.	2.6	146
7	Video gaming in a hyperconnected world: A cross-sectional study of heavy gaming, problematic gaming symptoms, and online socializing in adolescents. <i>Computers in Human Behavior</i> , 2017, 68, 472-479.	8.5	118
8	Commercial Video Games As Therapy: A New Research Agenda to Unlock the Potential of a Global Pastime. <i>Frontiers in Psychiatry</i> , 2017, 8, 300.	2.6	90
9	Connection, meaning, and distraction: A qualitative study of video game play and mental health recovery in veterans treated for mental and/or behavioral health problems. <i>Social Science and Medicine</i> , 2018, 216, 124-132.	3.8	70
10	When addiction symptoms and life problems diverge: a latent class analysis of problematic gaming in a representative multinational sample of European adolescents. <i>European Child and Adolescent Psychiatry</i> , 2018, 27, 513-525.	4.7	68
11	Reducing the Burden of Suicide in the U.S.. <i>American Journal of Preventive Medicine</i> , 2014, 47, 309-314.	3.0	52
12	Gamersâ€™ insights into the phenomenology of normal gaming and game â€œaddictionâ€: A mixed methods study. <i>Computers in Human Behavior</i> , 2018, 79, 238-246.	8.5	44
13	Lived Experience, Research Leadership, and the Transformation of Mental Health Services: Building a Researcher Pipeline. <i>Psychiatric Services</i> , 2021, 72, 591-593.	2.0	44
14	Use of Mobile Phones, Computers and Internet Among Clients of an Inner-City Community Psychiatric Clinic. <i>Journal of Psychiatric Practice</i> , 2014, 20, 94-103.	0.7	42
15	Antidepressant Use and Lifetime History of Mental Disorders in a Community Sample. <i>Journal of Clinical Psychiatry</i> , 2015, 76, 40-44.	2.2	34
16	Evaluating the quality of evidence for gaming disorder: A summary of systematic reviews of associations between gaming disorder and depression or anxiety. <i>PLoS ONE</i> , 2020, 15, e0240032.	2.5	21
17	The role of internet gaming in the association between anxiety and depression: A preliminary cross-sectional study. <i>Asia-Pacific Psychiatry</i> , 2022, 14, e12474.	2.2	12
18	A Perspective on Age Restrictions and Other Harm Reduction Approaches Targeting Youth Online Gambling, Considering Convergences of Gambling and Videogaming. <i>Frontiers in Psychiatry</i> , 2020, 11, 601712.	2.6	9

#	ARTICLE	IF	CITATIONS
19	Stakeholdersâ€™ Consensus on Strategies for Self- and Other-Regulation of Video Game Play: A Mixed Methods Study. International Journal of Environmental Research and Public Health, 2020, 17, 3846.	2.6	7
20	Beyond Social Media: A Cross-Sectional Survey of Other Internet and Mobile Phone Applications in a Community Psychiatry Population. Journal of Psychiatric Practice, 2018, 24, 127-135.	0.7	6
21	Draconian policy measures are unlikely to prevent disordered gaming. Journal of Behavioral Addictions, 2021, , .	3.7	6
22	Community Case Study: Stack Upâ€™s Overwatch Program, an Online Suicide Prevention and Peer Support Program for Video Gamers. Frontiers in Psychology, 2021, 12, 575224.	2.1	0
23	The Impact of Expectations on User Experience: Surprising the User. , 0, , .		0
24	Title is missing!. , 2020, 15, e0240032.		0
25	Title is missing!. , 2020, 15, e0240032.		0
26	Title is missing!. , 2020, 15, e0240032.		0
27	Title is missing!. , 2020, 15, e0240032.		0
28	Title is missing!. , 2020, 15, e0240032.		0
29	Title is missing!. , 2020, 15, e0240032.		0