

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

586496

16
h-index

799663

21
g-index

33
all docs

33
docs citations

33
times ranked

2723
citing authors

#	ARTICLE	IF	CITATIONS
1	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.	1.2	12
2	Community Case Study: Stack Up's™ Overwatch Program, an Online Suicide Prevention and Peer Support Program for Video Gamers. <i>Frontiers in Psychology</i> , 2021, 12, 575224.	1.1	0
3	Lived Experience, Research Leadership, and the Transformation of Mental Health Services: Building a Researcher Pipeline. <i>Psychiatric Services</i> , 2021, 72, 591-593.	1.1	44
4	Draconian policy measures are unlikely to prevent disordered gaming. <i>Journal of Behavioral Addictions</i> , 2021, , .	1.9	6
5	Stakeholders's™ Consensus on Strategies for Self- and Other-Regulation of Video Game Play: A Mixed Methods Study. <i>International Journal of Environmental Research and Public Health</i> , 2020, 17, 3846.	1.2	7
6	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.	1.3	9
7	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.	1.1	21
8	Global Preparedness Against COVID-19: We Must Leverage the Power of Digital Health. <i>JMIR Public Health and Surveillance</i> , 2020, 6, e18980.	1.2	146
9	Title is missing!. , 2020, 15, e0240032.		0
10	Title is missing!. , 2020, 15, e0240032.		0
11	Title is missing!. , 2020, 15, e0240032.		0
12	Title is missing!. , 2020, 15, e0240032.		0
13	Title is missing!. , 2020, 15, e0240032.		0
14	Title is missing!. , 2020, 15, e0240032.		0
15	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.	2.8	68
16	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.	1.9	249
17	Gamers's™ insights into the phenomenology of normal gaming and game "addiction": A mixed methods study. <i>Computers in Human Behavior</i> , 2018, 79, 238-246.	5.1	44
18	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.	1.8	70

#	ARTICLE	IF	CITATIONS
19	Beyond Social Media: A Cross-Sectional Survey of Other Internet and Mobile Phone Applications in a Community Psychiatry Population. <i>Journal of Psychiatric Practice</i> , 2018, 24, 127-135.	0.3	6
20	How can we conceptualize behavioural addiction without pathologizing common behaviours?. <i>Addiction</i> , 2017, 112, 1709-1715.	1.7	490
21	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.	5.1	118
22	Scholarsâ€™ open debate paper on the World Health Organization ICD-11 Gaming Disorder proposal. <i>Journal of Behavioral Addictions</i> , 2017, 6, 267-270.	1.9	426
23	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.	1.3	90
24	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
25	Antidepressant Use and Lifetime History of Mental Disorders in a Community Sample. <i>Journal of Clinical Psychiatry</i> , 2015, 76, 40-44.	1.1	34
26	Gaming well: links between videogames and flourishing mental health. <i>Frontiers in Psychology</i> , 2014, 5, 260.	1.1	166
27	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.	0.3	42
28	Reducing the Burden of Suicide in the U.S.. <i>American Journal of Preventive Medicine</i> , 2014, 47, 309-314.	1.6	52
29	The Impact of Expectations on User Experience: Surprising the User. , 0, , .		0