

Elizabeth Jane Lyons

List of Publications by Citations

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The third column is the impact factor (IF) of the journal, and the fourth column is the number of citations of the article.

56
papers

2,099
citations

24
h-index

45
g-index

63
ext. papers

2,585
ext. citations

4.2
avg, IF

5.3
L-index

#	Paper	IF	Citations
56	Behavior change techniques implemented in electronic lifestyle activity monitors: a systematic content analysis. <i>Journal of Medical Internet Research</i> , 2014 , 16, e192	7.6	322
55	Replacing caloric beverages with water or diet beverages for weight loss in adults: main results of the Choose Healthy Options Consciously Everyday (CHOICE) randomized clinical trial. <i>American Journal of Clinical Nutrition</i> , 2012 , 95, 555-63	7	256
54	Using an electronic activity monitor system as an intervention modality: A systematic review. <i>BMC Public Health</i> , 2015 , 15, 585	4.1	127
53	How cancer survivors provide support on cancer-related Internet mailing lists. <i>Journal of Medical Internet Research</i> , 2007 , 9, e12	7.6	112
52	Feasibility and Acceptability of a Wearable Technology Physical Activity Intervention With Telephone Counseling for Mid-Aged and Older Adults: A Randomized Controlled Pilot Trial. <i>JMIR MHealth and UHealth</i> , 2017 , 5, e28	5.5	109
51	What's the Point?: A Review of Reward Systems Implemented in Gamification Interventions. <i>Games for Health Journal</i> , 2016 , 5, 93-9	4.2	77
50	Engagement, enjoyment, and energy expenditure during active video game play. <i>Health Psychology</i> , 2014 , 33, 174-81	5	77
49	Energy expenditure and enjoyment during video game play: differences by game type. <i>Medicine and Science in Sports and Exercise</i> , 2011 , 43, 1987-93	1.2	74
48	Pro-anorexics and recovering anorexics differ in their linguistic Internet self-presentation. <i>Journal of Psychosomatic Research</i> , 2006 , 60, 253-6	4.1	71
47	Cultivating Engagement and Enjoyment in Exergames Using Feedback, Challenge, and Rewards. <i>Games for Health Journal</i> , 2015 , 4, 12-8	4.2	68
46	Developing Games for Health Behavior Change: Getting Started. <i>Games for Health Journal</i> , 2013 , 2, 183-190	4.2	61
45	Disentangling Fun and Enjoyment in Exergames Using an Expanded Design, Play, Experience Framework: A Narrative Review. <i>Games for Health Journal</i> , 2013 , 2, 142-149	4.2	60
44	High-tech tools for exercise motivation: use and role of technologies such as the internet, mobile applications, social media, and video games. <i>Diabetes Spectrum</i> , 2015 , 28, 45-54	1.9	57
43	Effect of Home- and Community-Based Physical Activity Interventions on Physical Function Among Cancer Survivors: A Systematic Review and Meta-Analysis. <i>Archives of Physical Medicine and Rehabilitation</i> , 2017 , 98, 1652-1665	2.8	55
42	Mobile Health Physical Activity Intervention Preferences in Cancer Survivors: A Qualitative Study. <i>JMIR MHealth and UHealth</i> , 2017 , 5, e3	5.5	48
41	Social Media and Mobile Technology for Cancer Prevention and Treatment. <i>American Society of Clinical Oncology Educational Book / ASCO American Society of Clinical Oncology Meeting</i> , 2017 , 37, 128-137	7.1	45
40	Social Media and Mobile Technology for Cancer Prevention and Treatment. <i>American Society of Clinical Oncology Educational Book / ASCO American Society of Clinical Oncology Meeting</i> , 2017 , 37, 128-137	7.1	43

39	How new subscribers use cancer-related online mailing lists. <i>Journal of Medical Internet Research</i> , 2005 , 7, e32	7.6	43
38	Energy intake and expenditure during sedentary screen time and motion-controlled video gaming. <i>American Journal of Clinical Nutrition</i> , 2012 , 96, 234-9	7	37
37	Novel approaches to obesity prevention: effects of game enjoyment and game type on energy expenditure in active video games. <i>Journal of Diabetes Science and Technology</i> , 2012 , 6, 839-48	4.1	31
36	Underrepresentation of African Americans in online cancer support groups. <i>Journal of the National Medical Association</i> , 2008 , 100, 705-12	2.3	30
35	Interactive video game cycling leads to higher energy expenditure and is more enjoyable than conventional exercise in adults. <i>PLoS ONE</i> , 2015 , 10, e0118470	3.7	28
34	Prevalence of behavior changing strategies in fitness video games: theory-based content analysis. <i>Journal of Medical Internet Research</i> , 2013 , 15, e81	7.6	27
33	Scoping Review of Pokñon Go: Comprehensive Assessment of Augmented Reality for Physical Activity Change. <i>Games for Health Journal</i> , 2020 , 9, 71-84	4.2	24
32	Testing the effects of narrative and play on physical activity among breast cancer survivors using mobile apps: study protocol for a randomized controlled trial. <i>BMC Cancer</i> , 2016 , 16, 202	4.8	22
31	Methodologic challenges of e-health research. <i>Evaluation and Program Planning</i> , 2006 , 29, 390-6	1.7	22
30	Interest in Health Behavior Intervention Delivery Modalities Among Cancer Survivors: A Cross-Sectional Study. <i>JMIR Cancer</i> , 2016 , 2, e1	3.2	22
29	Stories in Games for Health: More Pros or Cons?. <i>Games for Health Journal</i> , 2013 , 2, 256-63	4.2	14
28	Effective Feedback Procedures in Games for Health. <i>Games for Health Journal</i> , 2013 , 2, 320-6	4.2	14
27	The feasibility and RE-AIM evaluation of the TAME health pilot study. <i>International Journal of Behavioral Nutrition and Physical Activity</i> , 2017 , 14, 106	8.4	12
26	The better the story, the bigger the serving: narrative transportation increases snacking during screen time in a randomized trial. <i>International Journal of Behavioral Nutrition and Physical Activity</i> , 2013 , 10, 60	8.4	12
25	Change in physical activity and quality of life in endometrial cancer survivors receiving a physical activity intervention. <i>Health and Quality of Life Outcomes</i> , 2019 , 17, 91	3	10
24	Getting Research on Games for Health Funded. <i>Games for Health Journal</i> , 2017 , 6, 1-8	4.2	7
23	Motivation for physical activity and the moderating effect of cancer diagnosis: A nationally representative cross-sectional study. <i>Preventive Medicine</i> , 2018 , 115, 8-11	4.3	7
22	Do motion controllers make action video games less sedentary? A randomized experiment. <i>Journal of Obesity</i> , 2012 , 2012, 852147	3.7	7

21	A Narrative Review on the Potential of Red Beetroot as an Adjuvant Strategy to Counter Fatigue in Children with Cancer. <i>Nutrients</i> , 2019 , 11,	6.7	7
20	MOTIVATIONAL DYNAMICS OF WEARABLE ACTIVITY MONITORS. <i>ACSM's Health and Fitness Journal</i> , 2017 , 21, 21-26	0.9	6
19	Social Support Patterns of Middle-Aged and Older Adults Within a Physical Activity App: Secondary Mixed Method Analysis. <i>JMIR Aging</i> , 2019 , 2, e12496	4.8	6
18	Testing Activity Monitors Effect on Health: Study Protocol for a Randomized Controlled Trial Among Older Primary Care Patients. <i>JMIR Research Protocols</i> , 2016 , 5, e59	2	6
17	Barriers and Facilitators to Older Adults Participating in Fall-Prevention Strategies After Transitioning Home from Acute Hospitalization: A Scoping Review. <i>Clinical Interventions in Aging</i> , 2020 , 15, 971-989	4	6
16	Brief Report: Active Ingredients for Adherence to a Tracker-Based Physical Activity Intervention in Older Adults. <i>Journal of Applied Gerontology</i> , 2019 , 38, 1023-1034	3.3	6
15	Physical activity and exercise self-regulation in cancer survivors: A qualitative study. <i>Psycho-Oncology</i> , 2018 , 27, 563-568	3.9	5
14	Assessment of minimally invasive surgical skills of pre-medical students: What can we learn from future learners?. <i>Journal of the Turkish German Gynecology Association</i> , 2014 , 15, 69-73	1.1	4
13	Review of Games for Health: Proceedings of the 3(rd) European Conference on Gaming and Playful Interaction in Health Care. <i>Games for Health Journal</i> , 2014 , 3, 49-52	4.2	3
12	Gamified Text Messaging Contingent on Device-Measured Steps: Randomized Feasibility Study of a Physical Activity Intervention for Cancer Survivors. <i>JMIR MHealth and UHealth</i> , 2020 , 8, e18364	5.5	3
11	Analysis of the Behavioral Change and Utility Features of Electronic Activity Monitors. <i>Technologies</i> , 2020 , 8, 75	2.4	2
10	Acceptance- and mindfulness-based techniques for physical activity promotion in breast cancer survivors: a qualitative study. <i>Supportive Care in Cancer</i> , 2022 , 30, 465-473	3.9	2
9	Predictors of enrollment in individual- and couple-based lifestyle intervention trials for cancer survivors. <i>Supportive Care in Cancer</i> , 2018 , 26, 2387-2395	3.9	1
8	Effect of Electronic Activity Monitors and Pedometers on Health: Results from the TAME Health Pilot Randomized Pragmatic Trial. <i>International Journal of Environmental Research and Public Health</i> , 2020 , 17,	4.6	1
7	Using the Behaviour Change Wheel Program Planning Model to Design Games for Health: Development Study. <i>JMIR Serious Games</i> , 2021 , 9, e29964	3.4	1
6	Psychometric Analysis of the Three-Factor Eating Questionnaire-R18V2 in Adolescent and Young Adult-Aged Central Nervous System Tumor Survivors. <i>Journal of Adolescent and Young Adult Oncology</i> , 2016 , 5, 278-85	2.2	1
5	Wearable Activity Tracking Device Use in an Adolescent Weight Management Clinic: A Randomized Controlled Pilot Trial. <i>Journal of Obesity</i> , 2021 , 2021, 7625034	3.7	1
4	Use of active video games with or without videoconferencing on health outcomes in adolescent and young adult cancer survivors: a systematic review. <i>Journal of Cancer Survivorship</i> , 2021 , 1	5.1	0

- 3 Feasibility and thematic analysis of narrative visualization materials with physical activity monitoring among breast cancer survivors.. *BMC Cancer*, **2022**, 22, 553 4.8 ○
- 2 A Photography-based, Social Media Walking Intervention Targeting Autonomous Motivations for Physical Activity: Semistructured Interviews With Older Women.. *JMIR Serious Games*, **2022**, 10, e35511 3.4
- 1 The Acceptability of an Electronically Delivered Acceptance- and Mindfulness-Based Physical Activity Intervention for Survivors of Breast Cancer: One-Group Pretest-Posttest Design.. *JMIR Cancer*, **2022**, 8, e31815 3.2