

# Yin-Leng Theng

## 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.

57  
papers

1,470  
citations

21  
h-index

37  
g-index

66  
ext. papers

1,967  
ext. citations

3.4  
avg, IF

4.96  
L-index

#	Paper	IF	Citations
57	Adopting evidence-based practice in clinical decision making: nurses' perceptions, knowledge, and barriers. <i>Journal of the Medical Library Association: JMLA</i> , <b>2011</b> , 99, 229-36	1.4	216
56	Game-based digital interventions for depression therapy: a systematic review and meta-analysis. <i>Cyberpsychology, Behavior, and Social Networking</i> , <b>2014</b> , 17, 519-27	4.4	103
55	Altmetrics: an analysis of the state-of-the-art in measuring research impact on social media. <i>Scientometrics</i> , <b>2016</b> , 109, 1117-1166	3	101
54	Why Students Share Misinformation on Social Media: Motivation, Gender, and Study-level Differences. <i>Journal of Academic Librarianship</i> , <b>2015</b> , 41, 583-592	1.5	91
53	The Use of Videogames, Gamification, and Virtual Environments in the Self-Management of Diabetes: A Systematic Review of Evidence. <i>Games for Health Journal</i> , <b>2015</b> , 4, 352-61	4.2	83
52	Effect of Exergames on Depression: A Systematic Review and Meta-Analysis. <i>Cyberpsychology, Behavior, and Social Networking</i> , <b>2016</b> , 19, 34-42	4.4	74
51	Conversational Agents in Health Care: Scoping Review and Conceptual Analysis. <i>Journal of Medical Internet Research</i> , <b>2020</b> , 22, e17158	7.6	69
50	Let's play together: Effects of video-game play on intergenerational perceptions among youth and elderly participants. <i>Computers in Human Behavior</i> , <b>2013</b> , 29, 2303-2311	7.7	61
49	The Social Effects of Exergames on Older Adults: Systematic Review and Metric Analysis. <i>Journal of Medical Internet Research</i> , <b>2018</b> , 20, e10486	7.6	52
48	A 21st century approach to tackling dengue: Crowdsourced surveillance, predictive mapping and tailored communication. <i>Acta Tropica</i> , <b>2014</b> , 130, 100-7	3.2	48
47	Predictors of online health information seeking behavior: Changes between 2002 and 2012. <i>Health Informatics Journal</i> , <b>2016</b> , 22, 804-814	3	44
46	Does psychological resilience mediate the impact of social support on geriatric depression? An exploratory study among Chinese older adults in Singapore. <i>Asian Journal of Psychiatry</i> , <b>2015</b> , 14, 22-7	6.7	35
45	The Aging of a Young Nation: Population Aging in Singapore. <i>Gerontologist, The</i> , <b>2019</b> , 59, 401-410	5	30
44	Wii as entertainment and socialisation aids for mental and social health of the elderly <b>2012</b> ,		29
43	Phrase-Level Sentiment Polarity Classification Using Rule-Based Typed Dependencies and Additional Complex Phrases Consideration. <i>Journal of Computer Science and Technology</i> , <b>2012</b> , 27, 650-666	1.7	27
42	Lessons from learner experiences in a field-based inquiry in geography using mobile devices. <i>International Research in Geographical and Environmental Education</i> , <b>2012</b> , 21, 41-58	1.7	26
41	Depression and Psychosocial Risk Factors among Community-Dwelling Older Adults in Singapore. <i>Journal of Cross-Cultural Gerontology</i> , <b>2015</b> , 30, 409-22	2	23

40	Examining the Influencing Factors of Exercise Intention Among Older Adults: A Controlled Study Between Exergame and Traditional Exercise. <i>Cyberpsychology, Behavior, and Social Networking</i> , <b>2015</b> , 18, 521-7	4.4	22
39	Improving Psychosocial Well-Being of Older Adults Through Exergaming: The Moderation Effects of Intergenerational Communication and Age Cohorts. <i>Games for Health Journal</i> , <b>2016</b> , 5, 389-397	4.2	22
38	Exploring prestigious citations sourced from top universities in bibliometrics and altmetrics: a case study in the computer science discipline. <i>Scientometrics</i> , <b>2018</b> , 114, 1-17	3	22
37	Exergames Designed for Older Adults: A Pilot Evaluation on Psychosocial Well-Being. <i>Games for Health Journal</i> , <b>2017</b> , 6, 371-378	4.2	21
36	Assessing students' information literacy skills in two secondary schools in Singapore. <i>Journal of Information Literacy</i> , <b>2012</b> , 6, 19	1.2	21
35	Evidence-based practice and related information literacy skills of nurses in Singapore: an exploratory case study. <i>Health Informatics Journal</i> , <b>2012</b> , 18, 12-25	3	20
34	Predictors and outcomes of nurses' use of smartphones for work purposes. <i>Computers in Human Behavior</i> , <b>2018</b> , 84, 360-374	7.7	19
33	AN INTEGRATED CLUSTERING-BASED APPROACH TO FILTERING UNFAIR MULTI-NOMINAL TESTIMONIES. <i>Computational Intelligence</i> , <b>2014</b> , 30, 316-341	2.5	18
32	Exergames for Older Adults with Subthreshold Depression: Does Higher Playfulness Lead to Better Improvement in Depression?. <i>Games for Health Journal</i> , <b>2016</b> , 5, 175-82	4.2	17
31	Analysing researchers' outreach efforts and the association with publication metrics: A case study of Kudos. <i>PLoS ONE</i> , <b>2017</b> , 12, e0183217	3.7	16
30	Nurses' perception of evidence-based practice at the National University Hospital of Singapore. <i>Journal of Continuing Education in Nursing</i> , <b>2011</b> , 42, 522-8	0.9	16
29	Social media presence of scholarly journals. <i>Journal of the Association for Information Science and Technology</i> , <b>2019</b> , 70, 256-270	2.7	16
28	An Attentional Recurrent Neural Network for Personalized Next Location Recommendation. <i>Proceedings of the AAAI Conference on Artificial Intelligence</i> , <b>2020</b> , 34, 83-90	5	15
27	Exergames vs. traditional exercise: investigating the influencing mechanism of platform effect on subthreshold depression among older adults. <i>Aging and Mental Health</i> , <b>2018</b> , 22, 1634-1641	3.5	12
26	Reasons for Primary Medication Nonadherence: A Systematic Review and Metric Analysis. <i>Journal of Managed Care &amp; Specialty Pharmacy</i> , <b>2018</b> , 24, 778-794	1.9	12
25	On organizing and accessing geospatial and georeferenced Web resources using the G-Portal system. <i>Information Processing and Management</i> , <b>2005</b> , 41, 1277-1297	6.3	10
24	Information Literacy Skills of Humanities, Arts, and Social Science Tertiary Students in Singapore. <i>Reference and User Services Quarterly</i> , <b>2013</b> , 53, 40-50	1.6	10
23	Investigating effects of avatars on primary school children's affective responses to learning. <i>Journal on Multimodal User Interfaces</i> , <b>2012</b> , 5, 45-52	1.7	9

22	The effects of exergames on emotional well-being of older adults. <i>Computers in Human Behavior</i> , <b>2020</b> , 110, 106383	7.7	8
21	A Java-based digital library portal for geography education. <i>Science of Computer Programming</i> , <b>2004</b> , 53, 87-105	1.1	8
20	Applying scenario-based design and claims analysis to the design of a digital library of geography examination resources. <i>Information Processing and Management</i> , <b>2005</b> , 41, 23-40	6.3	8
19	Reminders for medication adherence in Type 2 diabetes management apps. <i>Journal of Pharmacy Practice and Research</i> , <b>2020</b> , 50, 78-81	0.7	5
18	GeogDL: a web-based approach to geography examination revision. <i>Computers and Education</i> , <b>2005</b> , 45, 57-73	9.5	5
17	Understanding the Twitter usage of humanities and social sciences academic journals. <i>Proceedings of the Association for Information Science and Technology</i> , <b>2018</b> , 55, 430-439	0.4	4
16	A theoretical model of cyberchondria development: Antecedents and intermediate processes. <i>Telematics and Informatics</i> , <b>2021</b> , 63, 101659	8.1	4
15	Scaffolding in information search: Effects on less experienced searchers. <i>Journal of Librarianship and Information Science</i> , <b>2016</b> , 48, 177-190	1.4	3
14	Effective e-commerce strategies for small online retailers. <i>International Journal of Electronic Business</i> , <b>2009</b> , 7, 445	0.8	3
13	Play Mode Effect of Exergames on Subthreshold Depression Older Adults: A Randomized Pilot Trial. <i>Frontiers in Psychology</i> , <b>2020</b> , 11, 552416	3.4	3
12	Investigating the Characteristics and Research Impact of Sentiments in Tweets with Links to Computer Science Research Papers. <i>Lecture Notes in Computer Science</i> , <b>2018</b> , 71-82	0.9	2
11	Exploratory qualitative study for community management and control of tuberculosis in India. <i>Acta Tropica</i> , <b>2014</b> , 132, 98-105	3.2	1
10	Influence of Organizational Issues on Nurse Administrators' Support to Staff Nurses' Use of Smartphones for Work Purposes in the Philippines: Focus Group Study. <i>JMIR Nursing</i> , <b>2020</b> , 3, e17040	2	1
9	Effectiveness of eHealth Nutritional Interventions for Middle-Aged and Older Adults: Systematic Review and Meta-analysis. <i>Journal of Medical Internet Research</i> , <b>2021</b> , 23, e15649	7.6	1
8	Exergaming as a Community Program for Older Adults: The Effects of Social Interaction and Competitive Information. <i>Journal of Aging and Physical Activity</i> , <b>2020</b> , 29, 466-474	1.6	1
7	Examining Organizational, Cultural, and Individual-Level Factors Related to Workplace Safety and Health: A Systematic Review and Metric Analysis. <i>Health Communication</i> , <b>2021</b> , 36, 529-539	3.2	1
6	Conversational Agent for Healthy Lifestyle Behavior Change: Web-Based Feasibility Study. <i>JMIR Formative Research</i> , <b>2021</b> , 5, e27956	2.5	1
5	New teaching and learning experience with mixed reality technologies. <i>International Journal of Arts and Technology</i> , <b>2008</b> , 1, 173	0.4	0

4	Understanding the Twitter Usage of Science Citation Index (SCI) Journals. <i>Lecture Notes in Computer Science</i> , <b>2019</b> , 54-60	0.9	o
3	Psychometric evaluation of the Smartphone for Clinical Work Scale to measure nurses' use of smartphones for work purposes. <i>Journal of the American Medical Informatics Association: JAMIA</i> , <b>2018</b> , 25, 1018-1025	8.6	o
2	Examining the effectiveness of a holistic nutrition programme among community-dwelling elderly in Singapore. <i>Proceedings of Singapore Healthcare</i> , <b>2020</b> , 29, 10-18	0.5	
1	Will Your Paper Get Promoted by a Citation? A Case Study of Citation Promoter in Computer Science Discipline. <i>IEEE Transactions on Emerging Topics in Computing</i> , <b>2021</b> , 9, 238-245	4.1	