

Daniele Zullino

List of Publications by Year in descending order

Source: <https://exaly.com/author-pdf/8363054/publications.pdf>

Version: 2024-02-01

22
papers

1,659
citations

516710

16
h-index

713466

21
g-index

23
all docs

23
docs citations

23
times ranked

1896
citing authors

#	ARTICLE	IF	CITATIONS
1	Why do you play World of Warcraft? An in-depth exploration of self-reported motivations to play online and in-game behaviours in the virtual world of Azeroth. <i>Computers in Human Behavior</i> , 2013, 29, 103-109.	8.5	278
2	French Validation of the Internet Addiction Test. <i>Cyberpsychology, Behavior and Social Networking</i> , 2008, 11, 703-706.	2.2	257
3	Including gaming disorder in the ICD-11: The need to do so from a clinical and public health perspective. <i>Journal of Behavioral Addictions</i> , 2018, 7, 556-561.	3.7	214
4	Does Self-Selection Affect Samples' Representativeness in Online Surveys? An Investigation in Online Video Game Research. <i>Journal of Medical Internet Research</i> , 2014, 16, e164.	4.3	141
5	Motivations to Play Specifically Predict Excessive Involvement in Massively Multiplayer Online Role-Playing Games: Evidence from an Online Survey. <i>European Addiction Research</i> , 2011, 17, 185-189.	2.4	140
6	Psychological Predictors of Problematic Involvement in Massively Multiplayer Online Role-Playing Games: Illustration in a Sample of Male Cybercafé Players. <i>Psychopathology</i> , 2011, 44, 165-171.	1.5	140
7	Brief DISCERN, six questions for the evaluation of evidence-based content of health-related websites. <i>Patient Education and Counseling</i> , 2009, 77, 33-37.	2.2	83
8	Psychometric properties of the 7-item game addiction scale among french and German speaking adults. <i>BMC Psychiatry</i> , 2016, 16, 132.	2.6	60
9	Quality of web-based information on bipolar disorder. <i>Journal of Affective Disorders</i> , 2008, 110, 265-269.	4.1	49
10	Cannabis use and first manic episode. <i>Journal of Affective Disorders</i> , 2014, 165, 103-108.	4.1	47
11	Prevalence and characteristics of addictive behaviors in a community sample: A latent class analysis. <i>Addictive Behaviors Reports</i> , 2015, 1, 49-56.	1.9	47
12	Disentangling the role of users' preferences and impulsivity traits in problematic Facebook use. <i>PLoS ONE</i> , 2018, 13, e0201971.	2.5	44
13	Internet Gamblers Differ on Social Variables: A Latent Class Analysis. <i>Journal of Gambling Studies</i> , 2017, 33, 881-897.	1.6	27
14	Factor Structure of the Internet Addiction Test in Online Gamers and Poker Players. <i>JMIR Mental Health</i> , 2015, 2, e12.	3.3	26
15	Shame in Parkinson's Disease: A Review. <i>Journal of Parkinson's Disease</i> , 2019, 9, 489-499.	2.8	20
16	Game Addiction Scale Assessment Through a Nationally Representative Sample of Young Adult Men: Item Response Theory Graded-Response Modeling. <i>Journal of Medical Internet Research</i> , 2018, 20, e10058.	4.3	20
17	Feelings of Loneliness: Understanding the Risk of Suicidal Ideation in Adolescents with Internet Addiction. A Theoretical Model to Answer to a Systematic Literature Review, without Results. <i>International Journal of Environmental Research and Public Health</i> , 2022, 19, 2012.	2.6	16
18	Gambling and problem gambling in Switzerland. <i>Addiction</i> , 2016, 111, 1677-1683.	3.3	15

#	ARTICLE	IF	CITATIONS
19	Brain stimulation to treat Internet addiction: A commentary. Addictive Behaviors, 2017, 64, 363-364.	3.0	14
20	Early Detection of Pathological Gambling: Betting on GPs' Beliefs and Attitudes. BioMed Research International, 2014, 2014, 1-7.	1.9	11
21	Capitalizing upon the Attractive and Addictive Properties of Massively Multiplayer Online Role-Playing Games to Promote Wellbeing. Frontiers in Psychiatry, 2016, 7, 167.	2.6	10
22	Factors influencing the length of hospital stay of patients with substance use disorders. Journal of Substance Use, 2021, 26, 48-52.	0.7	0