Daniele Zullino

List of Publications by Year
in descending order

22	1,659	516710	713466
papers	citations	16	21
		h-index	g-index

23	23	23	1896
all docs	docs citations	times ranked	citing authors

#	Article	IF	Citations
1	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. International Journal of Environmental Research and Public Health, 2022, 19, 2012.	2.6	16
2	Factors influencing the length of hospital stay of patients with substance use disorders. Journal of Substance Use, 2021, 26, 48-52.	0.7	0
3	Shame in Parkinson's Disease: A Review. Journal of Parkinson's Disease, 2019, 9, 489-499.	2.8	20
4	Disentangling the role of users' preferences and impulsivity traits in problematic Facebook use. PLoS ONE, 2018, 13, e0201971.	2.5	44
5	Including gaming disorder in the ICD-11: The need to do so from a clinical and public health perspective. Journal of Behavioral Addictions, 2018, 7, 556-561.	3.7	214
6	Game Addiction Scale Assessment Through a Nationally Representative Sample of Young Adult Men: Item Response Theory Graded–Response Modeling. Journal of Medical Internet Research, 2018, 20, e10058.	4.3	20
7	Brain stimulation to treat Internet addiction: A commentary. Addictive Behaviors, 2017, 64, 363-364.	3.0	14
8	Internet Gamblers Differ on Social Variables: A Latent Class Analysis. Journal of Gambling Studies, 2017, 33, 881-897.	1.6	27
9	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
10	Gambling and problem gambling in Switzerland. Addiction, 2016, 111, 1677-1683.	3.3	15
11	Psychometric properties of the 7-item game addiction scale among french and German speaking adults. BMC Psychiatry, 2016, 16, 132.	2.6	60
12	Prevalence and characteristics of addictive behaviors in a community sample: A latent class analysis. Addictive Behaviors Reports, 2015, 1, 49-56.	1.9	47
13	Factor Structure of the Internet Addiction Test in Online Gamers and Poker Players. JMIR Mental Health, 2015, 2, e12.	3.3	26
14	Early Detection of Pathological Gambling: Betting on GPs' Beliefs and Attitudes. BioMed Research International, 2014, 2014, 1-7.	1.9	11
15	Cannabis use and first manic episode. Journal of Affective Disorders, 2014, 165, 103-108.	4.1	47
16	Does Self-Selection Affect Samples' Representativeness in Online Surveys? An Investigation in Online Video Game Research. Journal of Medical Internet Research, 2014, 16, e164.	4.3	141
17	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. Computers in Human Behavior, 2013, 29, 103-109.	8.5	278
18	Motivations to Play Specifically Predict Excessive Involvement in Massively Multiplayer Online Role-Playing Games: Evidence from an Online Survey. European Addiction Research, 2011, 17, 185-189.	2.4	140

#	Article	IF	Citations
19	Psychological Predictors of Problematic Involvement in Massively Multiplayer Online Role-Playing Games: Illustration in a Sample of Male Cybercafé Players. Psychopathology, 2011, 44, 165-171.	1.5	140
20	Brief DISCERN, six questions for the evaluation of evidence-based content of health-related websites. Patient Education and Counseling, 2009, 77, 33-37.	2.2	83
21	Quality of web-based information on bipolar disorder. Journal of Affective Disorders, 2008, 110, 265-269.	4.1	49
22	French Validation of the Internet Addiction Test. Cyberpsychology, Behavior and Social Networking, 2008, 11, 703-706.	2.2	257