

# Eunjoo Kim

## List of Publications by Year in descending order

Source: <https://exaly.com/author-pdf/8646397/publications.pdf>

Version: 2024-02-01

29  
papers

476  
citations

840585

11  
h-index

794469

19  
g-index

32  
all docs

32  
docs citations

32  
times ranked

721  
citing authors

#	ARTICLE	IF	CITATIONS
1	Mobile app-based chatbot to deliver cognitive behavioral therapy and psychoeducation for adults with attention deficit: A development and feasibility/usability study. <i>International Journal of Medical Informatics</i> , 2021, 150, 104440.	1.6	61
2	Abnormalities of Inter- and Intra-Hemispheric Functional Connectivity in Autism Spectrum Disorders: A Study Using the Autism Brain Imaging Data Exchange Database. <i>Frontiers in Neuroscience</i> , 2016, 10, 191.	1.4	59
3	The Use of Virtual Reality in Psychiatry: A Review. <i>Soa</i> Jeongsin Yihag, 2020, 31, 26-32.	0.3	46
4	The effect of epilepsy on autistic symptom severity assessed by the social responsiveness scale in children with autism spectrum disorder. <i>Behavioral and Brain Functions</i> , 2016, 12, 20.	1.4	36
5	Development of an effective virtual environment in eliciting craving in adolescents and young adults with internet gaming disorder. <i>PLoS ONE</i> , 2018, 13, e0195677.	1.1	28
6	Neural responses to affective and cognitive theory of mind in children and adolescents with autism spectrum disorder. <i>Neuroscience Letters</i> , 2016, 621, 117-125.	1.0	26
7	Functional network organizations of two contrasting temperament groups in dimensions of novelty seeking and harm avoidance. <i>Brain Research</i> , 2014, 1575, 33-44.	1.1	24
8	A New Approach to Investigate the Association between Brain Functional Connectivity and Disease Characteristics of Attention-Deficit/Hyperactivity Disorder: Topological Neuroimaging Data Analysis. <i>PLoS ONE</i> , 2015, 10, e0137296.	1.1	22
9	Preliminary study of anxiety symptoms, family dysfunction, and the brain-derived neurotrophic factor (BDNF) Val66Met genotype in offspring of parents with bipolar disorder. <i>Journal of Psychiatric Research</i> , 2015, 61, 81-88.	1.5	19
10	Development of Virtual Reality Continuous Performance Test Utilizing Social Cues for Children and Adolescents with Attention-Deficit/Hyperactivity Disorder. <i>Cyberpsychology, Behavior, and Social Networking</i> , 2019, 22, 198-204.	2.1	17
11	Novel subgroups of attention-deficit/hyperactivity disorder identified by topological data analysis and their functional network modular organizations. <i>PLoS ONE</i> , 2017, 12, e0182603.	1.1	14
12	Use of Virtual Reality Working Memory Task and Functional Near-Infrared Spectroscopy to Assess Brain Hemodynamic Responses to Methylphenidate in ADHD Children. <i>Frontiers in Psychiatry</i> , 2020, 11, 564618.	1.3	14
13	Association of Anxiety Symptoms in Offspring of Bipolar Parents with Serotonin Transporter-Linked Polymorphic Region (5-HTTLPR) Genotype. <i>Journal of Child and Adolescent Psychopharmacology</i> , 2015, 25, 458-466.	0.7	11
14	Effect of Distractors on Sustained Attention and Hyperactivity in Youth With Attention Deficit Hyperactivity Disorder Using a Mobile Virtual Reality School Program. <i>Journal of Attention Disorders</i> , 2022, 26, 358-369.	1.5	11
15	Neural Correlates of Distorted Self-concept in Individuals With Internet Gaming Disorder: A Functional MRI Study. <i>Frontiers in Psychiatry</i> , 2018, 9, 330.	1.3	9
16	Joint Attention Virtual Classroom: A Preliminary Study. <i>Psychiatry Investigation</i> , 2019, 16, 292-299.	0.7	9
17	Inhibited Temperament and Hippocampal Volume in Offspring of Parents with Bipolar Disorder. <i>Journal of Child and Adolescent Psychopharmacology</i> , 2017, 27, 258-265.	0.7	8
18	Feasibility of a Virtual Reality Program in Managing Test Anxiety: A Pilot Study. <i>Cyberpsychology, Behavior, and Social Networking</i> , 2020, 23, 715-720.	2.1	8

#	ARTICLE	IF	CITATIONS
19	Choice of Leisure Activities by Adolescents and Adults With Internet Gaming Disorder: Development and Feasibility Study of a Virtual Reality Program. <i>JMIR Serious Games</i> , 2020, 8, e18473.	1.7	8
20	The Relationship between the <i>SNAP-25</i> Polymorphism and Omission Errors in Korean Children with Attention Deficit Hyperactivity Disorder. <i>Clinical Psychopharmacology and Neuroscience</i> , 2017, 15, 222-228.	0.9	8
21	Managing Game-Related Conflict With Parents of Young Adults With Internet Gaming Disorder: Development and Feasibility Study of a Virtual Reality App. <i>JMIR Serious Games</i> , 2021, 9, e22494.	1.7	7
22	The Revised Korean Practice Parameter for the Treatment of Attention-Deficit Hyperactivity Disorder (III) - Pharmacological Treatment -. <i>SoaÅ¼\$ceongso'nyeon Jeongsin Yihag</i> , 2017, 28, 70-83.	0.3	6
23	The Relationship Between Symptomatic and Functional Changes of Korean Children and Adolescents With Attention-Deficit/Hyperactivity Disorder Treated With Osmotic-Controlled Release Oral Delivery Systemâ€“Methylphenidate. <i>Clinical Neuropharmacology</i> , 2015, 38, 30-35.	0.2	5
24	Development and Validation of a Virtual Reality-Based Training Program for Promoting Subjective Well-Being. <i>Psychiatry Investigation</i> , 2020, 17, 1207-1215.	0.7	5
25	The Applicability of Virtual Reality-Based Training for Controlling Anger in Aggressive Individuals. <i>Cyberpsychology, Behavior, and Social Networking</i> , 2022, 25, 278-286.	2.1	5
26	Amygdalar volumetric correlates of social anxiety in offspring of parents with bipolar disorder. <i>Psychiatry Research - Neuroimaging</i> , 2015, 234, 252-258.	0.9	4
27	Feasibility of a virtual reality-based interactive feedback program for modifying dysfunctional communication: a preliminary study. <i>BMC Psychology</i> , 2020, 8, 50.	0.9	4
28	Brain functional connectivity during and after imagery of gaming and alternative leisure activities in patients with internet gaming disorder. <i>Neuroscience Letters</i> , 2022, 772, 136451.	1.0	1
29	Predicting Behavior Problems in Korean Preschoolers: Interactions of the <i>SLC6A4</i> Gene and Maternal Negative Affectivity. <i>Clinical Psychopharmacology and Neuroscience</i> , 2019, 17, 200-210.	0.9	0