

# Eunjoo Kim

## List of Publications by Year in descending order

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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	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
2	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
3	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
4	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
5	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
6	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
7	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
8	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
9	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
10	The Use of Virtual Reality in Psychiatry: A Review. <i>SoaÂ¿\$ceongso'nyeon Jeongsin Yihag</i> , 2020, 31, 26-32.	0.3	46
11	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
12	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
13	Joint Attention Virtual Classroom: A Preliminary Study. <i>Psychiatry Investigation</i> , 2019, 16, 292-299.	0.7	9
14	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
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	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
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	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

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19	The Revised Korean Practice Parameter for the Treatment of Attention-Deficit Hyperactivity Disorder (III) - Pharmacological Treatment -. SoaÅ;Œceongso'nyeon Jeongsin Yihag, 2017, 28, 70-83.	0.3	6
20	The Relationship between the <i>SNAP-25</i> Polymorphism and Omission Errors in Korean Children with Attention Deficit Hyperactivity Disorder. Clinical Psychopharmacology and Neuroscience, 2017, 15, 222-228.	0.9	8
21	Abnormalities of Inter- and Intra-Hemispheric Functional Connectivity in Autism Spectrum Disorders: A Study Using the Autism Brain Imaging Data Exchange Database. Frontiers in Neuroscience, 2016, 10, 191.	1.4	59
22	Neural responses to affective and cognitive theory of mind in children and adolescents with autism spectrum disorder. Neuroscience Letters, 2016, 621, 117-125.	1.0	26
23	The effect of epilepsy on autistic symptom severity assessed by the social responsiveness scale in children with autism spectrum disorder. Behavioral and Brain Functions, 2016, 12, 20.	1.4	36
24	Preliminary study of anxiety symptoms, family dysfunction, and the brain-derived neurotrophic factor (BDNF) Val66Met genotype in offspring of parents with bipolar disorder. Journal of Psychiatric Research, 2015, 61, 81-88.	1.5	19
25	Association of Anxiety Symptoms in Offspring of Bipolar Parents with Serotonin Transporter-Linked Polymorphic Region (5-HTTLPR) Genotype. Journal of Child and Adolescent Psychopharmacology, 2015, 25, 458-466.	0.7	11
26	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. Clinical Neuropharmacology, 2015, 38, 30-35.	0.2	5
27	Amygdalar volumetric correlates of social anxiety in offspring of parents with bipolar disorder. Psychiatry Research - Neuroimaging, 2015, 234, 252-258.	0.9	4
28	A New Approach to Investigate the Association between Brain Functional Connectivity and Disease Characteristics of Attention-Deficit/Hyperactivity Disorder: Topological Neuroimaging Data Analysis. PLoS ONE, 2015, 10, e0137296.	1.1	22
29	Functional network organizations of two contrasting temperament groups in dimensions of novelty seeking and harm avoidance. Brain Research, 2014, 1575, 33-44.	1.1	24