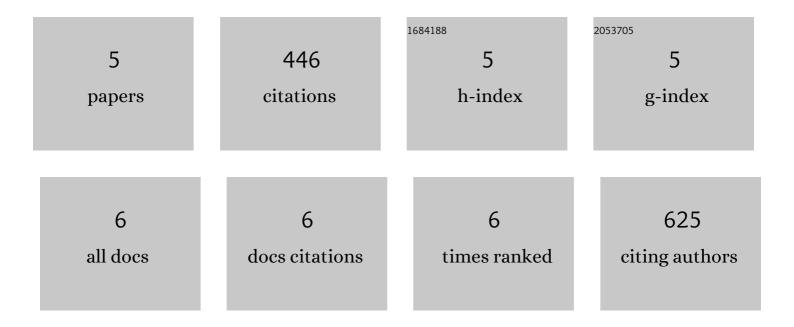
Jim Lumsden

List of Publications by Year in descending order

Source: https://exaly.com/author-pdf/869598/publications.pdf Version: 2024-02-01



IIM LUMSDEN

| # | Article | IF | CITATIONS |
|---|---|-----|-----------|
| 1 | Gamification of Cognitive Assessment and Cognitive Training: A Systematic Review of Applications and Efficacy. JMIR Serious Games, 2016, 4, e11. | 3.1 | 316 |
| 2 | The effects of gamelike features and test location on cognitive test performance and participant enjoyment. PeerJ, 2016, 4, e2184. | 2.0 | 45 |
| 3 | Attrition from Web-Based Cognitive Testing: A Repeated Measures Comparison of Gamification Techniques. Journal of Medical Internet Research, 2017, 19, e395. | 4.3 | 36 |
| 4 | Creating a Theoretically Grounded, Gamified Health App: Lessons From Developing the Cigbreak Smoking Cessation Mobile Phone Game. JMIR Serious Games, 2018, 6, e10252. | 3.1 | 29 |
| 5 | Assessing the Psychometric Properties of the Digital Behavior Change Intervention Engagement Scale in Users of an App for Reducing Alcohol Consumption: Evaluation Study. Journal of Medical Internet Research, 2019, 21, e16197. | 4.3 | 20 |