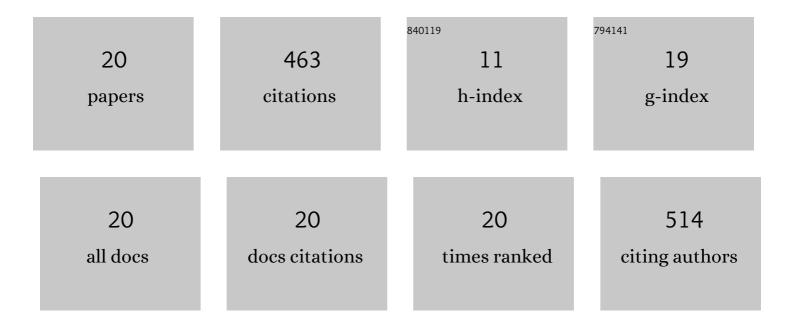
Joanne Lloyd

List of Publications by Year in descending order

Source: https://exaly.com/author-pdf/9044309/publications.pdf Version: 2024-02-01



#	Article	IF	CITATIONS
1	How Psychological Symptoms Relate to Different Motivations for Gambling: An Online Study of Internet Gamblers. Biological Psychiatry, 2010, 68, 733-740.	0.7	92
2	Internet Gamblers: A Latent Class Analysis of Their Behaviours and Health Experiences. Journal of Gambling Studies, 2010, 26, 387-399.	1.1	51
3	Equivalence of Real-World and Virtual-Reality Route Learning: A Pilot Study. Cyberpsychology, Behavior and Social Networking, 2009, 12, 423-427.	2.2	46
4	Secondary analysis of loot box data: Are high-spending "whales―wealthy gamers or problem gamblers?. Addictive Behaviors, 2021, 117, 106851.	1.7	39
5	Errorless learning of novel routes through a virtual town in people with acquired brain injury. Neuropsychological Rehabilitation, 2009, 19, 98-109.	1.0	37
6	Loot boxes, problem gambling and problem video gaming: A systematic review and meta-synthesis. New Media and Society, 2022, 24, 1001-1022.	3.1	36
7	Gambling problems in bipolar disorder in the UK: Prevalence and distribution. British Journal of Psychiatry, 2015, 207, 328-333.	1.7	32
8	"lt's the Attraction of Winning That Draws You inâ€â€"A Qualitative Investigation of Reasons and Facilitators for Videogame Loot Box Engagement in UK Gamers. Journal of Clinical Medicine, 2021, 10, 2103.	1.0	23
9	Loot boxes and problem gambling: Investigating the "gateway hypothesis― Addictive Behaviors, 2022, 131, 107327.	1.7	19
10	The role of life context and selfâ€defined wellâ€being in the outcomes that matter to people with a diagnosis of schizophrenia. Health Expectations, 2017, 20, 1061-1072.	1.1	17
11	Treatment outcomes in schizophrenia: qualitative study of the views of family carers. BMC Psychiatry, 2017, 17, 266.	1.1	13
12	Loot box engagement: relationships with educational attainment, employment status and earnings in a cohort of 16 000 United Kingdom gamers. Addiction, 2022, 117, 2338-2345.	1.7	11
13	Thoughts and acts of self-harm, and suicidal ideation, in online gamblers. International Gambling Studies, 2016, 16, 408-423.	1.3	9
14	Accelerated HE digitalisation: Exploring staff and student experiences of the COVID-19 rapid online-learning transfer. Education and Information Technologies, 2022, 27, 7653-7678.	3.5	7
15	Development and Validation of the RAFFLE: A Measure of Reasons and Facilitators for Loot Box Engagement. Journal of Clinical Medicine, 2021, 10, 5949.	1.0	7
16	Locus of control and involvement in videogaming. New Media and Society, 2019, 21, 1613-1635.	3.1	6
17	Reactions to Unsolicited Violent, and Sexual, Explicit Media Content Shared over Social Media: Gender Differences and Links with Prior Exposure. International Journal of Environmental Research and Public Health, 2020, 17, 4296.	1.2	6
18	A qualitative study of gambling, deprivation and monetary motivations. International Gambling Studies, 2021, 21, 307-325.	1.3	5

#	Article	IF	CITATIONS
19	Gambling and Gaming in the United Kingdom during the COVID-19 Lockdown. Covid, 2022, 2, 87-101.	0.7	5
20	Investigating the experience of viewing extreme real-world violence online: Naturalistic evidence from an online discussion forum. New Media and Society, 0, , 146144482211084.	3.1	2