

# Joanne Lloyd

## List of Publications by Year in descending order

Source: <https://exaly.com/author-pdf/9044309/publications.pdf>

Version: 2024-02-01

20  
papers

463  
citations

840119

11  
h-index

794141

19  
g-index

20  
all docs

20  
docs citations

20  
times ranked

514  
citing authors

#	ARTICLE	IF	CITATIONS
1	Loot boxes, problem gambling and problem video gaming: A systematic review and meta-synthesis. <i>New Media and Society</i> , 2022, 24, 1001-1022.	3.1	36
2	Gambling and Gaming in the United Kingdom during the COVID-19 Lockdown. <i>Covid</i> , 2022, 2, 87-101.	0.7	5
3	Loot box engagement: relationships with educational attainment, employment status and earnings in a cohort of 16â€‰%000 United Kingdom gamers. <i>Addiction</i> , 2022, 117, 2338-2345.	1.7	11
4	Accelerated HE digitalisation: Exploring staff and student experiences of the COVID-19 rapid online-learning transfer. <i>Education and Information Technologies</i> , 2022, 27, 7653-7678.	3.5	7
5	Loot boxes and problem gambling: Investigating the â€œgateway hypothesisâ€. <i>Addictive Behaviors</i> , 2022, 131, 107327.	1.7	19
6	A qualitative study of gambling, deprivation and monetary motivations. <i>International Gambling Studies</i> , 2021, 21, 307-325.	1.3	5
7	â€œItâ€™s the Attraction of Winning That Draws You inâ€ A Qualitative Investigation of Reasons and Facilitators for Videogame Loot Box Engagement in UK Gamers. <i>Journal of Clinical Medicine</i> , 2021, 10, 2103.	1.0	23
8	Secondary analysis of loot box data: Are high-spending â€œwhalesâ€ wealthy gamers or problem gamblers?. <i>Addictive Behaviors</i> , 2021, 117, 106851.	1.7	39
9	Development and Validation of the RAFFLE: A Measure of Reasons and Facilitators for Loot Box Engagement. <i>Journal of Clinical Medicine</i> , 2021, 10, 5949.	1.0	7
10	Reactions to Unsolicited Violent, and Sexual, Explicit Media Content Shared over Social Media: Gender Differences and Links with Prior Exposure. <i>International Journal of Environmental Research and Public Health</i> , 2020, 17, 4296.	1.2	6
11	Locus of control and involvement in videogaming. <i>New Media and Society</i> , 2019, 21, 1613-1635.	3.1	6
12	The role of life context and self-defined well-being in the outcomes that matter to people with a diagnosis of schizophrenia. <i>Health Expectations</i> , 2017, 20, 1061-1072.	1.1	17
13	Treatment outcomes in schizophrenia: qualitative study of the views of family carers. <i>BMC Psychiatry</i> , 2017, 17, 266.	1.1	13
14	Thoughts and acts of self-harm, and suicidal ideation, in online gamblers. <i>International Gambling Studies</i> , 2016, 16, 408-423.	1.3	9
15	Gambling problems in bipolar disorder in the UK: Prevalence and distribution. <i>British Journal of Psychiatry</i> , 2015, 207, 328-333.	1.7	32
16	Internet Gamblers: A Latent Class Analysis of Their Behaviours and Health Experiences. <i>Journal of Gambling Studies</i> , 2010, 26, 387-399.	1.1	51
17	How Psychological Symptoms Relate to Different Motivations for Gambling: An Online Study of Internet Gamblers. <i>Biological Psychiatry</i> , 2010, 68, 733-740.	0.7	92
18	Equivalence of Real-World and Virtual-Reality Route Learning: A Pilot Study. <i>Cyberpsychology, Behavior and Social Networking</i> , 2009, 12, 423-427.	2.2	46

#	ARTICLE	IF	CITATIONS
19	Errorless learning of novel routes through a virtual town in people with acquired brain injury. <i>Neuropsychological Rehabilitation</i> , 2009, 19, 98-109.	1.0	37
20	Investigating the experience of viewing extreme real-world violence online: Naturalistic evidence from an online discussion forum. <i>New Media and Society</i> , 0, , 146144482211084.	3.1	2