

Sun Mi Kim

List of Publications by Year in descending order

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Version: 2024-02-01

30
papers

884
citations

687220

13
h-index

526166

27
g-index

32
all docs

32
docs citations

32
times ranked

975
citing authors

#	ARTICLE	IF	CITATIONS
1	Combined cognitive behavioral therapy and bupropion for the treatment of problematic on-line game play in adolescents with major depressive disorder. <i>Computers in Human Behavior</i> , 2012, 28, 1954-1959.	5.1	142
2	Substance abuse precedes internet addiction. <i>Addictive Behaviors</i> , 2013, 38, 2022-2025.	1.7	136
3	A Mobile Game for Patients With Breast Cancer for Chemotherapy Self-Management and Quality-of-Life Improvement: Randomized Controlled Trial. <i>Journal of Medical Internet Research</i> , 2018, 20, e273.	2.1	97
4	Comparison of QEEG Findings between Adolescents with Attention Deficit Hyperactivity Disorder (ADHD) without Comorbidity and ADHD Comorbid with Internet Gaming Disorder. <i>Journal of Korean Medical Science</i> , 2017, 32, 514.	1.1	87
5	Brain connectivity and psychiatric comorbidity in adolescents with Internet gaming disorder. <i>Addiction Biology</i> , 2017, 22, 802-812.	1.4	67
6	Comparison of Electroencephalography (EEG) Coherence between Major Depressive Disorder (MDD) without Comorbidity and MDD Comorbid with Internet Gaming Disorder. <i>Journal of Korean Medical Science</i> , 2017, 32, 1160.	1.1	67
7	Efficacy of cognitive behavioural therapy for internet gaming disorder. <i>Clinical Psychology and Psychotherapy</i> , 2020, 27, 203-213.	1.4	35
8	Brain Functional Connectivity in Patients With Somatic Symptom Disorder. <i>Psychosomatic Medicine</i> , 2019, 81, 313-318.	1.3	28
9	White matter connectivity and Internet gaming disorder. <i>Addiction Biology</i> , 2016, 21, 732-742.	1.4	22
10	Character strengths as protective factors against depression and suicidality among male and female employees. <i>BMC Public Health</i> , 2018, 18, 1084.	1.2	21
11	The correlation between family relationships and brain activity within the reward circuit in adolescents with Internet gaming disorder. <i>Scientific Reports</i> , 2020, 10, 9951.	1.6	21
12	Resilience as a Protective Factor for Depressive Mood and Anxiety among Korean Employees. <i>Journal of Korean Medical Science</i> , 2019, 34, e188.	1.1	21
13	Neurochemical correlates of internet game play in adolescents with attention deficit hyperactivity disorder: A proton magnetic resonance spectroscopy (MRS) study. <i>Psychiatry Research - Neuroimaging</i> , 2016, 254, 10-17.	0.9	19
14	Resilience as a Protective Factor for Suicidal Ideation among Korean Workers. <i>Psychiatry Investigation</i> , 2020, 17, 147-156.	0.7	17
15	Personality and Psychological Factors of Problematic Internet Gamers Seeking Hospital Treatment. <i>Frontiers in Psychiatry</i> , 2019, 10, 583.	1.3	16
16	Effect of physical exercise intervention on mood and frontal alpha asymmetry in internet gaming disorder. <i>Mental Health and Physical Activity</i> , 2020, 18, 100318.	0.9	15
17	Comparison of Behavioral Changes and Brain Activity between Adolescents with Internet Gaming Disorder and Student Pro-Gamers. <i>International Journal of Environmental Research and Public Health</i> , 2020, 17, 441.	1.2	15
18	The Relationship between Physical Activity Intensity and Mental Health Status in Patients with Breast Cancer. <i>Journal of Korean Medical Science</i> , 2017, 32, 1345.	1.1	11

#	ARTICLE	IF	CITATIONS
19	The Effect of High-Frequency Repetitive Transcranial Magnetic Stimulation on Occupational Stress among Health Care Workers: A Pilot Study. <i>Psychiatry Investigation</i> , 2016, 13, 622.	0.7	9
20	The Efficacy of a Smartphone-Based App on Stress Reduction: Randomized Controlled Trial. <i>Journal of Medical Internet Research</i> , 2022, 24, e28703.	2.1	9
21	Influence of Major Coping Strategies on Treatment Non-adherence and Severity of Comorbid Conditions in Hemodialysis Patients. <i>Journal of Korean Medical Science</i> , 2018, 33, e148.	1.1	6
22	Body Mass Index and Somatic Symptom Severity in Patients with Somatic Symptom Disorder: The Mediating Role of Working Memory. <i>Clinical Psychopharmacology and Neuroscience</i> , 2021, 19, 361-366.	0.9	6
23	A Comparison of Risk and Protective Factors for Excessive Internet Game Play between Koreans in Korea and Immigrant Koreans in the United States. <i>Journal of Korean Medical Science</i> , 2019, 34, e162.	1.1	6
24	Associations of Temperament and Character with Coping Strategies among Office Workers. <i>Psychiatry Investigation</i> , 2020, 17, 37-46.	0.7	4
25	Effects of Indirect Experience of Client Violence on Social Workers's Posttraumatic Stress Disorder. <i>Psychiatry Investigation</i> , 2021, 18, 1100-1108.	0.7	2
26	Effects of Methylphenidate on Somatic Symptoms and Brain Functional Connectivity in Adolescents with Attention Deficit Hyperactivity Disorder: A Pilot Study. <i>Clinical Psychopharmacology and Neuroscience</i> , 2022, 20, 259-270.	0.9	2
27	Effects of Repetitive Transcranial Magnetic Stimulation on Improvement of Mental Health and Clinical Parameters in Depressed Hemodialysis Patients: a Pilot Study. <i>Journal of Korean Medical Science</i> , 2020, 35, e205.	1.1	1
28	Olfactory Function Test for Early Diagnosis of Vascular Dementia. <i>Korean Journal of Family Medicine</i> , 2020, 41, 202-204.	0.4	1
29	Effect of Parental Perception on the Prevalence of Adolescent Internet Gaming Disorder During the COVID-19 Pandemic. <i>Psychiatry Investigation</i> , 2022, 19, 348-355.	0.7	1
30	Association Between Adolescent Internet Gaming and Adult Problematic Web-Based Board Gaming. <i>Frontiers in Psychiatry</i> , 2021, 12, 591716.	1.3	0