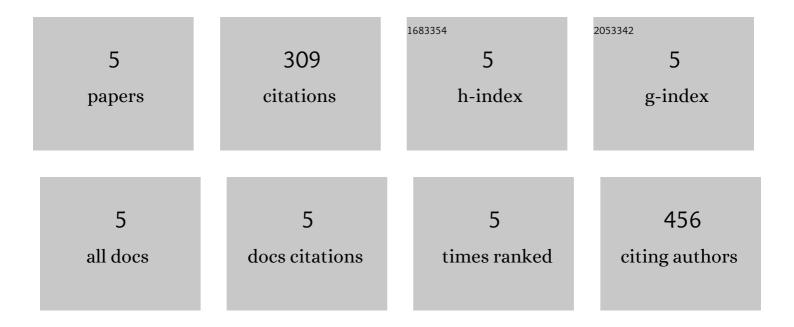
## Jeppe Nielsen

List of Publications by Year in descending order

Source: https://exaly.com/author-pdf/9229886/publications.pdf Version: 2024-02-01



IEDDE NIELSEN

#	Article	IF	CITATIONS
1	Video games as a complementary therapy tool in mental disorders: PlayMancer, a European multicentre study. Journal of Mental Health, 2012, 21, 364-374.	1.0	160
2	Video Game Therapy for Emotional Regulation and Impulsivity Control in a Series of Treated Cases with Bulimia Nervosa. European Eating Disorders Review, 2013, 21, 493-499.	2.3	58
3	The Facial and Subjective Emotional Reaction in Response to a Video Game Designed to Train Emotional Regulation (Playmancer). European Eating Disorders Review, 2012, 20, 484-489.	2.3	40
4	The Use of Videogames as Complementary Therapeutic Tool for Cognitive Behavioral Therapy in Bulimia Nervosa Patients. Cyberpsychology, Behavior, and Social Networking, 2015, 18, 744-751.	2.1	35
5	Physiological and Brain Activity After a Combined Cognitive Behavioral Treatment Plus Video Game Therapy for Emotional Regulation in Bulimia Nervosa: A Case Report. Journal of Medical Internet Research, 2014, 16, e183.	2.1	16