

Antonius J Van Rooij

List of Publications by Citations

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Version: 2024-04-09

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The third column is the impact factor (IF) of the journal, and the fourth column is the number of citations of the article.

38 papers	2,991 citations	25 h-index	43 g-index
43 ext. papers	3,580 ext. citations	4.7 avg, IF	5.22 L-index

#	Paper	IF	Citations
38	Online video game addiction: identification of addicted adolescent gamers. <i>Addiction</i> , 2011 , 106, 205-124.6	4.6	323
37	How can we conceptualize behavioural addiction without pathologizing common behaviours?. <i>Addiction</i> , 2017 , 112, 1709-1715	4.6	322
36	Scholars' open debate paper on the World Health Organization ICD-11 Gaming Disorder proposal. <i>Journal of Behavioral Addictions</i> , 2017 , 6, 267-270	6.3	300
35	Working towards an international consensus on criteria for assessing internet gaming disorder: a critical commentary on Petry et al. (2014). <i>Addiction</i> , 2016 , 111, 167-75	4.6	287
34	Internet addiction in adolescents: Prevalence and risk factors. <i>Computers in Human Behavior</i> , 2013 , 29, 1987-1996	7.7	238
33	Compulsive Internet use: the role of online gaming and other internet applications. <i>Journal of Adolescent Health</i> , 2010 , 47, 51-7	5.8	183
32	A weak scientific basis for gaming disorder: Let us err on the side of caution. <i>Journal of Behavioral Addictions</i> , 2018 , 7, 1-9	6.3	179
31	The (co-)occurrence of problematic video gaming, substance use, and psychosocial problems in adolescents. <i>Journal of Behavioral Addictions</i> , 2014 , 3, 157-65	6.3	159
30	A critical review of "Internet addiction" criteria with suggestions for the future. <i>Journal of Behavioral Addictions</i> , 2014 , 3, 203-13	6.3	108
29	Error processing and response inhibition in excessive computer game players: an event-related potential study. <i>Addiction Biology</i> , 2012 , 17, 934-47	4.6	104
28	Clinical validation of the C-VAT 2.0 assessment tool for gaming disorder: A sensitivity analysis of the proposed DSM-5 criteria and the clinical characteristics of young patients with 'video game addiction'. <i>Addictive Behaviors</i> , 2017 , 64, 269-274	4.2	87
27	Fear of Missing Out as a Predictor of Problematic Social Media Use and Phubbing Behavior among Flemish Adolescents. <i>International Journal of Environmental Research and Public Health</i> , 2018 , 15,	4.6	82
26	Video Gaming in a Hyperconnected World: A Cross-sectional Study of Heavy Gaming, Problematic Gaming Symptoms, and Online Socializing in Adolescents. <i>Computers in Human Behavior</i> , 2017 , 68, 472-479	7.7	67
25	Video game addiction test: validity and psychometric characteristics. <i>Cyberpsychology, Behavior, and Social Networking</i> , 2012 , 15, 507-11	4.4	63
24	Video game addiction: The push to pathologize video games.. <i>Professional Psychology: Research and Practice</i> , 2017 , 48, 378-389	2.2	57
23	Commercial Video Games As Therapy: A New Research Agenda to Unlock the Potential of a Global Pastime. <i>Frontiers in Psychiatry</i> , 2017 , 8, 300	5	52
22	The bidirectional relationships between online victimization and psychosocial problems in adolescents: a comparison with real-life victimization. <i>Journal of Youth and Adolescence</i> , 2014 , 43, 790-802	4.5	46

21	The Internet addiction components model and personality: Establishing construct validity via a nomological network. <i>Computers in Human Behavior</i> , 2014 , 39, 312-321	7.7	45
20	Treating Internet Addiction With Cognitive-Behavioral Therapy: A Thematic Analysis of the Experiences of Therapists. <i>International Journal of Mental Health and Addiction</i> , 2012 , 10, 69-82	8.8	42
19	Behavioural Addiction Open Definition 2.0-using the Open Science Framework for collaborative and transparent theoretical development. <i>Addiction</i> , 2017 , 112, 1723-1724	4.6	37
18	Gamers' insights into the phenomenology of normal gaming and game "addiction": A mixed methods study. <i>Computers in Human Behavior</i> , 2018 , 79, 238-246	7.7	32
17	Internet Gaming Disorder as a formative construct: Implications for conceptualization and measurement. <i>Psychiatry and Clinical Neurosciences</i> , 2017 , 71, 445-458	6.2	30
16	Lost in the chaos: Flawed literature should not generate new disorders. <i>Journal of Behavioral Addictions</i> , 2017 , 6, 128-132	6.3	30
15	Assessing Internet Addiction Using the Parsimonious Internet Addiction Components Model: A Preliminary Study. <i>International Journal of Mental Health and Addiction</i> , 2013 , 12, 351	8.8	26
14	Meeting online contacts in real life among adolescents: The predictive role of psychosocial wellbeing and internet-specific parenting. <i>Computers in Human Behavior</i> , 2012 , 28, 465-472	7.7	16
13	Parents' Degree and Style of Restrictive Mediation of Young Children's Digital Gaming: Associations with Parental Attitudes and Perceived Child Adjustment. <i>Journal of Child and Family Studies</i> , 2019 , 28, 1379-1391	2.3	13
12	Children's Motives to Start, Continue, and Stop Playing Video Games: Confronting Popular Theories with Real-World Observations. <i>Current Addiction Reports</i> , 2017 , 4, 323-332	3.9	9
11	A weak scientific basis for gaming disorder: Let us err on the side of caution		9
10	Internet- en online gameverslaving. <i>Bijblijven (Amsterdam, Netherlands)</i> , 2012 , 28, 12-19	0.2	2
9	Assessment van gameverslaving in de klinische praktijk met de C-VAT 2.0. <i>Verslaving</i> , 2015 , 11, 184-197		1
8	The relationship between mental well-being and dysregulated gaming: a specification curve analysis of core and peripheral criteria in five gaming disorder scales. <i>Royal Society Open Science</i> , 2021 , 8, 201385	3.3	1
7	(On)gezond gamegedrag van Nederlandse jongeren. <i>JGZ Tijdschrift Voor Jeugdgezondheidszorg</i> , 2020 , 52, 45-50	0.1	0
6	Het behandelen van internetverslaving met cognitieve gedragstherapie 2014 , 31-45		0
5	Social media companies or their users - which party needs to change to reduce online time?. <i>Addiction</i> , 2022 ,	4.6	0
4	Het behandelen van internetverslaving met cognitieve gedragstherapie. <i>Verslaving</i> , 2012 , 8, 37-52		

- 3 Online video gameverslaving: verkenning van een nieuw fenomeen. *TSG: Tijdschrift Voor Gezondheidswetenschappen*, **2012**, 90, 420-426 0.2
- 2 Addressing problematic video game use: A multimethod, dual-context perspective on leisure-time use. *Journal of Behavioral Addictions*, **2018**, 7, 526-530 6.3
- 1 "Don't Gamble With Children's Rights"-How Behavioral Design Impacts the Right of Children to a Playful and Healthy Game Environment.. *Frontiers in Digital Health*, **2022**, 4, 822933 2.3