Young Yim Doh

List of Publications by Year
in descending order

29 papers	466 citations	1307366 7 h-index	839398 18 g-index
31 all docs	31 docs citations	31 times ranked	468 citing authors

#	Article	IF	Citations
1	Treatment of Internet gaming disorder: An international systematic review and CONSORT evaluation. Clinical Psychology Review, 2017, 54, 123-133.	6.0	164
2	Policy and Prevention Approaches for Disordered and Hazardous Gaming and Internet Use: an International Perspective. Prevention Science, 2018, 19, 233-249.	1.5	146
3	Flow on the Internet: a longitudinal study of Internet addiction symptoms during adolescence. Behaviour and Information Technology, 2018, 37, 159-172.	2.5	41
4	A Study on the Relationship between Educational Achievement and Emotional Engagement in a Gameful Interface for Video Lecture Systems. , 2012, , .		30
5	From Separation to Integration. Games and Culture, 2014, 9, 30-57.	1.7	15
6	Mobile Game Design Guide to Improve Gaming Experience for the Middle-Aged and Older Adult Population: User-Centered Design Approach. JMIR Serious Games, 2021, 9, e24449.	1.7	12
7	What Types of Happiness Do Korean Adults Pursue?â€"Comparison of Seven Happiness Types. International Journal of Environmental Research and Public Health, 2020, 17, 1502.	1.2	10
8	Computational Modeling of Playersâ€™ Emotional Response Patterns to the Story Events of Video Games. IEEE Transactions on Affective Computing, 2017, 8, 216-227.	5.7	9
9	The relationship between co-playing and socioemotional status among older-adult game players. Entertainment Computing, 2021, 38, 100414.	1.8	6
10	A Conceptual Framework for Augmented Smart Coach Based on Quantified Holistic Self. Lecture Notes in Computer Science, 2014, , 498-508.	1.0	5
11	Life Review Using a Life Metaphoric Game to Promote Intergenerational Communication. Proceedings of the ACM on Human-Computer Interaction, 2020, 4, 1-21.	2.5	4
12	AR Petite Theater: Augmented reality storybook for supporting children's empathy behavior. , 2014, , .		3
13	UrbanSocialRadar: A place-aware social matching model for estimating serendipitous interaction willingness in Korean cultural context. International Journal of Human Computer Studies, 2019, 125, 81-103.	3.7	3
14	How the Death-themed Game Spiritfarer Can Help Players Cope with the Loss of a Loved One. , 2021, , .		3
15	iSpy. , 2013, , .		2
16	Smart Icebreaker: A Workflow for Serious Game That Promotes Intimacy among Group Members. , 2013, , .		2
17	Smart Icebreaker. , 2013, , .		2
18	A Study on Enhancing Emotional Engagement in Learning Situation - Based on Development Case of English Learning Serious Game 'Word Collectrian'. Journal of Korea Game Society, 2012, 12, 95-106.	0.1	2

#	Article	IF	Citations
19	Designing for Human-Centered Curricular Experience - A Study on Engaging Academic Career Management System Interface Design. , 2012, , .		1
20	Discovery of Smartphone User Group Profiling Based on Userâ€™s Motivations and Usage Behaviors Through Focus Group Interviews. Lecture Notes in Computer Science, 2016, , 426-435.	1.0	1
21	Classification of problematic Internet usage types by motives and contexts with elementary and secondary school-aged counseling clients. Journal of Behavioral Addictions, 2018, 7, 644-653.	1.9	1
22	The Impact of Parental Style, Parent-Adolescent Communication on Parent's Perception Types of Online Game. Journal of Korea Game Society, 2015, 15, 65-76.	0.1	1
23	The Relationship between Playersâ€™ Characteristics and Trolling Behavior: Focused on <League of Legends>. Journal of Korea Game Society, 2016, 16, 63-72.	0.1	1
24	A Conceptual Framework of Online-Offline Integrated Intervention Program for Adolescentsâ€™ Healthy Smartphone Use. Addicta the Turkish Journal on Addictions, 2017, 3, .	0.5	1
25	The Cyclic Value-Context Reinforcement Model of Problematic Internet Use: Empirical Validation Using a Thematic Analysis of Childrenâ€™s Counseling Data. Journal of Medical Internet Research, 2020, 22, e17996.	2.1	1
26	Player Segmentation Strategies Based on the Types of Self-recognition in Online Game World. KAIST Research Series, 2017, , 139-148.	1.5	0
27	Elements of Gamification Method: An Evolutionary Psychological Idea. , 2014, , .		0
28	Parental Mediation Strategies on Online Gaming. Journal of Korea Game Society, 2015, 15, 63-78.	0.1	0
29	A Mobile Game Design Study Using Gamification and Symbolization Strategies to Promote Daily Physical Activity. , 2016, , .		0