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Awareness, Prevention, Detection, and Therapy Applications for Depression and Anxiety in Serious Games for Children and Adolescents: Systematic Review.

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8	Design Process of a Ceramic Modeling Application for Virtual Reality Art Therapy. 2022 , 92-103		0
7	Systematic assessment of the quality and integrity of popular mental health smartphone apps using the American Psychiatric Association's app evaluation model. 4,		0
6	Effects of Serious Games on Depression in Older Adults: Systematic Review and Meta-analysis of Randomized Controlled Trials. 2022 , 24, e37753		0
5	Burnout Syndrome Among Master's Degree Nursing Students Using a Compromising Negotiation Style Evaluated Through a Serious Game. 2023 , 160-168		0
4	A New Measure for Serious Games Evaluation: Gaming Educational Balanced (GEB) Model. 2022 , 12, 11757		1
3	Serious Games and Gamification in Healthcare: A Meta-Review. 2023 , 14, 105		1
2	Towards learner performance evaluation in iVR learning environments using eye-tracking and Machine-learning. 2023 , 31,		0
1	What is the post-game depression? A narrative inquiry. 2023 , 17,		0