# CITATION REPORT List of articles citing

Pathological video-game use among youth ages 8 to 18: a national study

DOI: 10.1111/j.1467-9280.2009.02340.x Psychological Science, 2009, 20, 594-602.

Source: https://exaly.com/paper-pdf/45518115/citation-report.pdf

Version: 2024-04-28

This report has been generated based on the citations recorded by exaly.com for the above article. For the latest version of this publication list, visit the link given above.

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

#	Paper	IF	Citations
729	Internet Addiction: The Emergence of a New Clinical Disorder. <b>1998</b> , 1, 237-244		2289
728	From the American Academy of Pediatrics: Policy statementMedia violence. <b>2009</b> , 124, 1495-503		109
727	Evaluation of a multiple ecological level child obesity prevention program: Switch what you Do, View, and Chew. <b>2009</b> , 7, 49		121
726	Computergames: vermaak met serieuze consequenties. <b>2010</b> , 6, 3-11		2
725	Schulangst und Schulverweigerung. <b>2010</b> , 158, 690-694		
724	Technology and Play. <b>2010</b> ,		
723	Recognizing problem video game use. <b>2010</b> , 44, 120-8		126
722	Effects of video-game ownership on young boys' academic and behavioral functioning: a randomized, controlled study. <i>Psychological Science</i> , <b>2010</b> , 21, 463-70	7.9	73
721	Television and video game exposure and the development of attention problems. <b>2010</b> , 126, 214-21		274
720	Violent and nonviolent video games produce opposing effects on aggressive and prosocial outcomes. <b>2010</b> , 46, 934-942		75
719	Children, wired: for better and for worse. <b>2010</b> , 67, 692-701		103
718	Caution, Animated Violence. <b>2010</b> , 39, 83-94		104
717	Neuromarketing. <b>2010</b> ,		77
716	Antecedents of Collaborative Learning: Insights from Massively Multiplayer Online Games. 2010,		1
715	Prevalence of the addictions: a problem of the majority or the minority?. <b>2011</b> , 34, 3-56		367
714	Problematic video game use: estimated prevalence and associations with mental and physical health. <b>2011</b> , 14, 591-6		307
713	The effect of video game competition and violence on aggressive behavior: Which characteristic has the greatest influence?. <b>2011</b> , 1, 259-274		150

## (2011-2011)

712	Pathological video game use among youths: a two-year longitudinal study. <b>2011</b> , 127, e319-29	698
711	Psychological predictors of problematic involvement in massively multiplayer online role-playing games: illustration in a sample of male cybercaf'players. <b>2011</b> , 44, 165-71	115
710	"Turn that thing off!" parent and adolescent predictors of proactive media monitoring. 2011, 34, 705-15	64
709	The effects of single bouts of aerobic exercise, exergaming, and videogame play on cognitive control. <b>2011</b> , 122, 1518-25	83
708	Assessing clinical trials of Internet addiction treatment: a systematic review and CONSORT evaluation. <b>2011</b> , 31, 1110-6	210
707	[Evaluation of the characteristics of addiction to online video games among adolescents and young adults]. <b>2011</b> , 37, 217-23	28
706	Game onâlgirls: associations between co-playing video games and adolescent behavioral and family outcomes. <b>2011</b> , 49, 160-5	89
705	Sadness, suicide, and their association with video game and internet overuse among teens: results from the youth risk behavior survey 2007 and 2009. <b>2011</b> , 41, 307-15	99
704	Parental mediation of teenagersâlvideo game playing: Antecedents and consequences. <b>2011</b> , 13, 945-962	86
703	GamersâlMotivations and Problematic Gaming. <b>2011</b> , 1, 34-49	2
702	The Influence of Video Games on Social, Cognitive, and Affective Information Processing. 2011,	8
701	Patterns of and motivations for concurrent use of video games and substances. <b>2011</b> , 8, 3999-4012	12
700	Playing video games while using or feeling the effects of substances: associations with substance use problems. <b>2011</b> , 8, 3979-98	23
699	Online video game addiction: identification of addicted adolescent gamers. <b>2011</b> , 106, 205-12	323
698	The Multiple Dimensions of Video Game Effects. <b>2011</b> , 5, 75-81	81
697	From the Playroom to the Classroom: Childrenâl Views of Video Game Play and Academic Learning. <b>2011</b> , 5, 99-103	13
696	Role of Parental Relationships in Pathological Gaming. <b>2011</b> , 30, 1230-1236	19
695	Psychosocial causes and consequences of pathological gaming. <b>2011</b> , 27, 144-152	286

694	Attentional bias in excessive massively multiplayer online role-playing gamers using a modified Stroop task. <b>2011</b> , 27, 1942-1947	36
693	The association between chronic exposure to video game violence and affective picture processing: an ERP study. <b>2011</b> , 11, 259-76	32
692	The effects of pathological gaming on aggressive behavior. <b>2011</b> , 40, 38-47	116
691	Does Media Type Matter? The Role of Identification in Adolescent GirlsâlMedia Consumption and the Impact of Different Thin-Ideal Media on Body Image. <b>2011</b> , 65, 478-490	62
690	Children playing branded video games: The impact of interactivity on product placement effectiveness. <b>2011</b> , 21, 65-72	42
689	Zur psychosozialen Belastung exzessiver und abhfägiger Computerspieler im Jugend- und Erwachsenenalter. <b>2011</b> , 12, 64-71	4
688	Examining the influence of actual-ideal self-discrepancies, depression, and escapism, on pathological gaming among massively multiplayer online adolescent gamers. <b>2011</b> , 14, 535-9	96
687	How Games Support Associational Life: Using Tocqueville to Understand the Connection. <b>2011</b> , 6, 354-372	5
686	A narrative review of physical activity, nutrition, and obesity to cognition and scholastic performance across the human lifespan. <b>2011</b> , 2, 2015-6S	89
685	How Can Achievement Induce Loyalty? A Combination of the Goal-Setting Theory and Flow Theory Perspectives. <b>2012</b> , 4, 183-194	15
684	Clinical Interventions for Technology-Based Problems: Excessive Internet and Video Game Use. <b>2012</b> , 26, 43-56	95
683	An Empirical Review of Internet Addiction Outcome Studies in China. <b>2012</b> , 22, 282-292	25
682	Identifying Vulnerability Markers for Pathological Internet Use and Pathological Video-Game Playing within an Educational Context. <b>2012</b> , 46, 357-376	8
681	The ordinary player: teenagers talk about digital games. <b>2012</b> , 15, 961-977	13
680	References. <b>2012</b> , 81-91	
679	Online gaming addiction in children and adolescents: A review of empirical research. <b>2012</b> , 1, 3-22	200
678	The implicit influence of bimodal brand placement on children. <b>2012</b> , 31, 465-484	23
677	Research Methods: The Key Concepts. <b>2012</b> ,	9

### (2012-2012)

	adolescents. <b>2012</b> , 50, 541-6	83
675	Learning from Computer Games: A Research Review. <b>2012</b> , 6-17	8
674	The worldaß most intense online gaming culture: Addiction and high-engagement prevalence rates among South Korean adolescents and young adults. <b>2012</b> , 28, 2143-2151	81
673	How to Adapt Games for Learning: The Potential Role of Instructional Support. <b>2012</b> , 1-5	6
672	The addiction concept and technology: diagnosis, metaphor, or something else? a psychodynamic point of view. <b>2012</b> , 68, 1175-84	24
671	The prevalence of problematic video gamers in the Netherlands. <b>2012</b> , 15, 162-8	75
670	Video games: good, bad, or other?. <b>2012</b> , 59, 647-58, viii	24
669	Video game genre as a predictor of problem use. <b>2012</b> , 15, 155-61	83
668	Bestaat online-gameverslaving?. <b>2012</b> , 8, 4-15	
667	Violence against women in video games: a prequel or sequel to rape myth acceptance?. <b>2012</b> , 27, 3016-31	58
666	Combined influence of media use on subjective health in elementary school children in Japan: a population-based study. <b>2012</b> , 12, 432	10
66-		
665	Alterations in regional homogeneity of resting-state brain activity in internet gaming addicts. <b>2012</b> , 8, 41	71
664		71 38
	8, 41	
664	8, 41  Are heavy users of computer games and social media more computer literate?. 2012, 59, 1339-1349  A Conceptual Review of Research on the Pathological Use of Computers, Video Games, and the	38
664	Are heavy users of computer games and social media more computer literate?. <b>2012</b> , 59, 1339-1349  A Conceptual Review of Research on the Pathological Use of Computers, Video Games, and the Internet. <b>2012</b> , 10, 748-769	38 91
664 663 662	Are heavy users of computer games and social media more computer literate?. 2012, 59, 1339-1349  A Conceptual Review of Research on the Pathological Use of Computers, Video Games, and the Internet. 2012, 10, 748-769  Prevalence of Problematic Video Gaming among Ontario Adolescents. 2012, 10, 877-889  Refining Video Game Use Questionnaires for Research and Clinical Application: Detection of	38 91 31

658	Serious Games: The Challenge. <b>2012</b> ,	1
657	Video games as moral educators?. <b>2012</b> , 32, 416-429	9
656	Prospective and retrospective time estimates of children: a comparison based on ecological tasks. <b>2012</b> , 7, e33049	22
655	Pathological Technology Addictions: What Is Scientifically Known and What Remains to Be Learned. <b>2012</b> ,	14
654	Effects of Digital Game Play Among Young Singaporean Gamers: A Two-Wave Longitudinal Study. <b>2012</b> , 5,	1
653	Dependñcia de jogos eletrfiicos: a possibilidade de um novo diagnfitico psiquifico. <b>2012</b> , 39, 28-33	4
652	Effects of Prosocial, Neutral, and Violent Video Games on Children's Helpful and Hurtful Behaviors. <b>2012</b> , 38, 281-7	60
651	Notions of Video Game Addiction and Their Relation to Self-Reported Addiction Among Players of World of Warcraft. <b>2012</b> , 10, 210-230	19
650	Information technology use and creativity: Findings from the Children and Technology Project. <b>2012</b> , 28, 370-376	154
649	âIWho vs. Whom AND Where Should We Go Through?âEA reflection towards clarifying the effect of media and entertainment on childrenâE development for future research. <b>2012</b> , 28, 1083-1090	1
648	How to ameliorate negative effects of violent video games on cooperation: Play it cooperatively in a team. <b>2012</b> , 28, 1465-1470	62
647	A comparative analysis of a game-based mobile learning model in low-socioeconomic communities of India. <b>2012</b> , 32, 329-340	47
646	Postural activity and motion sickness during video game play in children and adults. <b>2012</b> , 217, 299-309	61
645	More than just fun and games: the longitudinal relationships between strategic video games, self-reported problem solving skills, and academic grades. <b>2013</b> , 42, 1041-52	133
644	Television, video game and social media use among children with ASD and typically developing siblings. <b>2013</b> , 43, 1258-71	151
643	How Gaming May Become a Problem: A Qualitative Analysis of the Role of Gaming Related Experiences and Cognitions in the Development of Problematic Game Behavior. <b>2013</b> , 11, 441-452	13
642	Careless and Random Responding on Clinical and Research Measures in the Addictions: A Concerning Problem and Investigation of their Detection. <b>2013</b> , 11, 292-306	12
641	Assessing Problematic Video Gaming Using the Theory of Planned Behavior: A Longitudinal Study of Dutch Young People. <b>2013</b> , 11, 172-185	29

640	[Video game and internet addiction. The current state of research]. <b>2013</b> , 84, 569-75	29
639	Exposure to media with prosocial content reduces the propensity for reckless and risky driving. <b>2013</b> , 16, 583-594	20
638	Gaming Addiction, Gaming Engagement, and Psychological Health Complaints Among Norwegian Adolescents. <b>2013</b> , 16, 115-128	73
637	Video game use and problem behaviors in boys with autism spectrum disorders. <b>2013</b> , 7, 316-324	54
636	Toward a consensus definition of pathological video-gaming: a systematic review of psychometric assessment tools. <b>2013</b> , 33, 331-42	323
635	Is there such a thing as online video game addiction? A cross-disciplinary review. <b>2013</b> , 21, 102-112	52
634	Escaping in digital games: The relationship between playing motives and addictive tendencies in males. <b>2013</b> , 29, 1415-1420	28
633	Gaming addiction, definition and measurement: A large-scale empirical study. <b>2013</b> , 29, 2150-2155	45
632	Video game use in boys with autism spectrum disorder, ADHD, or typical development. <b>2013</b> , 132, 260-6	112
631	Trends in Children's Video Game Play: Practical but Not Creative Thinking. <b>2013</b> , 49, 277-291	5
630	Trends in Children's Video Game Play: Practical but Not Creative Thinking. 2013, 49, 277-291  âBlbeen down so long âBlPerpetual vs. intermittent inferiority and the Kbler group motivation gain in exercise groups 2013, 17, 67-80	5
	â⊞been down so long â⊞Derpetual vs. intermittent inferiority and the KBler group motivation	
630	âllbeen down so long âllPerpetual vs. intermittent inferiority and the Killer group motivation gain in exercise groups <b>2013</b> , 17, 67-80	13
630	âllDeen down so long âllDerpetual vs. intermittent inferiority and the Killer group motivation gain in exercise groups 2013, 17, 67-80  Is Internet addiction a useful concept?. 2013, 47, 16-9  Introduction: digital games as a context for cognitive development, learning, and developmental	13
630 629 628	âBibeen down so long âBiPerpetual vs. intermittent inferiority and the Killer group motivation gain in exercise groups 2013, 17, 67-80  Is Internet addiction a useful concept?. 2013, 47, 16-9  Introduction: digital games as a context for cognitive development, learning, and developmental research. 2013, 2013, 1-9  The impact of prolonged violent video-gaming on adolescent sleep: an experimental study. 2013,	13 121 19
630 629 628	âBlbeen down so long âBlPerpetual vs. intermittent inferiority and the Kfiler group motivation gain in exercise groups 2013, 17, 67-80  Is Internet addiction a useful concept?. 2013, 47, 16-9  Introduction: digital games as a context for cognitive development, learning, and developmental research. 2013, 2013, 1-9  The impact of prolonged violent video-gaming on adolescent sleep: an experimental study. 2013, 22, 137-43  Psychological needs, purpose in life, and problem video game playing among Chinese young adults.	13 121 19 93
630 629 628 627	âllbeen down so long âlliPerpetual vs. intermittent inferiority and the Killer group motivation gain in exercise groups 2013, 17, 67-80  Is Internet addiction a useful concept?. 2013, 47, 16-9  Introduction: digital games as a context for cognitive development, learning, and developmental research. 2013, 2013, 1-9  The impact of prolonged violent video-gaming on adolescent sleep: an experimental study. 2013, 22, 137-43  Psychological needs, purpose in life, and problem video game playing among Chinese young adults. 2013, 48, 583-90	13 121 19 93 30

622	Internet addiction assessment tools: dimensional structure and methodological status. 2013, 108, 1207-16	118
621	Emerging in a Digital World: A Decade Review of Media Use, Effects, and Gratifications in Emerging Adulthood. <b>2013</b> , 1, 125-137	153
620	Contemporary Perspectives in Leisure. 2013,	3
619	Factores moduladores de la respuesta agresiva en la exposicifi a videojuegos violentos. <b>2013</b> , 29,	3
618	The Effect Internet Video Game on the Aggression in Individuals with Internet Game Play. <b>2013</b> , 52, 57	
617	Impaired decisional impulsivity in pathological videogamers. <b>2013</b> , 8, e75914	41
616	Internet gaming addiction: current perspectives. <b>2013</b> , 6, 125-37	256
615	Individual differences in motives, preferences, and pathology in video games: the gaming attitudes, motives, and experiences scales (GAMES). <b>2013</b> , 4, 608	58
614	What would my avatar do? Gaming, pathology, and risky decision making. 2013, 4, 609	42
613	Trends in Video Game Play through Childhood, Adolescence, and Emerging Adulthood. <b>2013</b> , 2013, 301460	19
612	A study on relationship between computer games usage and educational progress. <b>2014</b> , 2313-2318	1
611	Media Uses in Emerging Adulthood. <b>2014</b> ,	1
610	The conceptualisation and measurement of DSM-5 Internet Gaming Disorder: the development of the IGD-20 Test. <b>2014</b> , 9, e110137	200
609	Gaming well: links between videogames and flourishing mental health. <b>2014</b> , 5, 260	91
608	Have Your Parents Ever Complained That They Think You are Addicted 10 to Video Games? Have You Ever Worried about it Yourself?. <b>2014</b> , 2,	О
607	Prevalence and correlates of video and internet gaming addiction among Hong Kong adolescents: a pilot study. <b>2014</b> , 2014, 874648	73
606	Internet and video game addictions: a cognitive behavioral approach. <b>2014</b> , 41, 82-88	11
605	Loisirs numfiques et performances cognitives et scolaires : une tude chez 27 000 lues de la 3edes collges. <b>2014</b> , Numfo 530, 99	2

# (2014-2014)

604	Die Erfassung von Problemverhalten bei Jugendlichen und ihre psychische Belastung im Selbsturteil. <b>2014</b> , 63, 36-62	1
603	Mitigating Online Threats While Promoting Scholarship Through Awareness-Raising Interventions. <b>2014</b> , 5, 47-61	1
602	A critical review of "Internet addiction" criteria with suggestions for the future. <b>2014</b> , 3, 203-13	108
601	Video Game Strategies as Predictors of Academic Achievement. <b>2014</b> , 50, 271-284	4
600	Social Play Spaces for Active Community Engagement. <b>2014</b> ,	1
599	. 2014,	2
598	Associations between childrenâ\(\text{long}\) video game playing and psychosocial health: information from both parent and child reports. <b>2014</b> , 17, 639-43	11
597	Mediators and moderators of long-term effects of violent video games on aggressive behavior: practice, thinking, and action. <b>2014</b> , 168, 450-7	75
596	Playing violent video games increases intergroup bias. <b>2014</b> , 40, 70-8	32
595	Game-Based Learning. <b>2014</b> , 485-503	69
594	Problematic Online Gaming. <b>2014</b> , 61-97	37
593	Assessment of internet gaming disorder in clinical research: Past and present perspectives. <b>2014</b> , 31, 35-48	58
592	Distinguishing Addiction From High Engagement: An Investigation Into the Social Lives of Adolescent and Young Adult Massively Multiplayer Online Game Players. <b>2014</b> , 9, 227-254	18
591	Rationale and study protocol for the 'active teen leaders avoiding screen-time' (ATLAS) group randomized controlled trial: an obesity prevention intervention for adolescent boys from schools in low-income communities. <b>2014</b> , 37, 106-19	42
590	Social responsibility in online videogaming: What should the videogame industry do?. <b>2014</b> , 22, 181-185	18
589	Attention problems and pathological gaming: resolving the 'chicken and egg' in a prospective analysis. <b>2014</b> , 85, 103-10	27
588	Sleep Interference Effects of Pathological Electronic Media Use during Adolescence. <b>2014</b> , 12, 21-35	40
587	Effects of cooperative gaming and avatar customization on subsequent spontaneous helping behavior. <b>2014</b> , 33, 49-55	33

586	Adolescent simulated gambling via digital and social media: An emerging problem. 2014, 31, 305-313	76
585	Video games do affect social outcomes: a meta-analytic review of the effects of violent and prosocial video game play. <b>2014</b> , 40, 578-89	357
584	An international consensus for assessing internet gaming disorder using the new DSM-5 approach. <b>2014</b> , 109, 1399-406	550
583	Pathological video game playing in Spanish and British adolescents: Towards the exploration of Internet Gaming Disorder symptomatology. <b>2014</b> , 41, 304-312	47
582	Being bad in a video game can make us more morally sensitive. <b>2014</b> , 17, 499-504	58
581	Serious Games Development and Applications. <b>2014</b> ,	6
580	Video game genre preference, physical activity and screen-time in adolescent boys from low-income communities. <b>2014</b> , 37, 1345-52	7
579	PET imaging reveals brain functional changes in internet gaming disorder. <b>2014</b> , 41, 1388-97	62
578	Awareness of Risk Factors for Digital Game Addiction: Interviewing Players and Counselors. <b>2014</b> , 12, 585-599	14
577	Effect of a novel video game on stroke knowledge of 9- to 10-year-old, low-income children. <b>2014</b> , 45, 889-92	17
576	The benefits of playing video games. <b>2014</b> , 69, 66-78	945
575	French validation of the 7-item Game Addiction Scale for adolescents. <b>2014</b> , 64, 161-168	20
574	The (co-)occurrence of problematic video gaming, substance use, and psychosocial problems in adolescents. <b>2014</b> , 3, 157-65	159
573	A preliminary investigation into the prevalence and prediction of problematic cell phone use. <b>2014</b> , 3, 41-53	129
572	MEDIA PROTECT âla programme targeting parents to prevent children's problematic use of screen media. <b>2014</b> , 9, 207-219	4
571	Violent gaming and player aggression. <b>2015</b> ,	
570	Smashing the Screen. <b>2015</b> , 486-501	
569	Media and Cognitive Development. <b>2015</b> , 1-46	21

## (2015-2015)

568	Problematic digital gaming behavior and its relation to the psychological, social and physical health of Finnish adolescents and young adults. <b>2015</b> , 4, 281-8	95
567	Moral responsibility is never a spectator sport: On young people and online gaming. <b>2015</b> , 6, 7-21	2
566	SPSSI Research Summary on Media Violence. <b>2015</b> , 15, 4-19	27
565	The Use of Time among College Students A U.S. â[China Comparison. <b>2015</b> , 7, 195	5
564	Videogame ?Addiction? Versus ?Problematic Play?: Which Construct Best Captures the Nature of Excessive Videogame use?. <b>2015</b> , 01,	2
563	Testing the Predictive Validity and Construct of Pathological Video Game Use. <b>2015</b> , 5, 602-25	6
562	Increasing patient engagement in rehabilitation exercises using computer-based citizen science. <b>2015</b> , 10, e0117013	32
561	Excessive Video Game Use, Sleep Deprivation, and Poor Work Performance Among U.S. Marines Treated in a Military Mental Health Clinic: A Case Series. <b>2015</b> , 180, e839-43	14
560	Executive Function in Risky Online Behaviors by Adolescents and Young Adults. 2015, 117-141	2
559	. 2015,	4
559 558	. 2015, Multiplayer Kinect Serious Games. 2015, 5, 45-61	2
558	Multiplayer Kinect Serious Games. <b>2015</b> , 5, 45-61	2
558 557	Multiplayer Kinect Serious Games. <b>2015</b> , 5, 45-61  Video games from the perspective of adults with autism spectrum disorder. <b>2015</b> , 51, 122-130	2 43
558 557 556	Multiplayer Kinect Serious Games. 2015, 5, 45-61  Video games from the perspective of adults with autism spectrum disorder. 2015, 51, 122-130  New Media and Learning in the 21st Century. 2015,  Versatility and addiction in gaming: the number of video-game genres played is associated with	2 43 2
558 557 556 555	Multiplayer Kinect Serious Games. 2015, 5, 45-61  Video games from the perspective of adults with autism spectrum disorder. 2015, 51, 122-130  New Media and Learning in the 21st Century. 2015,  Versatility and addiction in gaming: the number of video-game genres played is associated with pathological gaming in male adolescents. 2015, 18, 129-32	2 43 2 30
558 557 556 555 554	Multiplayer Kinect Serious Games. 2015, 5, 45-61  Video games from the perspective of adults with autism spectrum disorder. 2015, 51, 122-130  New Media and Learning in the 21st Century. 2015,  Versatility and addiction in gaming: the number of video-game genres played is associated with pathological gaming in male adolescents. 2015, 18, 129-32  Pathological Internet use among adolescents: Comparing gamers and non-gamers. 2015, 228, 128-35	2 43 2 30 89

550	Turning Data into People: Player Perspectives on Game Addiction. 2015,	4
549	Playing a Videogame with a Sexualized Female Character Increases Adolescents' Rape Myth Acceptance and Tolerance Toward Sexual Harassment. <b>2015</b> , 4, 91-4	26
548	The Danger of Engagement: Behavioral Observations of Online Community Activity and Service Spending in the Online Gaming Context. <b>2015</b> , 20, 50-75	23
547	Virtual and âleal-lifeâlwall/rock climbing: motor movement comparisons and video gaming pedagogical perceptions. <b>2015</b> , 8, 100-111	3
546	Are some video games associated with more life interference and psychopathology than others? Comparing massively multiplayer online role-playing games with other forms of video game. <b>2015</b> , 67, 105-114	8
545	Moderating effects of the family environment for parental mediation and pathological internet use in youths. <b>2015</b> , 18, 30-6	51
544	Well-Being in Contemporary Society. 2015,	2
543	Measuring DSM-5 internet gaming disorder: Development and validation of a short psychometric scale. <b>2015</b> , 45, 137-143	391
542	Pathological video-gaming among youth: A prospective study examining dynamic protective factors. <b>2015</b> , 23, 301-308	62
541	Monitoring, Mediating, and Modeling: Parental Influence on Adolescent Computer and Internet Use in the United States. <b>2015</b> , 9, 40-57	90
540	An fMRI study of cognitive control in problem gamers. <b>2015</b> , 231, 262-8	37
539	Personality and Social Problem-Solving: The Mediating Role of Self-Esteem. 2015,	4
538	LâŪtilisation addictive des jeux vidò est-elle une solution adaptative ^la perception de soi et ^la symptomatologie dpressive des jeunes adolescents (11â॰4ans)?. <b>2015</b> , 63, 250-257	3
537	Invincible blades and invulnerable bodies: weapons magic in early-modern Germany. <b>2015</b> , 22, 658-679	2
536	Excessive Internet Use and its association with negative experiences: Quasi-validation of a short scale in 25 European countries. <b>2015</b> , 53, 118-123	20
535	The Internet Gaming Disorder Scale. <b>2015</b> , 27, 567-82	344
534	Early adolescent Internet game addiction in context: How parents, school, and peers impact youth. <b>2015</b> , 50, 159-168	86
533	Computerspielabhfigigkeit im Jugendalter. <b>2015</b> , 163, 701-705	1

532 Videospellen: de positieve effecten. **2015**, 36, 1-22

531	What is Known About Video Game and Internet Addiction After DSM-5. <b>2015</b> , 502-513	
530	Prevalence of Internet gaming disorder in German adolescents: diagnostic contribution of the nine DSM-5 criteria in a state-wide representative sample. <b>2015</b> , 110, 842-51	318
529	Predicting adolescent problematic online game use from teacher autonomy support, basic psychological needs satisfaction, and school engagement: a 2-year longitudinal study. <b>2015</b> , 18, 228-33	73
528	Video game addiction and college performance among males: results from a 1 year longitudinal study. <b>2015</b> , 18, 25-9	31
527	Computer Games and Academic Achievement. <b>2015</b> , 498-503	
526	Psychodynamic Treatment of Excessive Virtual Reality Environment Use. <b>2015</b> , 14, 482-493	1
525	Effects of adolescent online gaming time and motives on depressive, musculoskeletal, and psychosomatic symptoms. <b>2015</b> , 120, 263-75	40
524	Role-Playing and Real-Time Strategy Games Associated with Greater Probability of Internet Gaming Disorder. <b>2015</b> , 18, 480-5	89
523	Internet Gaming Disorder and the DSM-5: Conceptualization, Debates, and Controversies. <b>2015</b> , 2, 254-262	142
522	Internet Gaming Disorder in the DSM-5. <b>2015</b> , 17, 72	119
521	Rationale and study protocol for 'Switch-off 4 Healthy Minds' (S4HM): a cluster randomized controlled trial to reduce recreational screen time in adolescents. <b>2015</b> , 40, 150-8	8
520	The missing media. <b>2015</b> , 41, 254-263	17
519	Problematic involvement in online games: A cluster analytic approach. <b>2015</b> , 43, 242-250	142
518	Everyday sadism predicts violent video game preferences. <b>2015</b> , 75, 19-23	49
517	Subtypes of Adolescent Video Gamers: a Latent Class Analysis. <b>2015</b> , 13, 1-18	19
516	Parental Influences on Pathological Symptoms of Video-Gaming Among Children and Adolescents: A Prospective Study. <b>2015</b> , 24, 1429-1441	76
515	Characteristics and Psychiatric Symptoms of Internet Gaming Disorder among Adults Using Self-Reported DSM-5 Criteria. <b>2016</b> , 13, 58-66	124

Violent Media Effects: Theory and Evidence. **2016**, 362-369

513	Adolescent Problematic Gaming and Domain-Specific Perceptions of Self. <b>2016</b> , 6, 44-56	1
512	Health Outcomes of Information System Use Lifestyles among Adolescents: Videogame Addiction, Sleep Curtailment and Cardio-Metabolic Deficiencies. <b>2016</b> , 11, e0154764	53
511	High-school studentsatperceptions of the effects of non-academic usage of ICT on their academic achievements. <b>2016</b> , 64, 143-151	19
510	Psychology of Technology. <b>2016</b> ,	13
509	Innovative Methods in Media and Communication Research. 2016,	5
508	Internet Gaming Disorder Among Slovenian Primary Schoolchildren: Findings From a Nationally Representative Sample of Adolescents. <b>2016</b> , 5, 304-10	134
507	Increasing Children's Physical Activity Levels Through Biosymtic Robotic Devices. 2016,	5
506	Video games in adolescence and emotional functioning: Emotion regulation, emotion intensity, emotion expression, and alexithymia. <b>2016</b> , 61, 344-349	26
505	A Study of Digital Game Addiction from Aggression, Loneliness and Depression Perspectives. <b>2016</b> ,	8
504	Relationships among Taiwanese children's computer game use, academic achievement and parental governing approach. <b>2016</b> , 95, 44-60	8
503	Leveling up: Are non-gamers and women disadvantaged in a virtual world classroom?. <b>2016</b> , 65, 210-219	11
502	Gaming behavior and addiction among Hong Kong adolescents. <b>2016</b> , 6, 6	19
501	Problematic Use of Video Games and Substance Abuse in Early Adolescence: A Cross-sectional Study. <b>2016</b> , 40, 594-603	7
500	Trajectories of abstinence-induced Internet gaming withdrawal symptoms: A prospective pilot study. <b>2016</b> , 4, 24-30	21
499	Internet escapism and addiction among Japanese senior high school students. <b>2016</b> , 9, 399-406	7
498	Gaming dependency among Indian adolescents: a phenomenological study. <b>2016</b> , 12, 361	1
497	Validation of the Internet Gaming Disorder Questionnaire in a Sample of Adult German-Speaking Internet Gamers. <b>2016</b> , 19, 453-9	14

496	Internet Gaming Disorder and Well-Being: A Scale Validation. 2016, 19, 674-679	25
495	Prevalence of Internet Gaming Disorder among Korean Adolescents and Associations with Non-psychotic Psychological Symptoms, and Physical Aggression. <b>2016</b> , 40, 705-716	63
494	Media Use in School-Aged Children and Adolescents. <b>2016</b> , 138,	218
493	Advertising in New Formats and Media. 2016,	2
492	Defend the Indefensible: Helping Children Cope with the Implicit Influence of Online Game Advertising. <b>2016</b> , 379-395	1
491	Using an International Gaming Tournament to Study Individual Differences in MOBA Expertise and Cognitive Skills. <b>2016</b> ,	14
490	Dimensionality of Cognitions in Behavioral Addiction. <b>2016</b> , 3, 49-57	22
489	Prevalence of musculoskeletal pain in adolescents and association with computer and videogame use. <b>2016</b> , 92, 188-196	1
488	Plugged in: Electronics use in youth and young adults with autism spectrum disorder. <b>2016</b> , 20, 45-54	62
487	Video games vs. reading and school/cognitive performances: a study on 27000 middle school teenagers. <b>2016</b> , 36, 1560-1595	9
486	Video gaming in adolescence: factors associated with leisure time use. <b>2016</b> , 19, 36-54	29
485	Digital devices and teaching the whole student: developing and validating an instrument to measure educatorsâlattitudes and beliefs. <b>2016</b> , 64, 643-659	9
484	Prevalence of musculoskeletal pain in adolescents and association with computer and videogame use. <b>2016</b> , 92, 188-96	28
483	Video game playing in the general adult population of Germany: Can higher gaming time of males be explained by gender specific genre preferences?. <b>2016</b> , 55, 729-735	55
482	The Efficacy of the LearningRx Cognitive Training Program: Modality and Transfer Effects. <b>2016</b> , 84, 600-620	7
481	Demonstrating the validity of the Video Game Functional Assessment-Revised (VGFA-R). <b>2016</b> , 54, 501-510	7
480	Tobacco imagery in video games: ratings and gamer recall. <b>2016</b> , 25, 587-90	8
479	Computer game misuse and addiction of adolescents in a clinically referred study sample. <b>2016</b> , 55, 9-15	19

478	Smoking in Video Games: A Systematic Review. <b>2016</b> , 18, 1390-8	12
477	The Metacognitions about Online Gaming Scale: Development and psychometric properties. <b>2017</b> , 64, 281-286	38
476	Virtual addictions: An examination of problematic social casino game use among at-risk gamblers. <b>2017</b> , 64, 334-339	30
475	Sexualized Video Game Avatars and Self-Objectification in Adolescents: The Role of Gender Congruency and Activation Frequency. <b>2017</b> , 20, 221-239	18
474	Virtual(ly) Athletes: Where eSports Fit Within the Definition of âВportâ□ <b>2017</b> , 69, 1-18	171
473	âWhatâā the Weather Like Today?â⊡A computer game to develop algorithmic thinking and problem solving skills of primary school pupils. <b>2017</b> , 22, 1133-1147	5
472	Screen Time. <b>2017</b> , 207-223	1
471	The effects of a bike active video game on players' physical activity and motivation. <b>2017</b> , 6, 25-32	38
470	Problem recognition: integrating help-seeking theory in social marketing. <b>2017</b> , 7, 2-17	3
469	Videogame-Related Illness and Injury: A Review of the Literature and Predictions for Pokmon GO!. <b>2017</b> , 6, 9-18	19
468	Pediatrician's Guide to Discussing Research with Patients. <b>2017</b> ,	1
467	Motives Matter: Motives for Playing Pokmon Go and Implications for Well-Being. <b>2017</b> , 20, 52-57	72
466	Delay Discounting of Video Game Players: Comparison of Time Duration Among Gamers. <b>2017</b> , 20, 104-108	12
465	Problem Video Gaming Among Children Enrolled in Tertiary Weight Management Programs. <b>2017</b> , 20, 109-116	4
464	Response Inhibition and Internet Gaming Disorder: A Meta-analysis. <b>2017</b> , 71, 54-60	54
463	Self-reported dependence on mobile phones in young adults: A European cross-cultural empirical survey. <b>2017</b> , 6, 168-177	120
462	Revisiting video game ratings: Shift from content-centric to parent-centric approach. 2017, 33, 00065	1
461	Problematic Video Game Play and ADHD Traits in an Adult Population. <b>2017</b> , 20, 292-295	18

# (2017-2017)

460	Cross-sectional and longitudinal epidemiological studies of Internet gaming disorder: A systematic review of the literature. <b>2017</b> , 71, 425-444	241
459	Dysfunctional Cognitions in Online Gaming and Internet Gaming Disorder: a Narrative Review and New Classification. <b>2017</b> , 4, 308-316	23
458	[Negative perceptions of the risks associated with gaming in young adolescents: An exploratory study to help thinking about a prevention program]. <b>2017</b> , 24, 607-617	7
457	Prevention and Policy Related to Internet Gaming Disorder. <b>2017</b> , 4, 284-292	11
456	Internet gaming disorder: Trends in prevalence 1998-2016. <b>2017</b> , 75, 17-24	104
455	The experimental analysis of problematic video gaming and cognitive skills: A systematic review. <b>2017</b> , 27, 110-117	10
454	Relationships between parental attitudes, family functioning and Internet gaming disorder in adolescents attending school. <b>2017</b> , 255, 104-110	76
453	Psychometric properties of the Chinese Internet Gaming Disorder Scale. <b>2017</b> , 74, 20-26	49
452	The Changing Face of Video Games and Video Gamers: Future Directions in the Scientific Study of Video Game Play and Cognitive Performance. <b>2017</b> , 1, 280-294	46
451	Internet gaming disorder: Inadequate diagnostic criteria wrapped in a constraining conceptual model. <b>2017</b> , 6, 110-113	23
450	A model linking video gaming, sleep quality, sweet drinks consumption and obesity among children and youth. <b>2017</b> , 7, 191-198	35
449	Psychosocial correlates of internet gaming disorder: Psychopathology, life satisfaction, and impulsivity. <b>2017</b> , 68, 388-394	79
448	Internet Gaming Disorder and Internet Addiction Disorder: Future Careers in Research, Education, and Treatment. <b>2017</b> , 53-61	
447	When newbies and veterans play together: The effect of video game content, context and experience on cooperation. <b>2017</b> , 68, 556-563	9
446	Video game addiction and psychological distress among expatriate adolescents in Saudi Arabia. <b>2017</b> , 6, 112-117	22
445	Internet Gaming Disorder in Children and Adolescents. <b>2017</b> , 140, S81-S85	90
444	Morality matters? Consumer identification with celebrity endorsers in China. <b>2017</b> , 16, 272-289	11
443	A peer-influence perspective on compulsive social networking site use: Trait mindfulness as a double-edged sword. <b>2017</b> , 77, 47-53	17

442	Problematic gaming exists and is an example of disordered gaming. 2017, 6, 296-301	54
441	Los videojuegos: una aficifi con implicaciones neuropsiquitricas. <b>2017</b> , 23, 129-136	7
440	Autistic traits and internet gaming addiction in Chinese children: The mediating effect of emotion regulation and school connectedness. <b>2017</b> , 68, 122-130	28
439	Addictive Disorders in Adolescents. <b>2017</b> , 40, 475-486	6
438	Gaming disorder: Its delineation as an important condition for diagnosis, management, and prevention. <b>2017</b> , 6, 271-279	243
437	Study protocol of the internet user Cohort for Unbiased Recognition of gaming disorder in Early adolescence (iCURE), Korea, 2015-2019. <b>2017</b> , 7, e018350	13
436	An analysis of integrated health care for Internet Use Disorders in adolescents and adults. <b>2017</b> , 6, 579-592	15
435	Screen Violence and Youth Behavior. <b>2017</b> , 140, S142-S147	52
434	The Effectiveness of Developing Motor Skills Through Motion-Based Video Gaming: A Review. <b>2017</b> , 48, 722-734	4
433	Developmental Process of Internet Gaming Disorder among South Korean Adolescents: Effects of Family Environment and Recreation Experience. <b>2017</b> , 26, 1527-1535	8
432	Violent Video Games Exposed: A Blow by Blow Account of Senseless Violence in Games. <b>2017</b> , 151, 76-87	1
431	Negative Effects of Video Game Play. <b>2017</b> , 1297-1322	2
430	Why Do Some People Become Addicted to Digital Games More Easily? A Study of Digital Game Addiction from a Psychosocial Health Perspective. <b>2017</b> , 33, 199-214	24
429	Cool, callous and in control: superior inhibitory control in frequent players of video games with violent content. <b>2017</b> , 12, 1869-1880	12
428	Gaming Behavior Among Conscripts: The Role of Lower Psychosocial Well-Being Factors in Explaining Gaming Addiction. <b>2017</b> , 29, 128-142	8
427	Mobile e-Health. <b>2017</b> ,	3
426	Internet gaming disorder and online gambling disorder: Clinical and personality correlates. <b>2017</b> , 6, 669-677	34
425	A m'dia hatßa a szocilis viselked§re § a tfsas kapcsolatok alakulßfa serdl‱rban. <b>2017</b> , 26, 246-256	3

424	Video Game Play and Internet Gaming Disorder Among Canadian Adults: A National Survey. <b>2017</b> , 8, 6-12	4
423	Young Minds on Video Games. <b>2017</b> , 121-143	O
422	Media Use as a Context for Cognitive Development: What is and Should be Known?. 2017, xi-xx	2
421	Development of the Adolescent Preoccupation with Screens Scale. <b>2017</b> , 17, 652	6
420	Intelligence or Counter Intelligence? Cognitive and Behavioral Implications of Mediated Cyborg Images on Children. <b>2017</b> , 07,	
419	Eficacia de las tĉnicas de control de la impulsividad en la prevenciñ de la adicciñ a videojuegos. <b>2017</b> , 35, 57-69	6
418	Pathological game use in adults with and without Autism Spectrum Disorder. 2017, 5, e3393	25
417	Treatments for Internet gaming disorder and Internet addiction: A systematic review. <b>2017</b> , 31, 979-994	109
416	The Structured Clinical Interview for DSM-5 Internet Gaming Disorder: Development and Validation for Diagnosing IGD in Adolescents. <b>2017</b> , 14, 21-29	34
415	Problematic Mobile Gameplay Among the Worldâl Most Intense Players: A Modern Pandemic or Casual Recreational Pursuit?. <b>2018</b> , 13, 385-405	2
414	Technology and Adolescent Mental Health. 2018,	1
413	Satisfaction and frustration of basic psychological needs in the real world and in video games predict internet gaming disorder scores and well-being. <b>2018</b> , 84, 220-229	59
412	Smoking, ADHD, and Problematic Video Game Use: A Structural Modeling Approach. 2018, 21, 281-286	12
411	Internet gaming disorder in children and adolescents: a systematic review. 2018, 60, 645-659	169
410	Pattern of video game use in children with attention-deficit-hyperactivity disorder and typical development. <b>2018</b> , 60, 523-528	14
409	Dividing network externality into the number of peers and users. <b>2018</b> , 31, 388-404	7
408	The effectiveness of a parental guide for prevention of problematic video gaming in children: A public health randomized controlled intervention study. <b>2018</b> , 7, 52-61	13
407	Do sleeping habits mediate the association between time spent on digital devices and school problems in adolescence?. <b>2018</b> , 28, 463-468	8

406	Internet Gaming Addiction in Adolescence: Risk Factors and Maladjustment Correlates. 2018, 16, 888-904	48
405	Policy and Prevention Approaches for Disordered and Hazardous Gaming and Internet Use: an International Perspective. <b>2018</b> , 19, 233-249	110
404	Motivational components of tolerance in Internet gaming disorder. <b>2018</b> , 78, 133-141	41
403	[Spanish validation of Game Addiction Scale for Adolescents (GASA)]. <b>2018</b> , 50, 350-358	8
402	Video game addiction in emerging adulthood: Cross-sectional evidence of pathology in video game addicts as compared to matched healthy controls. <b>2018</b> , 225, 265-272	69
401	Developmental Links Between Gaming and Depressive Symptoms. <b>2018</b> , 28, 680-697	7
400	Multivariate choices and identification of social interactions. <b>2018</b> , 33, 165-178	21
399	Prevalence and correlates of comorbid depression in a nonclinical online sample with DSM-5 internet gaming disorder. <b>2018</b> , 226, 1-5	78
398	A Latent Class Approach for Classifying the Problem and Disordered Gamers in a Group of Adolescence. <b>2018</b> , 9, 2273	54
397	Applying Narrative Therapy With Young People Who Engage in Video Gaming. 2018, 37, 1-14	1
396	Problematic Video Game Use among Teenagers in Sfax, Tunisia. 2018, 06,	О
395	Video Games for Well-Being: A Systematic Review on the Application of Computer Games for Cognitive and Emotional Training in the Adult Population. <b>2018</b> , 9, 2127	52
394	The impact of heavy and disordered use of games and social media on adolescents' psychological, social, and school functioning. <b>2018</b> , 7, 697-706	69
393	Time to call for a global public health approach in prevention of the onset and progression of problematic gaming. <b>2018</b> , 7, 548-552	7
392	Prevention and harm reduction for IGD. <b>2018</b> , 201-241	
391	An empirical study on gender, video game play, academic success and complex problem solving skills. <b>2018</b> , 125, 39-52	27
390	Problematic Video Gaming in a Young Spanish Population: Association with Psychosocial Health. <b>2018</b> , 21, 388-394	17
389	Digital game elements, user experience and learning: A conceptual framework. <b>2018</b> , 23, 2545-2567	23

### (2019-2018)

388	Psychometric validation of the Turkish nine-item Internet Gaming Disorder Scale-Short Form (IGDS9-SF). <b>2018</b> , 265, 349-354	44
387	Media Violence and the General Aggression Model. <b>2018</b> , 74, 386-413	60
386	Effect of brief gaming abstinence on withdrawal in adolescent at-risk daily gamers: A randomized controlled study. <b>2018</b> , 88, 70-77	5
385	Father-Child Longitudinal Relationship: Parental Monitoring and Internet Gaming Disorder in Chinese Adolescents. <b>2018</b> , 9, 95	28
384	Potential Adverse Effects of Violent Video Gaming: Interpersonal- Affective Traits Are Rather Impaired Than Disinhibition in Young Adults. <b>2018</b> , 9, 736	5
383	An introduction to gaming and IGD. <b>2018</b> , 1-21	3
382	Who Is at Risk for Problematic Video Gaming? Risk Factors in Problematic Video Gaming in Clinically Referred Canadian Children and Adolescents. <b>2018</b> , 2, 19	17
381	Understanding internet addiction: a comprehensive review. <b>2018</b> , 23, 165-184	18
380	The interplay between ADHD symptoms and time perspective in addictive social media use: A study on adolescent Facebook users. <b>2018</b> , 89, 165-170	42
379	Behavioral Addictions as Mental Disorders: To Be or Not To Be?. <b>2018</b> , 14, 399-423	76
378	Do people play MMORPGs for extrinsic or intrinsic rewards?. <b>2018</b> , 35, 1877-1886	9
377		
	Video game addiction, ADHD symptomatology, and video game reinforcement. <b>2019</b> , 45, 67-76	32
376	Sensory curation: theorizing media use for sensory regulation and implications for family media conflict. <b>2019</b> , 22, 653-688	3 <sup>2</sup>
376 375	Sensory curation: theorizing media use for sensory regulation and implications for family media	
	Sensory curation: theorizing media use for sensory regulation and implications for family media conflict. <b>2019</b> , 22, 653-688	6
375	Sensory curation: theorizing media use for sensory regulation and implications for family media conflict. <b>2019</b> , 22, 653-688  Exposure to tobacco in video games and smoking among gamers in Argentina. <b>2019</b> , 28, 427-433  The impact of social identity on online game addiction: the mediating role of the fear of missing	3
375 374	Sensory curation: theorizing media use for sensory regulation and implications for family media conflict. <b>2019</b> , 22, 653-688  Exposure to tobacco in video games and smoking among gamers in Argentina. <b>2019</b> , 28, 427-433  The impact of social identity on online game addiction: the mediating role of the fear of missing out (FoMO) and the moderating role of the need to belong. <b>2019</b> , 40, 4571	6 3 8

370	Rude or shrewd? Reframing media devices as care structures and child use as accommodation. <b>2019</b> , 13, 367-375	5
369	Online gaming and gaming disorder: more than just a trivial pursuit. <b>2019</b> , 1-7	13
368	Virtual behaviors affecting adolescent mental health: The usage of Internet and mobile phone and cyberbullying. <b>2019</b> , 32, 139-148	7
367	Videogame play and events are related to unhealthy emotion regulation in the form of low fading affect bias in autobiographical memory. <b>2019</b> , 74, 102778	6
366	The Mediating Effects of Affect on Associations between Impulsivity or Resilience and Internet Gaming Disorder. <b>2019</b> , 8,	8
365	Behavioral Addictions: Excessive Gambling, Gaming, Internet, and Smartphone Use Among Children and Adolescents. <b>2019</b> , 66, 1163-1182	32
364	Screening for Screen Time. <b>2019</b> , 245-250	
363	Exposure to Community Violence, Affiliations With Risk-Taking Peer Groups, and Internet Gaming Disorder Among Chinese Adolescents: The Moderating Role of Parental Monitoring. <b>2019</b> , 10, 2074	5
362	Computerspiele im Diskurs: Aggression, Amoklūfe und Sucht. <b>2019</b> ,	6
361	Behavioral Addictions: Some Developmental Considerations. <b>2019</b> , 6, 313-322	6
360	The relationships between video game experience and cognitive abilities in adolescents. <b>2019</b> , 15, 1171-1180	9
359	Diagnostic and Classification Considerations Regarding Gaming Disorder: Neurocognitive and Neurobiological Features. <b>2019</b> , 10, 405	11
358	An examination of problematic mobile phone use in the United Arab Emirates: Prevalence, correlates, and predictors in a college-aged sample of young adults. <b>2019</b> , 9, 100185	18
357	Why and how to include parents in the treatment of adolescents presenting Internet gaming disorder?. <b>2019</b> , 8, 201-212	19
356	LâBddiction aux jeux vidò dans le DSM-5, controverses et rponses relatives ^son diagnostic et sa dfinition. <b>2019</b> , 177, 610-623	1
355	Playing a video game is more than mere procrastination. <b>2019</b> , 7, 33	11
354	Lyrics only or lyrics with music? The effect of different lyric conditions on prosocial-related outcomes. <b>2019</b> , 8, 503-512	4
353	Internet Gaming Disorder and Its Associated Personality Traits: A Systematic Review Using PRISMA Guidelines. <b>2019</b> , 1	20

352	School Climate, Loneliness, and Problematic Online Game Use Among Chinese Adolescents: The Moderating Effect of Intentional Self-Regulation. <b>2019</b> , 7, 90	2
351	The Role of Cognitive Emotion Regulation Strategies in Problem Gaming Among Adolescents: A Nationally Representative Survey Study. <b>2019</b> , 10, 273	21
350	The Challenges for Boys and Men in Twenty-First-Century Education. <b>2019</b> , 25-45	1
349	Psychometric properties of the Internet Gaming Disorder Test (IGDT-10) and problematic gaming behavior among Finnish vocational school students. <b>2019</b> , 60, 252-260	6
348	Loneliness, regulatory focus, inter-personal competence, and online game addiction. <b>2019</b> , 29, 381-394	17
347	Addictive Video Game Use: An Emerging Pediatric Problem?. <b>2019</b> , 32, 183-188	6
346	Training or Battling a Monster of a Location-Based Augmented-Reality Game While Descending Stairs: An Observational Study of Inattentional Blindness and Deafness and Risk-Taking Inclinations. <b>2019</b> , 10, 623	2
345	Visual implications of digital device usage in school children: a cross-sectional study. <b>2019</b> , 19, 76	18
344	Working Therapeutically With Video Gamers and Their Families. <b>2019</b> , 45, 40-46	1
343	Video game use among secondary school students and associated factors. <b>2019</b> , 117, e584-e591	6
342	Maladaptive Personality Functioning and Psychopathological Symptoms in Problematic Video Game Players: A Person-Centered Approach. <b>2019</b> , 10, 2559	18
341	Predictors for Digital Game Addiction Among Turkish Adolescents: A Cox's Interaction Model-Based Study. <b>2019</b> , 30, 49-56	5
340	School-Related Risk Factors of Internet Use Disorders. <b>2019</b> , 16,	12
339	[Gambling and Gaming disorders and physical health of players: A critical review of the literature]. <b>2019</b> , 48, 1551-1568	3
338	Impact of Family Support and Perception of Loneliness on Game Addiction Analysis of a Mediation and Moderation. <b>2019</b> , 9, 15-30	6
337	Internet gaming disorder in male and female young adults: The role of alexithymia, depression, anxiety and gaming type. <b>2019</b> , 272, 521-530	65
336	Sleep quality and video game playing: Effect of intensity of video game playing and mental health. <b>2019</b> , 273, 487-492	13
335	Electronic Gaming Characteristics Associated with Class 3 Severe Obesity in Youth Who Attend the Pediatric Weight Management Programs of the COMPASS Network. <b>2019</b> , 15, 21-30	6

334	Symptoms of Internet Gaming Disorder in Youth: Predictors and Comorbidity. <b>2019</b> , 47, 71-83	64
333	Perceived Addictiveness of Smartphone Games: A Content Analysis of Game Reviews by Players. <b>2019</b> , 17, 922-934	8
332	Problematic gaming behaviour and health-related outcomes: A systematic review and meta-analysis. <b>2020</b> , 25, 67-81	63
331	Psychometric Properties of the Problematic Gaming Questionnaire Used to Assess Finnish Adolescents. <b>2020</b> , 18, 103-111	1
330	The Role of IndividualsâlNeed for Online Social Interactions and Interpersonal Incompetence in Digital Game Addiction. <b>2020</b> , 36, 449-463	13
329	Time spent gaming and psychiatric symptoms in childhood: cross-sectional associations and longitudinal effects. <b>2020</b> , 29, 839-847	13
328	The Potential Interaction Between Time Perception and Gaming: A Narrative Review. <b>2020</b> , 18, 1226-1246	2
327	A latent class analysis of adolescents' technology and interactive social media use: Associations with academics and substance use <b>2020</b> , 2, 50-60	1
326	Is Mobile Addiction a Unique Addiction: Findings from an International Sample of University Students. <b>2020</b> , 18, 1360-1388	3
325	Parenting paused: Pathological video game use and parenting outcomes. <b>2020</b> , 11, 100244	4
324	Identifying research streams in online gambling and gaming literature: A bibliometric analysis. <b>2020</b> , 107, 106219	5
323	Attachment style, stressful events, and Internet gaming addiction in Korean university students. <b>2020</b> , 154, 109724	13
322	Internet Gaming Disorder: Exploring Its Impact on Satisfaction in Life in PELLEAS Adolescent Sample. <b>2019</b> , 17,	10
321	Problematic internet use: A scoping review - longitudinal research on a contemporary social problem, 2006-2017 <b>2020</b> , 37, 497-525	2
320	Altered effective connectivity from the pregenual anterior cingulate cortex to the laterobasal amygdala mediates the relationship between internet gaming disorder and loneliness. <b>2020</b> , 1-10	10
319	Foreword. <b>2020</b> , xii-xiv	
318	Concepts of Addiction. <b>2020</b> , 1-50	
317	Appetitive Needs and Addiction. <b>2020</b> , 3-11	8

316	Behavioral Economics and Addictive Disorders. <b>2020</b> , 12-22	40
315	Sensitization of Incentive Salience and the Transition to Addiction. <b>2020</b> , 23-37	40
314	Philosophical Issues in the Addictions. <b>2020</b> , 38-50	
313	Clinical and Research Methods in the Addictions. <b>2020</b> , 51-118	
312	Human Neurobiological Approaches to Hedonically Motivated Behaviors. 2020, 53-61	40
311	Human Laboratory Paradigms in Addictions Research. <b>2020</b> , 62-72	
310	Behavioral Economic Considerations of Novel Addictions and Nonaddictive Behavior: Research and Analytic Methods. <b>2020</b> , 73-86	40
309	Substance and Behavioral Addictions Assessment Instruments. <b>2020</b> , 87-105	1
308	Qualitative Approaches to the Study of Substance and Behavioral Addictions. 2020, 106-118	1
307	Levels of Analysis and Etiology. <b>2020</b> , 119-198	
306	Neurobiology of Substance Addictions. <b>2020</b> , 121-135	40
305	Neurobiological Foundations of Behavioral Addictions. <b>2020</b> , 136-151	40
304	Multiple Memory Systems, Addiction, and Health Habits: New Routes for Translational Science. <b>2020</b> , 152-170	40
303	The Role of Culture in Addiction. <b>2020</b> , 171-181	2
302	The Physical and Social Environments as Determinants of Health: Implications for Substance and Behavioral Addictions. <b>2020</b> , 182-198	
301	Prevention and Treatment. <b>2020,</b> 199-294	
300	Adolescent Drug Misuse Prevention: Challenges in School-Based Programming. 2020, 201-214	1
299	Treatment of Alcohol, Tobacco, and Other Drug (ATOD) Misuse. <b>2020</b> , 215-229	2

298	Prevention and Treatment of âBood Addictionâ[]2020, 230-240	40
297	The Prevention and Treatment of Gambling Disorders: Some Art, Some Science. <b>2020</b> , 241-253	42
296	Prevention and Treatment of Sex Addiction. <b>2020</b> , 254-261	1
295	Passionate Love Addiction: An Evolutionary Survival Mechanism That Can Go Terribly Wrong. <b>2020</b> , 262-270	
294	Prevention and Treatment of Compulsive Buying Disorder. <b>2020</b> , 271-279	40
293	Prevention and Treatment of Work Addiction. <b>2020</b> , 280-287	
292	Gaming Disorder and Its Treatment. <b>2020</b> , 288-294	1
291	Ongoing and Future Research Directions. <b>2020</b> , 295-425	
290	Precision Behavioral Management (PBM): A Novel Genetically Guided Therapy to Combat Reward Deficiency Syndrome (RDS) Relevant to the Opiate Crisis. <b>2020</b> , 297-306	40
289	Novel Psychoactive Substances: A New Challenge for Prevention and Treatment. <b>2020</b> , 307-325	
288	Impaired Physicians. <b>2020</b> , 326-332	
287	Feedback Models for Gambling Control: The Use and Efficacy of Online Responsible Gambling Tools. <b>2020</b> , 333-339	40
286	Food versus Eating Addictions. <b>2020</b> , 340-351	40
285	Measurement, Prevention, and Treatment of Exercise Addiction. <b>2020</b> , 352-361	
284	Tanning as an Addiction: The State of the Research and Implications for Intervention. 2020, 362-372	40
283	Considering the Overlap and Nonoverlap of Compulsivity, Impulsivity, and Addiction. 2020, 373-385	41
282	Anhedonia in Addictive Behaviors. <b>2020</b> , 386-408	
281	Mindfulness-Based Interventions Applied to Addiction Treatments. <b>2020</b> , 409-417	40

280 American Legal Issues in Addiction Treatment and Research. **2020**, 418-425

279	Index. <b>2020</b> , 426-446	
278	A History and Overview of Video Game Addiction. <b>2020</b> , 17-32	
277	The Influence of Parenting Style and Time Management Tendency on Internet Gaming Disorder among Adolescents. <b>2020</b> , 17,	8
276	Short-Term Prosocial Video Game Exposure Influences Attentional Bias Toward Prosocial Stimuli. <b>2020</b> , 23, 702-707	3
275	Development and Validation of the Recognizing Addictive Disorders Scale: A Transdiagnostic Measure of Substance-Related and Other Addictive Disorders. <b>2020</b> , 55, 2194-2204	1
274	Children in the digital world: exploring the role of parentalâdhild attachment features in excessive online gaming. <b>2020</b> , 21, 335-350	1
273	The relationship between bullying victimization and online game addiction among Chinese early adolescents: The potential role of meaning in life and gender differences. <b>2020</b> , 116, 105261	8
272	A Study of Addiction Behavior for Smart Psychological Health Care System. <b>2020</b> , 257-272	
271	Gaming Disorder Across the Lifespan: a Scoping Review of Longitudinal Studies. <b>2020</b> , 7, 561-587	13
270	Virtual reality: physiological and behavioral mechanisms to increase individual pain tolerance limits. <b>2020</b> , 161, 2010-2021	12
269	Blunted reward prediction error signals in internet gaming disorder. <b>2020</b> , 1-10	1
268	An Analysis of Computer Game Addiction in Primary School Children and Its Affecting Factors. <b>2020</b> , 31, 30-38	5
267	âMho Am Iâland âHow Should I Beâla Systematic Review on Self-Concept and Avatar Identification in Gaming Disorder. <b>2020</b> , 7, 166-193	6
266	An investigation into Video Game Addiction in Pre-Adolescents and Adolescents: A Cross-Sectional Study. <b>2020</b> , 56,	12
265	Internet Addiction in Adolescents. <b>2020</b> ,	6
264	A Multimodal Analysis Combining Behavioral Experiments and Survey-Based Methods to Assess the Cognitive Effect of Video Game Playing: Good or Evil?. <b>2020</b> , 20,	O
263	Gaming. <b>2020</b> , 1-8	

262 Absolute Addiction Psychiatry Review. 2020,

261	A descriptive survey of online gaming characteristics and gaming disorder in Ireland. <b>2020</b> , 1-9	2
260	References. <b>2020</b> , 245-390	
259	Fear of Missing Out (FoMO) and Gaming Disorder among Chinese University Students: Impulsivity and Game Time as Mediators. <b>2020</b> , 41, 1104-1113	5
258	Protecting Consumers from Themselves: Assessing Consequences of Usage Restriction Laws on Online Game Usage and Spending. <b>2020</b> , 39, 117-133	2
257	Assessment and Treatment of Internet Gaming Disorder. <b>2020</b> , 46, 29-36	4
256	We are all in this together: The role of individuals' social identities in problematic engagement with video games and the internet. <b>2020</b> , 59, 522-548	4
255	Gaming addiction and perceived stress among Saudi adolescents. <b>2020</b> , 11, 100261	11
254	Comparison of Behavioral Changes and Brain Activity between Adolescents with Internet Gaming Disorder and Student Pro-Gamers. <b>2020</b> , 17,	7
253	Investigation of the Online Game Addiction Level, Sociodemographic Characteristics and Social Anxiety as Risk Factors for Online Game Addiction in Middle School Students. <b>2020</b> , 56, 830-838	12
252	The Role of Recreational Online Activities in School-Based Screen Time Sedentary Behaviour Interventions for Adolescents: A Systematic and Critical Literature Review. <b>2020</b> , 19, 1065	5
251	Prevalence of Internet Addiction and Gaming Disorders in Southeast Asia: A Meta-Analysis. <b>2020</b> , 17,	33
250	Health behaviours associated with video gaming in adolescent men: a cross-sectional population-based MOPO study. <b>2020</b> , 20, 415	4
249	Longitudinal Predictors of Helicopter Parenting in Emerging Adulthood. <b>2021</b> , 9, 240-251	2
248	Leveling Up? Video Game Play in Adolescence and the Transition into Adulthood. <b>2021</b> , 62, 36-59	2
247	Pay for play â[Behavioural patterns of pay-to-win gaming. <b>2021</b> , 115, 106592	5
246	Social Media Use and Adolescent Well-Being: A Narrative Review of Longitudinal Studies. <b>2021</b> , 24, 223-236	9
245	Developmental changes in visual search are determined by changing visuospatial abilities and task repetition: A longitudinal study in adolescents. <b>2021</b> , 10, 133-143	3

244	The Role of Personality Factors Influencing Consumer Video Game Engagement in Young Adults: A Study on Generic Games. <b>2021</b> , 9, 17392-17410	2
243	The Flow Observational Grid: an Observation-Based Solution to Assess Flow States. <b>2021</b> , 22, 3069-3089	1
242	Homo Aestheticus' Search for Violence. <b>2021</b> , 567-591	
241	iCitizen. <b>2021</b> , 236-254	1
240	Understanding the Mediating Role of Moral Disengagement in the Association between Violent Video Game Playing and Bullying/Cyberbullying Perpetration. 1	2
239	The essential role of theory in minimizing harm from emerging technologies. Lost in committee?. $\hat{a}\Box$ <b>2020</b> , 9, 879-885	O
238	A Typical Case Report: Internet Gaming Disorder Psychotherapy Treatment in Private Practice. <b>2021</b> , 18,	О
237	Bullying Victimization and Problem Video Gaming: The Mediating Role of Externalizing and Internalizing Problems. <b>2021</b> , 18,	O
236	In-game Social Interaction and Gaming Disorder: A Perspective From Online Social Capital. <b>2020</b> , 11, 468115	2
235	Psychopathy and violent video game playing: Multiple associations in a juvenile justice system involved sample. <b>2021</b> , 47, 385-393	О
234	Autism, Problematic Internet Use and Gaming Disorder: A Systematic Review. 1	7
233	Prevalence and socio-demographic, anthropometric, and cognitive correlates of internet gaming disorder among children in China. <b>2021</b> , 122, 105893	4
232	COVID-19 Pandemi Sîecinde Bililm Teknolojileri Ba⊞l⊞	4
231	Addiction is a Disability, and it Matters. 1	1
230	A systematic review of problematic video-game use in people with Autism Spectrum Disorders. <b>2021</b> , 82, 101726	14
229	Leisure and Problem Gaming Behaviors Among Children and Adolescents During School Closures Caused by COVID-19 in Hong Kong: Quantitative Cross-sectional Survey Study. <b>2021</b> , 9, e26808	20
228	The Influence of Action Video Gaming Experience on the Perception of Emotional Faces and Emotional Word Meaning. <b>2021</b> , 2021, 8841156	О
227	Gaming among Children and Adolescents during the COVID-19 Lockdown: The Role of Parents in Time Spent on Video Games and Gaming Disorder Symptoms. <b>2021</b> , 18,	8

Development and Validation of the Gaming Disorder Scale-Family Form. **2021**, 59, 25-32

225	Optimal Control Approach of Discrete Mathematical Modeling of the Spread of Gaming Disorder in Morocco and Cost-Effectiveness Analysis. <b>2021</b> , 2021, 1-12	1
224	Ortaokul Eencilerinde Dijital Oyun BaEnltäñ Fiziksel Aktivite ve Uyku AlEanlÆlarña Etkisi. <b>2021</b> , 22, 114-122	1
223	Emotional Dysregulation in Preschool Age Predicts Later Media Use and Gaming Disorder Symptoms in Childhood. <b>2021</b> , 12, 626387	1
222	Risk and protective factors of Internet gaming disorder among Chinese people: A meta-analysis. <b>2021</b> , 48674211025703	4
221	Requirements of a Group Intervention for Adolescents with Internet Gaming Disorder in a Clinical Setting: A Qualitative Interview Study. <b>2021</b> , 18,	1
220	Tantrums, toddlers and technology: Temperament, media emotion regulation, and problematic media use in early childhood. <b>2021</b> , 120,	5
219	Internet gaming disorder and its relationship with behavioral disorder and mother's parenting styles in primary school students according to gender in Iran. <b>2021</b> , 9, 110	2
218	Device uses and device stereotypes. <b>2021</b> , 4, 100100	1
217	The relationship between dissociation symptoms, sleep disturbances, problematic internet use and online gaming in adolescents. <b>2021</b> , 1-12	1
216	Evaluation of the Psychometric Properties of the Chinese Internet Gaming Disorder Checklist (C-IGDC) Among Chinese Adolescents. <b>2021</b> , 12, 721397	1
215	Mental health and behavioral problems associated with video game playing among Brazilian adolescents. <b>2021</b> , 1-11	O
214	Parenting Styles, Depressive Symptoms, and Problematic Online Game Use in Adolescents: A Developmental Cascades Model. <b>2021</b> , 9, 710667	O
213	Refus scolaire anxieux et addiction aux jeux vidò chez les adolescents : une revue narrative de la littfature. <b>2021</b> , 69, 241-252	2
212	Internet Gaming Disorder in Children and Associated Factors and Parents' Opinions. 2021,	
211	Oral Health Implications of Risky Behaviors in Adolescence. <b>2021</b> , 65, 669-687	O
210	Mediational role of gaming motives in the associations of the Five Factor Model of personality with weekly and disordered gaming in adolescents. <b>2021</b> , 182, 111063	3
209	Subtyping treatment-seeking gaming disorder patients. <b>2021</b> , 123, 107086	2

### (2020-2021)

208	The structural characteristics of esports gaming and their behavioral implications for high engagement: A competition perspective and a cross-cultural examination. <b>2021</b> , 123, 107056	2
207	The wild west of measurement: Exploring problematic technology use cut off scores and their relation to psychosocial and behavioural outcomes in adolescence. <b>2021</b> , 125, 106965	2
206	Encyclopedia of Education and Information Technologies. <b>2020</b> , 420-423	2
205	Conceptual and Methodological Considerations of Gaming Disorder and Internet Gaming Disorder. <b>2021</b> , 967-977	2
204	Increasing Societal Well-Being Through Enhanced Empathy Using Computer Games. 2015, 135-155	2
203	Designing and Testing a Racing Car Serious Game Module. <b>2014</b> , 192-198	2
202	Beyond Blobology: Using Psychophysiological Interaction Analyses to Investigate the Neural Basis of Human Communication Phenomena. <b>2016</b> , 123-138	4
201	Family Therapy Implications of Electronic Addictions in Residential Treatment. <b>2017</b> , 71-92	2
200	Positive and Negative Associations Between Adolescent Mental Health and Technology. 2018, 61-71	O
199	The Infamous Relationship Between Violent Video Game Use and Aggression: Uncharted Moderators and Small Effects Make It a Far Cry from Certain. <b>2018</b> , 23-40	6
198	Applying Neuroscience and Biometrics to the Practice of Marketing. 2010, 211-242	1
197	Internet- und Computerspielsucht. <b>2014</b> , 33-58	1
196	Teaching Creativity. <b>2015</b> , 139-158	2
195	The Cambridge Handbook of Substance and Behavioral Addictions. 2020,	44
194	Risikofaktoren fî.Computerspielabhfigigkeit: Wer ist geffirdet?. <b>2012</b> , 58, 391-400	12
193	Predictors of Problematic Video Game Usage in Childhood and Adolescence. <b>2013</b> , 59, 153-164	25
192	[Association of peer victimization, coping, and pathological internet use among adolescents]. <b>2014</b> , 42, 85-94	12
191	Gaming Disorder and Computer-Mediated Communication in Children and Adolescents with Autism Spectrum Disorder. <b>2020</b> , 48, 113-122	12

190	Family-, Media-, and School-Related Risk Factors of Video Game Addiction. <b>2013</b> , 25, 118-128	80
189	Low Temporal Stability of Excessive Video Game Use in German Adolescents. <b>2018</b> , 30, 53-65	18
188	Youth and New Media. <b>2013</b> , 221, 67-71	13
187	Development and Validation of the Problematic Media Use Measure: A Parent Report Measure of Screen Media "Addiction" in Children. <b>2019</b> , 8, 2-11	39
186	Video-games do not negatively impact adolescent academic performance in science, mathematics or reading. <b>2014</b> , 9, e87943	40
185	Evaluating Computer Screen Time and Its Possible Link to Psychopathology in the Context of Age: A Cross-Sectional Study of Parents and Children. <b>2015</b> , 10, e0140542	8
184	The development and validation of the Videogaming Motives Questionnaire (VMQ). 2020, 15, e0240726	4
183	Predictors of Gaming Behavior among Military Peacekeepers âlExploring the Role of Boredom and Loneliness in Relation to Gaming Problems. <b>2017</b> ,	5
182	Ergenlerde Dijital Oyun Bathlttve Psikolojik litiyalar. 128-140	4
181	Videogames, academic performance and attention problems: practices and results of foreign empirical studies of children and adolescents. <b>2017</b> , 6, 21-28	5
180	Digital Game Interventions for Youth Mental Health Services (Gaming My Way to Recovery): Protocol for a Scoping Review. <b>2020</b> , 9, e13834	3
179	The mediating effect of gaming motivation between psychiatric symptoms and problematic online gaming: an online survey. <b>2015</b> , 17, e88	124
178	Psychometric Properties of the Persian Translation of Video Gaming Addiction Test. <b>2019</b> , 10, 469-474	1
177	Investigation of Teacher Views on Digital Addiction and Suggestions for Solution. 132-159	1
176	Mobile Games and Learning. <b>2015</b> , 46-60	11
175	New Concepts, Old Known Issues. <b>2015</b> , 16-30	48
174	A Game-Based Approach to Teaching Social Problem-Solving Skills. <b>2017</b> , 168-195	2
173	"One level more:" A narrative review on internet gaming disorder. <b>2016</b> , 25, 145-154	11

172	Risk Factors Associated with the Abuse of Video Games in Adolescents. 2012, 03, 310-314	23
171	Addiction to Video Games: A Case Study on the Effectiveness of Psychodynamic Psychotherapy on a Teenage Addict Struggling with Low Self-Esteem and Aggression Issues. <b>2018</b> , 09, 2436-2456	3
170	Assessing Video Game Habits and Pathological Behaviour in Children through a New Scale: Psychometric Properties of the Video-Gaming Scaleâffor Children (VGS-C). <b>2019</b> , 10, 2190-2208	5
169	Hran្រៅgit្រពីh her មីskែកាi adolescenty. <b>2018</b> ,	5
168	The relationship between online gaming motivation, self-concept clarity and tendency toward problematic gaming. <b>2018</b> , 12,	13
167	Teachersâlperceptions of the impact of technology on children and young people's emotions and behaviours. <b>2021</b> , 2-2, 100081	O
166	The Influence of Computer Games on High School Students (Adolescents). 2021, 353-368	
165	Impact of Internet Gaming Disorder on Self-Appraisal Among University Students: Moderating Role of Gender. <b>2021</b> , 36, 451-471	1
164	What Can Technology Learn from the Brain?. <b>2011</b> , 53-70	
163	What Happens to Infoteachers and Infostudents After the Information Turn?. <b>2012</b> , 125-150	
162	Emerging Clinical Conditions. 247-264	
161	Clinical Assessment of Addiction in Adolescents. 25-35	
160	Pathological Gambling as an Idea: What Does It Mean?. <b>2013</b> , 29-50	
159	GamersâlMotivations and Problematic Gaming. <b>2013</b> , 64-81	
158	Bestaat online-gameverslaving?. <b>2014</b> , 1-10	
157	The Protagonist and Their Avatar. <b>2014</b> , 6, 30-37	1
156	Relationships between the Attitudes toward Life, Internet Game Addiction and Health in Adolescence. <b>2014</b> , 19, 1087-1101	
155	Video Games as a Form of Therapeutic Intervention for Children with Autism Spectrum Disorders. <b>2015</b> , 1224-1238	

154	Effects of Digital Gaming Among Children and Adolescents in Singapore: A Summary of Research Findings. <b>2015</b> , 129-144	1
153	Negative Effects of Video Game Play. <b>2015</b> , 1-26	2
152	The Protagonist and Their Avatar. <b>2015</b> , 129-138	
151	History of neurofeedback. <b>2015</b> , 48-75	
150	Läst sich eine Computerspiel- oder Internetabhägigkeit mit stoffgebundenen Abhägigkeiten vergleichen?. <b>2016</b> , 33-55	
149	Encyclopedia of Adolescence. <b>2016</b> , 1-8	
148	What Are the Concerns About Mediated Violence?. <b>2016</b> , 1-29	
147	A City Built on Information Technology and Wisdom: The Roles of the Government in the Establishment of the Smart Cities, Smart Communities.	
146	On the Need for Developmental Perspectives in Research on the Potential Positive and Negative Health Effects of Digital Games. <b>2017</b> , 201-214	О
145	Understanding Video Game Mechanics as a Tool in Creating a Sustainable Relationship with Digital Media. <b>2017</b> , 49-70	
144	Gaming Addiction. <b>2017</b> , 45, 14-18	1
143	Designing Curricular Games. <b>2018</b> , 213-232	
142	Poľaďv'hry a jejich mišto v ľvotľľovka. <b>2018</b> ,	1
141	3D Spatial Gaming Interaction to Broad CS Participation. <b>2018</b> , 39-47	1
140	Clinical Use of Video Games. 2018, 3260-3272	
139	Encyclopedia of Adolescence. <b>2018</b> , 4064-4071	
138	Internet Gaming Disorder. <b>2018</b> , 113-120	О
137	Demographic and family-related predictors of online gaming addiction in adolescents. <b>2018</b> , 128, 9-13	2

136	A Game-Based Approach to Teaching Social Problem-Solving Skills. <b>2018</b> , 525-553	
135	Gaming With Stigma: Analysis of Messages About Mental Illnesses in Video Games (Preprint).	1
134	Computerspielsucht und Persfälichkeitsmerkmale. <b>2019</b> , 129-140	
133	The controversies and tendency of Internet Gaming Disorder research. <b>2019</b> , 27, 83	Ο
132	Adolescent Problematic Gaming and Domain-Specific Perceptions of Self. 2019, 1433-1448	
131	Encyclopedia of Education and Information Technologies. <b>2019</b> , 1-4	1
130	3D Interaction for Computer Science Educational VR Game. <b>2019</b> , 408-419	2
129	Computerspielsucht âleine Einfħrung. <b>2019</b> , 107-128	1
128	Clinical Use of Video Games. <b>2019</b> , 76-89	3
127	Mitigating Online Threats While Promoting Scholarship Through Awareness-Raising Interventions. <b>2019</b> , 760-776	
126	Internet Addiction and Online Gaming. <b>2019</b> , 174-200	2
125	Dijital Spor Oyunlar <del>ññ</del> Sporcular Berindeki Etkilerinin licelenmesi Fenomenolojik Bir Bînleme.	O
124	Digital Game Interventions for Youth Mental Health Services (Gaming My Way to Recovery): Protocol for a Scoping Review (Preprint).	
123	Gaming With Stigma: Analysis of Messages About Mental Illnesses in Video Games. <b>2019</b> , 6, e12418	3
122	Ergenlerde ëvrimifloyun oynama ⊠ellikleri akran zorbal∄a yol a∯or mu?. 336-343	0
121	Technology Addictions, Model Development, Measurement, and Effect on Performance From a Developing Country Context. <b>2020</b> , 471-479	
120	Dijital oyun motivasyonu ile beden kitle indeksi ili@isi. 105-120	О
119	Behavior and Substance Addictions in Children: A Behavioral Model and Potential Solutions. <b>2020</b> , 67, 589-602	1

118	Preface. 2020, xv-xvii	
117	Is Self-Control an "Angel" or a "Devil"? The Effect of Internet Game Disorder on Adolescent Subjective Well-Being. <b>2021</b> ,	1
116	Associations between game use and mental health in early adulthood: A nationwide study in Korea. <b>2022</b> , 297, 579-585	0
115	Leisure and Problem Gaming Behaviors Among Children and Adolescents During School Closures Caused by COVID-19 in Hong Kong: Quantitative Cross-sectional Survey Study (Preprint).	O
114	Characteristics and Conditions Associated with Internet Use Disorders. <b>2020</b> , 17-28	
113	Behavioral Addiction. <b>2020</b> , 231-241	
112	Measurement and validation of Online game addiction among undergraduate students (Preprint).	
111	Video Games as a Form of Therapeutic Intervention for Children with Autism Spectrum Disorders. 197-211	
110	Multiplayer Kinect Serious Games. 110-129	
109	New Concepts, Old Known Issues. 883-898	
108	Understanding internet gaming addiction in clinical practice. 2021, 27, 383-393	О
107	Stuck on screens: patterns of computer and gaming station use in youth seen in a psychiatric clinic. <b>2011</b> , 20, 86-94	21
106	Are Internet use and video-game-playing addictive behaviors? Biological, clinical and public health implications for youths and adults. <b>2012</b> , 53, 153-170	48
105	A Genre-Specific Investigation of Video Game Engagement and Problem Play in the Early Life Course. <b>2013</b> , 6, 8	3
104	Video Game Use in the Treatment of Amblyopia: Weighing the Risks of Addiction. <b>2015</b> , 88, 309-17	2
104	Video Game Use in the Treatment of Amblyopia: Weighing the Risks of Addiction. <b>2015</b> , 88, 309-17  Case Report: Internet Gaming Disorder Associated With Pornography Use. <b>2015</b> , 88, 319-24	2
·		

Developmental aspects (including cyberbullying). 2022, 345-374

99	Prevalence of gaming disorder: A meta-analysis. <b>2021</b> , 126, 107183	7
98	Understanding Online Game Addiction Based on Motivation, Narcisstic Personality Traits, Self-Control and Social Self-Efficacy. <b>2021</b> ,	
97	Investigating the Role of Health Factors and Psychological Well-Being in Gaming Disorder. 2021,	5
96	Addressing internet gaming disorder in children and adolescents. 2021, 51, 34-38	
95	Learning from Video Games (and Everything Else): The General Learning Model. 2022,	1
94	Autonomy and Addictive Design. 2021,	
93	Internet gaming disorder among medical students: An observational study from Central Kerala, India. <b>2021</b> , 7, 114	
92	The Relationship between Cyber Bullying/Victimization and Emotional Intelligence in Secondary School Students: Mediator Role of Internet Gaming Disorder. 217-238	
91	Game experience leads to improvement in cognitive functioning of the early middle-aged adults in contrast with the young-aged adults. <b>2022</b> , 129, 107153	O
90	Computer game addiction in gifted students and non-gifted children: A caution for technology-oriented STEM activities.	
89	Ergenlerde Dijital Oyun Baffilffiñ BolZaman Can Skñtš-Tarafñdan Yordanmas-	1
88	Associations Between Video Game Engagement and ADHD Symptoms in Early Adolescence <b>2022</b> , 1087	05472 <u>1</u> 107347
87	Diathesis stress or differential susceptibility? testing the relationship between stressful life events, neuroticism, and internet gaming disorder among Chinese adolescents <b>2022</b> , 17, e0263079	2
86	A clinical study of internet gaming disorder in adolescents with psychiatric disorders. <b>2022</b> ,	
85	Video game disorder and mental wellbeing among university students: a cross-sectional study <b>2022</b> , 41, 89	2
84	Investigating the Relationship Between Digital Game Addiction and Sleep Quality in Adolescents. <b>2022</b> , 9, 79-84	0
83	Problem Gaming: A Short Primer. <b>2018</b> , 10, 309-327	

82	Behavioral Addictions in Children: A Focus on Gambling, Gaming, Internet Addiction, and Excessive Smartphone Use. <b>2022</b> , 1-25	
81	Effectiveness of Cognitive Behavioral Therapy-Based Intervention in Preventing Gaming Disorder and Unspecified Internet Use Disorder in Adolescents: A Cluster Randomized Clinical Trial <b>2022</b> , 5, e2148995	4
80	Väkyt a korelace zūislosti na videohräh mezi nigerijski̇̀ni kolu navtūujäi̇̀ni adolescenty. <b>2021</b> , 30,	
79	The Comparative Efficacy of Treatments for Children and Young Adults with Internet Addiction/Internet Gaming Disorder: An Updated Meta-Analysis <b>2022</b> , 19,	2
78	Wean your child off video games: Using external rewards to undermine intrinsic motivation to play interesting video games. 1	
77	Changes in the Mental Health of Children and Adolescents during the COVID-19 Lockdown: Associated Factors and Life Conditions <b>2022</b> , 19,	4
76	The effects of an early intervention on adults' gaming-related problems - a pilot study 2022, 1-13	
75	Game Addiction Scale for Adolescents-Psychometric Analyses of Gaming Behavior, Gender Differences and ADHD <b>2022</b> , 13, 791254	2
74	Peer Victimization and Problematic Online Game Use Among Chinese Adolescents: The Dual Mediating Effect of Deviant Peer Affiliation and School Connectedness <b>2022</b> , 13, 823762	O
73	Antecedents and consequences of internet addiction among school and college students: evidence from India. <b>2022</b> , ahead-of-print,	O
72	Moderating Effects of Depressive Symptoms and Self-Control Trait on the Association Between Problematic Internet Gaming and Time Spent <b>2022</b> ,	
71	Gaming My Way to Recovery: A Systematic Scoping Review of Digital Game Interventions for Young People's Mental Health Treatment and Promotion <b>2022</b> , 4, 814248	O
70	Novel approaches for treating Internet Gaming Disorder: A review of technology-based interventions <b>2022</b> , 115, 152312	2
69	fiiversite fencilerinin Koronavirŝ.Salgñ-Sîecindeki Dijital Oyun Baffiltklarññ ficelenmesi. <b>2021</b> , 5, 109-119	O
68	IkEetim birinci kademe Eencilerinin sanal oyun baEhltk d2eylerinin belirlenmesi. 532-544	O
67	Patterns and Predictors of Internet Gaming Disorder: An Observational Study from Jordan <b>2021</b> , 17, 217-223	
66	Table_1.pdf. <b>2018</b> ,	
65	Data_Sheet_1.docx. <b>2019</b> ,	

Table\_1.docx. 2019, 64 iCitizen. 2022, 872-890 63 Relation between internet gaming addiction and comorbid psychiatric disorders and emotion 62  $\circ$ avoidance among adolescents: A cross-sectional study.. 2022, 312, 114584 The non-linear relationship between ICT use and academic achievement of secondary students in 61 Hong Kong. 2022, 104546 Exposib a mbias eletrbicas por crianas e adolescentes: algumas conseguncias. 2016, 3, 35 60 Childhood psychological maltreatment and internet gaming addiction in Chinese adolescents: Mediation roles of maladaptive emotion regulation strategies and psychosocial problems. 2022, 59 129, 105669 58 Dijital Baffilf ve Dijital Oyunlar Toplumsal Cinsiyet Perspektifi ile licelenmesi. Problematic gaming: the role of desire thinking, metacognition, and the Proteus Effect. 1-13 57 Cognitive Dysfunction among U.S. High School Students and Its Association with Time Spent on 56 Digital Devices: A Population-Based Study. 2022, 2, 286-295 The Relationship Between Digital Game Addiction and Religiosity in Adolescence Period. 55 Parental Phubbing and Internet Gaming Addiction in Children: Mediating Roles of Parental Child 54 O Relationships and Depressive Symptoms. Video Game Use, Aggression, and Social Impairment in Adolescents with Autism Spectrum 53 Disorder. The Effect of Online Game Addiction on Punctuality in Performing Prayers. 2021, 52 The gaming problem: A latent class analysis of DSM-5 criteria for Internet Gaming Disorder in a 51 non-clinical sample. 11, 806 The prevalence and possible risk factors of internet gaming disorder among adolescents and young 50 2 adults: Systematic reviews and meta-analyses. 2022, School assets and bullying in Chinese youth: A multiple mediation model of intentional 49 self-regulation and internet gaming disorder. 10, The Digital Game for the Learning of Reading Skill. 2022, 12, 50-59 48 Engaged in play: Seven-year-oldsalengagement with the play frame when playing with toy figures 47 and their engagement with the fictional world of a video game. 2022, 63, 101230

46	Relationship between time spent playing internet gaming apps and behavioral problems, sleep problems, alexithymia, and emotion dysregulations in children: a multicentre study. <b>2022</b> , 16,	1
45	Pathological online game use of secondary vocational school students: Current situation and its relation to self-esteem and self-identity. 13,	0
44	Alexithymia and internet gaming disorder in the light of depression: A cross-sectional clinical study. <b>2022</b> , 229, 103698	0
43	Long-term effects of psychosocial interventions on internet-related disorders: A meta-analysis. <b>2023</b> , 138, 107465	O
42	Violent media effects: current theory and evidence. 2022,	0
41	Behavioral Addictions: Excessive Gambling and Gaming. <b>2022</b> , 145-152	O
40	Where, when, and to whom gaming motives may be harmful? A systematic review. <b>2022</b> , 31, 197	Ο
39	The Influence of Internet Addiction on the Mental Health of Young People. 2022, 211-217	O
38	Homo Aestheticus' Search for Violence. <b>2022</b> , 58-82	О
37	EXAMINATION OF THE DIGITAL GAME ADDICTION LEVEL OF SECONDARY SCHOOL STUDENTS ACCORDING TO SOME PHYSICAL PARAMETERS AND ACADEMIC SUCCESS. 55-68	Ο
36	Loot boxes use, video gaming, and gambling in adolescents: Results from a path analysis before and during COVID-19-pandemic-related lockdown in Italy. 13,	Ο
35	Videogaming Frequency and Executive Skills in Young Adults. <b>2022</b> , 19, 12081	Ο
34	Gaming motivations and gaming disorder symptoms: A systematic review and meta-analysis. <b>2022</b> , 11, 667-688	0
33	Sex differences in ADHD symptoms, problematic gaming, and impairment in college students.	Ο
32	Risk factors and outcomes of internet gaming disorder identified in Korean prospective adolescent cohort study. <b>2022</b> ,	0
31	Behavioral Addictions in Children: A Focus on Gambling, Gaming, Internet Addiction, and Excessive Smartphone Use. <b>2022</b> , 2941-2964	Ο
30	Läst sich eine Computerspiel- oder Internetabhägigkeit mit stoffgebundenen Abhägigkeiten vergleichen?. <b>2022</b> , 39-65	0
29	Theorieunterricht in Fahrschulen. <b>2022</b> , 41, 692-701	O

28	Differences in game playability between healthy players and problematic players. 2022, 23, 58-88	О
27	Jogos digitais e aten <b>ö:</b> um estudo com alunos da educa <b>ö</b> bsica. <b>2022</b> , e21693	O
26	Beyond Just Rules: Server Rules for Shaping Positive Experiences in an Online Play Community for Youth. <b>2022</b> , 6, 1-28	0
25	Ortaokul fencilerinin Dijital Oyun Bafhl <del>lk</del> lar <del>ññ</del> 🗗 Yeterlik Dîzeylerine Etkisi: Yap <del>s</del> al Eftlik Modeli filfhas <del>.</del>	O
24	The relationship between positive youth development and internet gaming disorder in Chinese adolescents: A moderated mediation model. <b>2022</b> , 17, e0276174	0
23	Eye problems and musculoskeletal pain in Pokmon Go players. <b>2022</b> , 12,	Ο
22	Does Time Spent Online Affect Future Psychopathology in Adolescents?. <b>2022</b> , 31, 211-219	1
21	Homo Aestheticus' Search for Violence. <b>2022</b> , 1756-1780	O
20	The relationship between spiritual well-being and game addiction of youths: a cross-sectional study. 1-20	0
19	Okul Takm̃larna Kattan ve Kattmayan Ortaokul Eencilerinin Dijital Oyun BathltEve Akran IIkilerinin Ecelenmesi.	Ο
18	Therapeutic Use of Video Games in the Treatment of Posttraumatic Stress Disorder (PTSD): A Case Study of an Immersed 10-Year-Old Boy. 9, 158-169	0
17	Associations between parental mediation and adolescents' internet addiction: The role of parentadhild relationship and adolescents' grades. 13,	Ο
16	Typologies of coparenting in Chinese families and adolescentsâladjustment.	Ο
15	Pathological Video-Gaming among Singaporean Youth. <b>2010</b> , 39, 822-829	4
14	Psychological Distress among Medical Undergraduate Students in Pakistan Addicted to Online Multiplayer Games: A cross-sectional study.	0
13	The Relationship Between Digital Game Addiction and Loneliness and Social Dissatisfaction in Adolescents. <b>2023</b> ,	Ο
12	Ortaokul fencilerinde Dijital Oyun Bafhlffiñ, Sosyal Uyum ve Okula Baffik flerindeki Yorday <del>c E</del> tkisinin ficelenmesi. <b>2023</b> , 24, 227-238	0
11	ERKEN ÖCUKLUKTA DÜÜAL OYUN BAÏMLILIK EÜMÜÖCUK VE EBEVEYN ÄELLÄLERNN ETKÜERÜ	Ο

10	Gaming disorder: A summary of its characteristics and aetiology. 2023, 122, 152376	O
9	Who is Most at Risk for Developing Physical Aggression After Playing Violent Video Games? An Individual Differences Perspective From Early Adolescence to Emerging Adulthood. <b>2023</b> , 52, 719-733	O
8	Depression and Internet Gaming Disorder among Chinese Adolescents: A Longitudinal Moderated Mediation Model. <b>2023</b> , 20, 3633	O
7	Mathematical modeling of the gaming disorder model with media coverage: optimal control approach. <b>2023</b> , 10, 245-260	O
6	Overviewing Gaming Motivation and Its Associated Psychological and Sociodemographic Variables: A PRISMA Systematic Review. <b>2023</b> , 2023, 1-156	O
5	Comparison of Cold Executive Functions in Gambling Addicts, Drug Addicts, and Normal People. <b>2022</b> , 11, 13-24	O
4	The relationship between parental neglect and cyberbullying perpetration among Chinese adolescent: The sequential role of cyberbullying victimization and internet gaming disorder. 11,	O
3	Association between time spent on smartphones and digital eye strain: A 1-year prospective observational study among Hong Kong children and adolescents.	O
2	Increased adolescent game usage and health-related risk behaviors during the COVID-19 pandemic.	0
1	Examination of game addiction studies conducted in Turkey: A systematic review study. 14,	O