

# Star Wars in Psychotherapy: Video Games in the Office

Academic Psychiatry

34, 233-236

DOI: [10.1176/appi.ap.34.3.233](https://doi.org/10.1176/appi.ap.34.3.233)

Citation Report

#	ARTICLE	IF	CITATIONS
1	Wham, <scp>S</scp>ock, <scp>K</scp>apow! Can <scp>B</scp>atman defeat his biggest foe yet and combat mental health discrimination? An exploration of the video games industry and its potential for health promotion. Journal of Psychiatric and Mental Health Nursing, 2013, 20, 752-760.	2.1	13
2	Serious game based therapeutic: Towards therapeutic game design model for adolescence. , 2014, , .		8
3	Using Popular Commercial Video Games in Therapy with Children and Adolescents. Journal of Technology in Human Services, 2014, 32, 201-219.	1.6	14
4	Serious Games and the Gamification of Mental Health Interventions. Gaming Media and Social Effects, 2014, , 89-110.	0.7	5
5	Attention Problems and Pathological Gaming: Resolving the â€˜Chicken and Eggâ€™™ in a Prospective Analysis. Psychiatric Quarterly, 2014, 85, 103-110.	2.1	38
6	Using a Digital Game for Training Desirable Behavior in Cognitiveâ€™Behavioral Therapy of Burnout Syndrome: A Controlled Study. Cyberpsychology, Behavior, and Social Networking, 2015, 18, 101-111.	3.9	16
7	Managing Media: Reflections on Media and Video Game Use From a Therapeutic Perspective. Journal of the American Academy of Child and Adolescent Psychiatry, 2015, 54, 341-342.	0.5	5
8	Characterizing cognitive control abilities in children with 16p11.2 deletion using adaptive â€™video gameâ€™™ technology: a pilot study. Translational Psychiatry, 2016, 6, e893-e893.	4.8	22
9	Videogames as Therapy. International Journal of Privacy and Health Information Management, 2017, 5, 71-96.	0.2	46
10	Commercial Video Games As Therapy: A New Research Agenda to Unlock the Potential of a Global Pastime. Frontiers in Psychiatry, 2017, 8, 300.	2.6	90
11	Co-Op World: Adaptive computer game for supporting child psychotherapy. Computers in Human Behavior Reports, 2020, 2, 100028.	4.0	3
12	How Effective are Serious Games for Promoting Mental Health and Health Behavioral Change in Children and Adolescents? A Systematic Review and Meta-analysis. Child and Youth Care Forum, 2020, 49, 817-838.	1.6	27
13	Video OyunlarÄ±n EÄŸitim AraŸtÄ±rmalarÄ±nda KullanÄ±mÄ±: Bir SistematiÄ±k Tarama. Anadolu Ä±niversitesi Sosyal Bilimler Dergisi, 2021, 21, 185-212.	0.5	4
14	Commercial video games as a resource for mental health: A systematic literature review. Behaviour and Information Technology, 2022, 41, 2654-2690.	4.0	13
15	Possible Biases of Researchersâ€™™ Attitudes Toward Video Games: Publication Trends Analysis of the Medical Literature (1980â€™2013). Journal of Medical Internet Research, 2016, 18, e196.	4.3	8
16	Videogames as Therapy. , 2013, , 43-68.		20
17	Mastering Educational Computer Games, Educational Video Games, and Serious Games in the Digital Age. Advances in Game-based Learning Book Series, 2017, , 30-52.	0.2	20
18	Videogames as Therapy. , 2020, , 324-363.		3

#	ARTICLE	IF	CITATIONS
19	Video Games as a Form of Therapeutic Intervention for Children with Autism Spectrum Disorders. , 2015, , 1224-1238.		0
20	Video Games as a Form of Therapeutic Intervention for Children with Autism Spectrum Disorders. Advances in Medical Technologies and Clinical Practice Book Series, 0, , 197-211.	0.3	0
22	Awareness, Prevention, Detection, and Therapy Applications for Depression and Anxiety in Serious Games for Children and Adolescents: Systematic Review. JMIR Serious Games, 2021, 9, e30482.	3.1	17
23	Experiences of Neurodivergent People When Playing an Educational Video Game About Their Own Diagnosis. Scandinavian Journal of Disability Research, 2023, 25, 320-333.	1.6	0