

CITATION REPORT

List of articles citing

Health game interventions to enhance physical activity self-efficacy of children: a quantitative systematic review

DOI: 10.1111/jan.13160

Journal of Advanced Nursing, 2017, 73, 794-811.

Source: <https://exaly.com/paper-pdf/67751636/citation-report.pdf>

Version: 2024-04-27

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#	Paper	IF	Citations
37	Connexercize: Devising a floor-based game to increase physical activity levels among young children. <i>Journal of Health Visiting</i> , 2017 , 5, 614-619	0.1	
36	Physical activity and screen-based recreation: Prevalences and trends over time among adolescents and barriers to recommended engagement. <i>Preventive Medicine</i> , 2018 , 106, 66-72	4.3	13
35	Impact of Game-Based Health Promotion Programs on Body Mass Index in Overweight/Obese Children and Adolescents: A Systematic Review and Meta-Analysis of Randomized Controlled Trials. <i>Childhood Obesity</i> , 2018 , 14, 67-80	2.5	13
34	Herbal Medicine Information System Using Push and Pull Technology in Mobile Application. 2018 ,		
33	An Explanatory Model for the Relationship between Motivation in Sport, Victimization, and Video Game Use in Schoolchildren. <i>International Journal of Environmental Research and Public Health</i> , 2018 , 15,	4.6	7
32	Predicting physical activity among urban adolescent girls: A test of the health promotion model. <i>Research in Nursing and Health</i> , 2019 , 42, 392-409	2	2
31	Educational games developed for students in perioperative nursing: A systematic review and appraisal of the evidence. <i>Nurse Education in Practice</i> , 2019 , 37, 88-96	3.2	4
30	The influence of technology on physical activity in adolescents. 2020 , 171-203		
29	Computerized decision support and machine learning applications for the prevention and treatment of childhood obesity: A systematic review of the literature. <i>Artificial Intelligence in Medicine</i> , 2020 , 104, 101844	7.4	12
28	Active Video Games for Improving Mental Health and Physical Fitness-An Alternative for Children and Adolescents during Social Isolation: An Overview. <i>International Journal of Environmental Research and Public Health</i> , 2021 , 18,	4.6	11
27	Long-term effectiveness of an mHealth-tailored physical activity intervention in youth with congenital heart disease: A randomized controlled trial. <i>Journal of Advanced Nursing</i> , 2021 , 77, 3494-3506	3.1	0
26	Gamification for the Improvement of Diet, Nutritional Habits, and Body Composition in Children and Adolescents: A Systematic Review and Meta-Analysis. <i>Nutrients</i> , 2021 , 13,	6.7	4
25	E-&mHealth interventions targeting nutrition, physical activity, sedentary behavior, and/or obesity among children: A scoping review of systematic reviews and meta-analyses. <i>Obesity Reviews</i> , 2021 , 22, e13331	10.6	1
24	Translating Games Into Effective Health Results Using Digital Tools. <i>Advances in Medical Education, Research, and Ethics</i> , 2022 , 53-74	0.1	
23	The Use of Gaming in Healthcare. 2020 , 115-125		0
22	Game-Based Speech Rehabilitation for People with Parkinson's Disease. <i>Lecture Notes in Computer Science</i> , 2017 , 76-85	0.9	6
21	Mediators of physical activity between standard exercise and exercise video games. <i>Health Psychology</i> , 2019 , 38, 1107-1115	5	4

20	Effectiveness of Serious Games to Increase Physical Activity in Children With a Chronic Disease: Systematic Review With Meta-Analysis. <i>Journal of Medical Internet Research</i> , 2020 , 22, e14549	7.6	13
19	Digital Behavior Change Interventions for Younger Children With Chronic Health Conditions: Systematic Review. <i>Journal of Medical Internet Research</i> , 2020 , 22, e16924	7.6	14
18	Are There Effective Interventions to Increase Physical Activity in Children and Young People? An Umbrella Review. <i>International Journal of Environmental Research and Public Health</i> , 2020 , 17,	4.6	14
17	Perceived Autonomy Support and Motivation in Young People: A Comparative Investigation of Physical Education and Leisure-Time in Four Countries. <i>Europets Journal of Psychology</i> , 2019 , 15, 509-530 ¹⁻³		3
16	Convergent Validity Evidence of Smartphone-based Physical Activity Measures in Free-living. <i>The Korean Journal of Measurement and Evaluation in Physical Education and Sports Science</i> , 2017 , 19, 65-74	0	
15	Jogos tradicionais portugueses adaptados e dinâmicas intergeracionais em pessoas com doença de Parkinson. <i>Revista Portuguesa De Investigação Comportamental E Social</i> , 2020 , 6, 19-39	0.1	
14	Modification in the Motor Skills of Seniors in Care Homes Using Serious Games and the Impact of COVID-19: Field Study.. <i>JMIR Serious Games</i> , 2022 , 10, e36768	3.4	0
13	Effectiveness of Mobile Apps in Promoting Healthy Behavior Changes and Preventing Obesity in Children: Systematic Review.. <i>JMIR Pediatrics and Parenting</i> , 2022 , 5, e34967	4.2	0
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10	Exergaming for Physical Therapy in Patients with Down Syndrome: A Systematic Review and Meta-Analysis of Randomized-Controlled Trials.. <i>Games for Health Journal</i> , 2022 , 11, 67-78	4.2	0
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8	Digital Interventions for Universal Health Promotion in Children and Adolescents: A Systematic Review.. <i>Pediatrics</i> , 2022 , 149,	7.4	2
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6	Understanding parent perspectives on engagement with online youth-focused mental health programs. <i>Psychology and Health</i> , 1-18	2.9	
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- 2 Mandatory after-school use of step tracker apps improves physical activity, body composition and fitness of adolescents. ○
- 1 Maintaining psychological well-being amidst the COVID-19 pandemic: The beneficial effects of health-promoting behaviors and sense of control. ○