

Sensation Seeking and Online Gaming Addiction in Adolescents: A Model of Positive Affective Associations and Impulsivity

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Citation Report

#	ARTICLE	IF	CITATIONS
1	Dimensions of Emotional Intelligence and Online Gaming Addiction in Adolescence: The Indirect Effects of Two Facets of Perceived Stress. <i>Frontiers in Psychology</i> , 2017, 8, 1206.	1.1	33
2	The Brief Sensation-Seeking Scale: Latent Structure, Reliability, and Validity From a Sample of Youths At-Risk for Delinquency. <i>Journal of Forensic Psychology Research and Practice</i> , 2018, 18, 99-113.	0.4	17
3	Internet and Video Game Addictions. <i>Child and Adolescent Psychiatric Clinics of North America</i> , 2018, 27, 307-326.	1.0	118
4	The Personality Context of Adolescent Gambling: Better Explained by the Big Five or Sensation-Seeking?. <i>Journal of Psychopathology and Behavioral Assessment</i> , 2019, 41, 69-80.	0.7	17
5	<p>A latent profile approach for the study of internet gaming disorder, social media addiction, and psychopathology in a normative sample of adolescents<p>. <i>Psychology Research and Behavior Management</i> , 2019, Volume 12, 651-659.	1.3	49
6	The Use of Digital Technologies, Impulsivity and Psychopathological Symptoms in Adolescence. <i>Behavioral Sciences (Basel, Switzerland)</i> , 2019, 9, 82.	1.0	45
7	The Association Between Internet Gaming Disorder and Impulsivity: A Systematic Review of Literature. <i>International Journal of Mental Health and Addiction</i> , 2022, 20, 92-118.	4.4	52
8	Internet Gaming Disorder and Its Associated Personality Traits: A Systematic Review Using PRISMA Guidelines. <i>International Journal of Mental Health and Addiction</i> , 2021, 19, 1420-1442.	4.4	55
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10	The Role of Cognitive Emotion Regulation Strategies in Problem Gaming Among Adolescents: A Nationally Representative Survey Study. <i>Frontiers in Psychiatry</i> , 2019, 10, 273.	1.3	42
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15	Altered Reward Processing System in Internet Gaming Disorder. <i>Frontiers in Psychiatry</i> , 2020, 11, 599141.	1.3	15
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39	Exploring the Effectiveness of Advergame: The Role of Transportation on Continuous Intention to Play Advergames. <i>Journal of Creative Communications</i> , 0, , 097325862210937.	1.2	1
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