

# Gamification and Behavior Change Techniques in Diabe

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Citation Report

#	ARTICLE	IF	CITATIONS
1	&lt;p&gt;Gamification for Diabetes Type 1 Management: A Review of the Features of Free Apps in Google Play and App Stores&lt;/p&gt;. Journal of Multidisciplinary Healthcare, 2020, Volume 13, 425-432.	2.7	7
2	Status of the research in fitness apps: A bibliometric analysis. Telematics and Informatics, 2021, 57, 101506.	5.8	35
3	Game Design in Mental Health Care: Case Studyâ€™Based Framework for Integrating Game Design Into Therapeutic Content. JMIR Serious Games, 2021, 9, e27953.	3.1	11
4	MyDiabetesâ€™The Gamified Application for Diabetes Self-Management and Care. Computers, 2021, 10, 50.	3.3	4
5	Analysis of Effectiveness and Psychological Techniques Implemented in mHealth Solutions for Middle-Aged and Elderly Adults with Type 2 Diabetes: A Narrative Review of the Literature. Journal of Clinical Medicine, 2021, 10, 2701.	2.4	4
6	Comparing Two Commercially Available Diabetes Apps to Explore Challenges in User Engagement: Randomized Controlled Feasibility Study. JMIR Formative Research, 2021, 5, e25151.	1.4	12
7	A conceptual framework for transformative gamification services. Journal of Services Marketing, 2022, 36, 185-200.	3.0	6
8	Gamification. Advances in Medical Technologies and Clinical Practice Book Series, 2021, , 293-319.	0.3	0
9	The Quality of Mobile Apps Used for the Identification of Pressure Ulcers in Adults: Systematic Survey and Review of Apps in App Stores. JMIR MHealth and UHealth, 2020, 8, e14266.	3.7	18
10	My Diabetes Coach, a Mobile Appâ€™Based Interactive Conversational Agent to Support Type 2 Diabetes Self-Management: Randomized Effectiveness-Implementation Trial. Journal of Medical Internet Research, 2020, 22, e20322.	4.3	59
13	Behavior Change Apps for Gestational Diabetes Management: Exploring Desirable Features. International Journal of Human-Computer Interaction, 0, , 1-18.	4.8	7
15	User Engagement and Abandonment of mHealth: A Cross-Sectional Survey. Healthcare (Switzerland), 2022, 10, 221.	2.0	41
16	Functional Mechanisms of Health Behavior Change Techniques: A Conceptual Review. Frontiers in Psychology, 2022, 13, 725644.	2.1	10
17	Standardized evaluation of the quality and persuasiveness of mobile health applications for diabetes management. Scientific Reports, 2022, 12, 3639.	3.3	9
18	An evaluation of the behaviour change content and quality of smartphone apps designed for individuals experiencing anxiety: an illustrative example for school psychologists. Educational and Developmental Psychologist, 2022, 39, 209-218.	0.7	1
19	Characterising the use, users and effects of a health app supporting lifestyle changes in pregnant women. British Journal of Nutrition, 2023, 130, 433-445.	2.3	2
20	What are the impetuses Behind E-health applicationsâ€™ self-management servicesâ€™ ongoing adoption by health community participants?. Health Informatics Journal, 2023, 29, 146045822311528.	2.1	2
21	The Role of Habit Formation and Automaticity in Diabetes Self-Management: Current Evidence and Future Applications. Current Diabetes Reports, 2023, 23, 43-58.	4.2	2

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22	Effectiveness of Digital Health Interventions Containing Game Components for the Self-management of Type 2 Diabetes: Systematic Review. <i>JMIR Serious Games</i> , 0, 11, e44132.	3.1	1
23	Understanding health behavior change by motivation and reward mechanisms: a review of the literature. <i>Frontiers in Behavioral Neuroscience</i> , 0, 17, .	2.0	4
26	Impact of Gaming (Gamification) on Diabetes Self-Care Behaviors and Glycemic Outcomes Among Adults With Type 2 Diabetes. <i>Science of Diabetes Self-Management and Care</i> , 2023, 49, 493-511.	1.6	0
27	An explorative analysis of the antecedents and consequents of gamification in the digital therapeutic context. <i>European Journal of Innovation Management</i> , 0, , .	4.6	0
29	Barriers and Enablers to the Adoption of a Healthier Diet Using an App: Qualitative Interview Study With Patients With Type 2 Diabetes Mellitus. <i>JMIR Diabetes</i> , 0, 8, e49097.	1.9	0
31	Gamification in Health Care Management: Systematic Review of the Literature and Research Agenda. <i>SAGE Open</i> , 2023, 13, .	1.7	0