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A Gamified Smartphone-Based Intervention for Depression: Randomized Controlled Pilot Trial

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10	Gamification and gigification: A multidimensional theoretical approach. <i>Journal of Business Research</i> , 2021 , 139, 1378-1378	8.7	5
9	Examining the Effectiveness of Gamification in Mental Health Apps for Depression: Systematic Review and Meta-analysis. <i>JMIR Mental Health</i> , 2021 , 8, e32199	6	1
8	Effective Online Engagement Strategies Through Gamification. <i>Journal of Global Information Management</i> , 2022 , 30, 1-25	1.9	6
7	Smart Homes as Enablers for Depression Pre-Diagnosis Using PHQ-9 on HMI through Fuzzy Logic Decision System. <i>Sensors</i> , 2021 , 21,	3.8	4
6	Evidence-Based Virtual Reality Use for Mental Health Conditions. <i>Advances in Medical Technologies and Clinical Practice Book Series</i> , 2022 , 171-192	0.3	
5	A Mental Health Chatbot with Cognitive Skills for Personalised Behavioural Activation and Remote Health Monitoring. <i>Sensors</i> , 2022 , 22, 3653	3.8	1
4	The Effect of Mental Health App Customization on Depressive Symptoms in College Students: A Randomized Controlled Trial (Preprint). <i>JMIR Mental Health</i> ,	6	
3	Investigating the Effect of Personalization in a Mental Health App on Depressive Symptoms. 2022 , 66, 1413-1417		O
2	Assessing Patient Adherence to and Engagement With Digital Interventions for Depression in Clinical Trials: A Systematic Literature Review (Preprint).		O
1	A meta-analytic review of gamified interventions in mental health enhancement. 2023, 141, 107621		0