

# Engaging Children and Young People in Digital Mental Health Review of Modes of Delivery, Facilitators, and Barriers

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#	ARTICLE	IF	CITATIONS
1	Exploring gamification design elements for mental health support. International Journal of Advanced Technology and Engineering Exploration, 2021, 8, 114-125.	0.6	14
2	The Relationship between Emotional Intelligence, Obesity and Eating Disorder in Children and Adolescents: A Systematic Mapping Review. International Journal of Environmental Research and Public Health, 2021, 18, 2054.	1.2	6
3	The use of telehealth to overcome barriers to mental health services faced by young people from Afro-Caribbean backgrounds in England during the COVID-19 pandemic. Journal of Global Health, 2021, 11, 03040.	1.2	5
5	Feasibility and Acceptability of a Digital Intervention to Support Shared Decision-making in Children's and Young People's Mental Health: Mixed Methods Pilot Randomized Controlled Trial. JMIR Formative Research, 2021, 5, e25235.	0.7	4
6	Implementing a Peer Advocate Mental Health Digital Intervention Program for Ohio Youth: Descriptive Pilot Study. JMIR Mental Health, 2021, 8, e24605.	1.7	2
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11	Going virtual: youth attitudes toward and experiences of virtual mental health and substance use services during the COVID-19 pandemic. BMC Health Services Research, 2021, 21, 340.	0.9	43
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22	Describing the Use of a Mindfulness-Based App for Sleep and Mental Well-Being, Across Age, in Children. Child and Youth Care Forum, 2022, 51, 749-768.	0.9	2

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24	School-based depression and anxiety prevention programs: An updated systematic review and meta-analysis. <i>Clinical Psychology Review</i> , 2021, 89, 102079.	6.0	78
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