

CITATION REPORT

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A Blended Web-Based Gaming Intervention on Changes in Physical Activity for Overweight and Obese Employees: Influence and Usage in an Experimental Pilot Study

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JMIR Serious Games, 2017, 5, e6.

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8	Insights for medical education: via a mathematical modelling of gamification. <i>Asia Pacific Scholar</i> , 2021 , 6, 9-24	0.5	
7	Conceptual Ambiguity Surrounding Gamification and Serious Games in Health Care: Literature Review and Development of Game-Based Intervention Reporting Guidelines (GAMING). <i>Journal of Medical Internet Research</i> , 2021 , 23, e30390	7.6	8
6	To Each Stress Its Own Screen: A Cross-Sectional Survey of the Patterns of Stress and Various Screen Uses in Relation to Self-Admitted Screen Addiction. <i>Journal of Medical Internet Research</i> , 2019 , 21, e11485	7.6	26
5	The Effects of mHealth-Based Gamification Interventions on Participation in Physical Activity: Systematic Review.. <i>JMIR MHealth and UHealth</i> , 2022 , 10, e27794	5.5	5
4	The Effects of mHealth-Based Gamification Interventions on Participation in Physical Activity: Systematic Review (Preprint).		
3	Measuring Engagement with Mental Health and Behavior Change Interventions: an Integrative Review of Methods and Instruments.. <i>International Journal of Behavioral Medicine</i> , 2022 ,	2.6	0
2	Monocyte adaptations in patients with obesity during a 1.5 year lifestyle intervention. 13,		0
1	Effects of Face-to-Face and eHealth Blended Interventions on Physical Activity, Diet, and Weight-Related Outcomes among Adults: A Systematic Review and Meta-Analysis. 2023 , 20, 1560		1