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Epic Allies, a Gamified Mobile Phone App to Improve Engagement in Care, Antiretroviral Uptake, and Adherence Among Young Men Who Have Sex With Men and Young Transgender Women Who Have Sex With Men: Protocol for a Randomized Controlled Trial

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#	Paper	IF	Citations
36	WYZ: a pilot study protocol for designing and developing a mobile health application for engagement in HIV care and medication adherence in youth and young adults living with HIV. <i>BMJ Open</i> , 2019 , 9, e030473	3	12
35	Recreational drugs and STI diagnoses among patients attending an STI/HIV reference clinic in Rome, Italy. <i>Sexually Transmitted Infections</i> , 2019 , 95, 588-593	2.8	7
34	Alcohol Use and Ethnicity Independently Predict Antiretroviral Therapy Nonadherence Among Patients Living with HIV/HCV Coinfection. <i>Journal of Racial and Ethnic Health Disparities</i> , 2020 , 7, 28-35	3.5	2
33	Electronic and other new media technology interventions for HIV care and prevention: a systematic review. <i>Journal of the International AIDS Society</i> , 2020 , 23, e25439	5.4	25
32	OPT-In For Life: A Mobile Technology-Based Intervention to Improve HIV Care Continuum for Young Adults Living With HIV. <i>Health Promotion Practice</i> , 2020 , 21, 727-737	1.8	2
31	Fostering Engagement in Health Behavior Change: Iterative Development of an Interactive Narrative Environment to Enhance Adolescent Preventive Health Services. <i>Journal of Adolescent Health</i> , 2020 , 67, S34-S44	5.8	2
30	Hot, horny and healthy-online intervention to incentivize HIV and sexually transmitted infections (STI) testing among young Mexican MSM: a feasibility study. <i>MHealth</i> , 2020 , 6, 28	2.2	2
29	Predictors of Condomless Anal Intercourse in Young HIV-Positive Men Who Have Sex With Men With Detectable Viral Loads. <i>Journal of Adolescent Health</i> , 2020 , 66, 672-683	5.8	2
28	Telemedicine and health policy: A systematic review. <i>Health Policy and Technology</i> , 2021 , 10, 209-229	4.8	8
27	Not Another Medication Adherence App. <i>Proceedings of the ACM on Human-Computer Interaction</i> , 2021 , 4, 1-28	3.4	2
26	The Impact of a Mobile Gaming Intervention to Increase Adherence to Pre-exposure Prophylaxis. <i>AIDS and Behavior</i> , 2021 , 25, 1884-1889	4.3	3
25	Observance pour l'immunothérapie allergénique sublinguale et stratégies pour l'améliorer. <i>Revue Française d'Allergologie</i> , 2021 , 61, 19-23	0.2	
24	Epic Allies: A Gamified Mobile App to Improve Engagement in HIV Care and Antiretroviral Adherence among Young Men Who have Sex with Men. <i>AIDS and Behavior</i> , 2021 , 25, 2599-2617	4.3	1
23	Empowering vulnerable target groups with serious games and gamification. <i>Entertainment Computing</i> , 2021 , 38, 100402	1.9	7
22	Conceptual Ambiguity Surrounding Gamification and Serious Games in Health Care: Literature Review and Development of Game-Based Intervention Reporting Guidelines (GAMING) (Preprint).		
21	Text Messaging Improves HIV Care Continuum Outcomes Among Young Adult Trans Women Living with HIV: Text Me, Girl!. <i>AIDS and Behavior</i> , 2021 , 25, 3011-3023	4.3	1
20	A Review of Interventions to Enhance HIV Medication Adherence. <i>Current HIV/AIDS Reports</i> , 2021 , 18, 443-457	5.9	1

19	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
18	: A Trauma-Informed Peer Navigation and Social Networking WebApp to Improve HIV Care among Black Women Affected by Interpersonal Violence.. <i>Journal of Health Care for the Poor and Underserved</i> , 2021 , 32, 166-188	1.4	1
17	pilot study results of an intervention using gamification to increase HIV screening among young men who have sex with men in California. <i>MHealth</i> , 2018 , 4, 40	2.2	6
16	The Notijoves Project: Protocol for a Randomized Controlled Trial About New Communication Technologies and Gamification to Promote Partner Notification of Sexually Transmitted Infections Among Young People. <i>JMIR Research Protocols</i> , 2019 , 8, e12896	2	2
15	mHealth Interventions to Promote Anti-Retroviral Adherence in HIV: Narrative Review. <i>JMIR MHealth and UHealth</i> , 2020 , 8, e14739	5.5	6
14	Investigating Serious Games That Incorporate Medication Use for Patients: Systematic Literature Review. <i>JMIR Serious Games</i> , 2020 , 8, e16096	3.4	16
13	Opportunities for Mobile App-Based Adherence Support for Children With Tuberculosis in South Africa. <i>JMIR MHealth and UHealth</i> , 2020 , 8, e19154	5.5	2
12	Effectiveness, Acceptability, and Feasibility of Digital Health Interventions for LGBTIQ+ Young People: Systematic Review. <i>Journal of Medical Internet Research</i> , 2020 , 22, e20158	7.6	14
11	Increasing HIV Testing and Viral Suppression via Stigma Reduction in a Social Networking Mobile Health Intervention Among Black and Latinx Young Men and Transgender Women Who Have Sex With Men (HealthMpowerment): Protocol for a Randomized Controlled Trial. <i>JMIR Research Protocols</i> , 2020 , 9, e24043	2	4
10	HIV care continuum interventions for Black men who have sex with men in the USA. <i>Lancet HIV</i> , 2021 , 8, e776-e786	7.8	0
9	Effectiveness, Acceptability, and Feasibility of Digital Health Interventions for LGBTIQ+ Young People: Systematic Review (Preprint).		
8	"Positive Peers": Function and Content Development of a Mobile App for Engaging and Retaining Young Adults in HIV Care. <i>JMIR Formative Research</i> , 2020 , 4, e13495	2.5	3
7	Increasing HIV Testing and Viral Suppression via Stigma Reduction in a Social Networking Mobile Health Intervention Among Black and Latinx Young Men and Transgender Women Who Have Sex With Men (HealthMpowerment): Protocol for a Randomized Controlled Trial (Preprint).		
6	Evaluation of an AIDS educational mobile game (AIDS Fighter – Health Defense) for young students to improve AIDS-related knowledge, stigma and attitude of high-risk behaviors in China: A Randomized Controlled Trial. <i>JMIR Serious Games</i> , 2021 ,	3.4	0
5	The role of online social networks in improving health literacy and medication adherence among people living with HIV/AIDS in Iran: Development of a conceptual model. <i>PLoS ONE</i> , 2022 , 17, e0261304	3.7	0
4	Impact of a mobile web app and gamification for partner notification of sexually transmitted infections among young people: The Notijoves Randomised controlled trial (Preprint).		0
3	Feasibility and Acceptability of a Web-Based Peer Navigation-Psychoeducational HIV Intervention for Women. 104973152211246		0
2	Game-based health education to improve ART adherence of newly diagnosed young people with HIV: protocol for a stepped-wedge design randomized controlled trial. 2022 , 22,		0

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