

Defining digital addiction: Key features from the literat

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Citation Report

#	ARTICLE	IF	CITATIONS
1	Perceptions and Misperceptions of Smartphone Use: Applying the Social Norms Approach. Information (Switzerland), 2020, 11, 513.	1.7	4
2	Combating Fear of Missing Out (FoMO) on Social Media: The FoMO-R Method. International Journal of Environmental Research and Public Health, 2020, 17, 6128.	1.2	66
3	Virtual Worlds, Learning Tools or Risk for Addiction?. Advances in Educational Technologies and Instructional Design Book Series, 2021, , 140-162.	0.2	1
4	Procrastination on social media: predictors of types, triggers and acceptance of countermeasures. Social Network Analysis and Mining, 2021, 11, 1.	1.9	11
5	The relationship between nursing students' digital and smartphone addiction levels and nomophobia: A descriptive, correlational study. Perspectives in Psychiatric Care, 2021, 57, 1727-1734.	0.9	13
6	Addictive use of digital devices in young children: Associations with delay discounting, self-control and academic performance. PLoS ONE, 2021, 16, e0253058.	1.1	20
7	The Mediating Role of Gaming Disorder in the Effect of Narcissism on Happiness in Children. International Journal of Environmental Research and Public Health, 2021, 18, 7137.	1.2	6
8	Dijital BaĖmlilik ve FoMo, KiĖlilik Faktörleri ve Mutluluk ile ĖliĖkisi: Ėniversite Ėrencileri Ėle Bir Uygulama. Journal of Dependence, 2021, 22, 379-394.	0.3	9
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10	Combatting digital addiction: Current approaches and future directions. Technology in Society, 2022, 68, 101832.	4.8	29
11	The Relationships between Gender, Life Satisfaction, Loneliness and Problematic Internet Use during COVID-19: Does the Lockdown Matter?. International Journal of Environmental Research and Public Health, 2022, 19, 1325.	1.2	11
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14	Ėretmen AdaylarĖn Dijital BaĖmlilik DĖzeylerinin Ėncelenmesi. Ahi Evran Ėniversitesi Sosyal Bilimler EnstitĖsĖ Dergisi, 2022, 8, 1031-1046.	0.2	1
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17	Examining the role of cyberloafing, narcissism, locus of control, and social appearance anxiety on the Internet gaming disorder in university students. Psychology in the Schools, 2023, 60, 3040-3055.	1.1	1
18	Exploring obesity, physical activity, and digital game addiction levels among adolescents: A study on machine learning-based prediction of digital game addiction. Frontiers in Psychology, 0, 14, .	1.1	7

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19	Determination of the psychometric properties of the digital addiction scale for children. Journal of Pediatric Nursing, 2023, 71, 1-5.	0.7	3
20	A comprehensive review on emerging trends in the dynamic evolution of digital addiction and depression. Frontiers in Psychology, 0, 14, .	1.1	5
21	Moving Beyond Benchmarks and Competitions: Towards Addressing Social Media Challenges in an Educational Context. Datenbank-Spektrum, 2023, 23, 27-39.	1.2	2
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24	I Am Online; Therefore, I Am!. Advances in Human and Social Aspects of Technology Book Series, 2023, , 479-496.	0.3	0
34	From Digital Obsession to Digital Burnout in Second Language Acquisition. Advances in Educational Technologies and Instructional Design Book Series, 2023, , 1-25.	0.2	0