Green Journals

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Journal Information

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Classification History

Year	A+	A	B	C
2026		✓	✓	
2025		✓	✓	
2024		✓	✓	
2023		✓	✓	
2021/2022		✓	✓	
2020		✓	✓	
2019		✓	✓	
2018		✓		

Classification: The table above shows all journal classifications recorded for each classification year in the Green Journals database. A journal may have more than one classification in the same year.

Recent Articles

Letter: From Virtual Kitchens to Local Tables: The Role of Cultural Context in VR Cooking Games for Healthy Eating
2026-11-2
Authors: Darin Jan Tindowen, Jocelyn Carag, Joven Jacinto et al.
DOI: 10.1177/2161783x261503875

Efficacy of a Gamified Training Program for Improving Occupational Health and Safety Knowledge Among Italian Secondary School Students: A Randomized Controlled Field Trial
2026-10-28 Vol. 15 Issue 6 Pages 317-325
Authors: Giuseppe La Torre, David Shaholli, Guendalina Capece et al.
DOI: 10.1177/2161783x261483870

Effects of Virtual Reality Based Aerobic Exercise on Pulmonary Function and Cardiopulmonary Fitness in Parkinson's Disease: A Pilot Randomized Controlled Trial
2026-10-25 Vol. 15 Issue 6 Pages 310-316
Authors: Aseel Aburub, Mohammad Z. Darabseh, Majed Hbahbih et al.
DOI: 10.1177/2161783x261485885

Feasibility and Acceptability of a Dengue Board Game for Primary Health Care Nurses
2026-10-25 Vol. 15 Issue 6 Pages 300-309
Authors: Nuzul Sri Hertanti, Yeu-Hui Chuang
DOI: 10.1177/2161783x261477410

Ten Years of Pokémon Go: Lessons About How Digital Platforms Influence Health
2026-9-30 Vol. 15 Issue 6 Pages 297-299
Authors: Luis Miguel Rojo-Bofill, Joan Vicent Sánchez-Ortí, Rafael Tabarés-Seisdedos
DOI: 10.1177/2161783x261488497

A Serious Game to Raise Awareness Among Future Patients About Day-of-Surgery Cancellations
2026-8-6 Vol. 15 Issue 5 Pages 280-289
Authors: Anne M. Schouten, Éva Kalmár, John J. van den Dobbelsteen et al.
DOI: 10.1177/2161783x261473386

Effects of Exergame Balance Training with Variable Cognitive Motor Challenges on Serum BDNF, p-tau181, and Cognitive Functions in Adults with Mild Cognitive Impairment: A Randomized Trial
2026-7-30 Vol. 15 Issue 5 Pages 257-268
Authors: Aruba Saeed, Imran Amjad, Abdullah Alzahrani et al.
DOI: 10.1177/2161783x261461636

The Effect of Game-Based Virtual Reality Rehabilitation and Its Impact on Upper Extremity Function After Arthroscopic Rotator Cuff Repair: A Randomized Controlled Trial
2026-7-26 Vol. 15 Issue 5 Pages 269-279
Authors: Ahmed M. El Melhat, Hatem lazem, Khaled A. Shalash et al.
DOI: 10.1177/2161783x261461654

Assessment of Topographical Orientation Cognitive Functions Using a Virtual Reality Game
2026-6-16 Vol. 15 Issue 5 Pages 249-256
Authors: Pablo Rodriguez-Prieto, Joaquín A. Ibañez-Alfonso
DOI: 10.1177/2161783x261460581

Player Types and Gamification in Adolescent Tobacco Prevention: Insights from Game-Based Interventions
2026-5-23 Vol. 15 Issue 4 Pages 234-242
Authors: Bairu Zhao, Georges E. Khalil
DOI: 10.1177/2161783x261449537