## <CONTENTS> RESEARCH IN EXERCISE EPIDEMIOLOGY Vol.18 No.2

Preface
Daisuke Ando (Graduate School Department of Interdisciplinary Research, University of Yamanashi)
Original Article
Associations of Low Back Pain, Exercise Habit with Depressive Symptom among Community-dwelling Older Adults
Manami Ejiri, et al. (Tokyo Metropolitan Institute of Gerontology)
A Tool to Assess Population Approaches that Promote Physical Activity
- A Modified RE-AIM Model: PAIREM
(Faculty of Education, Mie University)
Practice Article
A Community-wide Campaign to Promote Physical Activity in Japanese Adults: Study Protocol of a Cluster Non-randomized Controlled Trial (the Fujisawa +10 Project)
Yoshinobu Saito, et al.
(Fujisawa City Health and Medical Foundation, Sports Medicine Research Center, Graduate School of Health Management, Keio University)
Multimodal Exercise Program for Improvement of Cognitive Function and Brain Activation Efficiency:
JAEE Research Project "Evidence from Intervention Studies"
Shu Nishiguchi, et al. (Department of Physical Therapy, School of Health Sciences, Tokyo University of Technology)
Square-Stepping Exercise Program for Prevention of Falls and Improvement of Cognitive Function: JAEE Research Project "Evidence from Intervention Studies"
Secondary Publication
Sociodemographic and Anthropometric Factors Associated with Screen-Based Sedentary Behavior among Japanese Adults: a Population-Based Cross-Sectional Study: Secondary Publication in Japanese Language of an Original English Article Published in the Journal of Epidemiology
Kaori Ishii, et al. (Faculty of Sport Sciences, Waseda University)
Correlates of Regular Participation in Sports Groups among Japanese Older Adults: JAGES Cross-Sectional Study: Secondary Publication of an Original Article Published in PLoS One
(College of Liberal Arts and Sciences, Kitasato University) Other Article
Interview with ACSM's Distinguished Leaders: Paffenbarger RS and Blair SN
(National Institutes of Biomedical Innovation, Health and Nutrition)
Official Statement
JAEE Expects Industries to Develop and Disseminate Games to Promote Physical Activities
Information

Information