Rosa Mikeal Martey

List of Publications by Year
in descending order

10 papers	311 citations	1163117 8 h-index	1372567 10 g-index
11 all docs	11 docs citations	11 times ranked	266 citing authors

#	Article	IF	Citations
1	Performing the Looking-Glass Self: Avatar Appearance and Group Identity in *Second Life*. Popular Communication, 2011, 9, 165-180.	1.8	62
2	The strategic female: gender-switching and player behavior in online games. Information, Communication and Society, 2014, 17, 286-300.	4.0	60
3	The Digital Dollhouse. Games and Culture, 2007, 2, 314-334.	2.8	57
4	Measuring Game Engagement. Simulation and Gaming, 2014, 45, 528-547.	1.9	53
5	We don't need no stinkin' badges: The impact of reward features and feeling rewarded in educational games. Computers in Human Behavior, 2015, 45, 299-306.	8.5	26
6	Communicating age in Second Life: The contributions of textual and visual factors. New Media and Society, 2015, 17, 41-61.	5.0	13
7	Serious Efforts at Bias Reduction. Journal of Media Psychology, 2018, 30, 16-28.	1.0	13
8	Balancing Play and Formal Training in the Design of Serious Games. Games and Culture, 2017, 12, 269-291.	2.8	2
9	Put on Your Game Face: Designing the Researcher Presence In immersive Digital Environments. Journal of Virtual Worlds Research, 2016, 9, .	0.7	1
10	The Temporal Attentive Observation (TAO) Scale: Development of an Instrument to Assess Attentive Behavior Sequences During Serious Gameplay. Technology, Knowledge and Learning, 2018, 23, 65-81.	4.9	1