

# Rosa Mikeal Martey

## List of Publications by Year in descending order

Source: <https://exaly.com/author-pdf/10672670/publications.pdf>

Version: 2024-02-01

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