

# Rabindra A Ratan

## List of Publications by Year in descending order

Source: <https://exaly.com/author-pdf/10758520/publications.pdf>

Version: 2024-02-01

9  
papers

353  
citations

1307594

7  
h-index

1474206

9  
g-index

9  
all docs

9  
docs citations

9  
times ranked

335  
citing authors

#	ARTICLE	IF	CITATIONS
1	Sentimental Avatars: Gender Identification and Vehicles of Selfhood in Popular Media From Nineteenth-Century Novels to Modern Video Games. <i>Games and Culture</i> , 2021, 16, 160-186.	2.8	1
2	Women Keep it Real: Avatar Gender Choice in <i>League of Legends</i> . <i>Cyberpsychology, Behavior, and Social Networking</i> , 2019, 22, 254-257.	3.9	14
3	Playing by the Rules: Parental Mediation of Video Game Play. <i>Journal of Family Issues</i> , 2017, 38, 1215-1238.	1.6	28
4	When Mii Is Me. <i>Communication Research</i> , 2016, 43, 1065-1093.	5.9	70
5	Stand by Your Man. <i>Games and Culture</i> , 2015, 10, 438-462.	2.8	86
6	Pink and Blue Pixel\$: Gender and Economic Disparity in Two Massive Online Games. <i>Information Society</i> , 2014, 30, 243-255.	2.9	8
7	Virtual muscularity: A content analysis of male video game characters. <i>Body Image</i> , 2011, 8, 43-51.	4.3	33
8	Schmoozing and Smiting: Trust, Social Institutions, and Communication Patterns in an MMOG. <i>Journal of Computer-Mediated Communication</i> , 2010, 16, 93-114.	3.3	52
9	A Content Analysis of Female Body Imagery in Video Games. <i>Sex Roles</i> , 2009, 61, 824-836.	2.4	61