

Theresa Jean Tanenbaum

List of Publications by Year in descending order

Source: <https://exaly.com/author-pdf/11782551/publications.pdf>

Version: 2024-02-01

14
papers

244
citations

1478505

6
h-index

1588992

8
g-index

17
all docs

17
docs citations

17
times ranked

132
citing authors

#	ARTICLE	IF	CITATIONS
1	Agency as commitment to meaning: communicative competence in games. Digital Creativity, 2010, 21, 11-17.	1.6	40
2	The limits of our imagination. , 2016, , .		37
3	The Reading Glove. , 2010, , .		31
4	Experiencing the reading glove. , 2010, , .		26
5	Mass Effect 2. Bulletin of Science, Technology and Society, 2012, 32, 393-404.	2.9	26
6	Improvisation and Performance as Models for Interacting with Stories. Lecture Notes in Computer Science, 2008, , 250-263.	1.3	15
7	A case study of intended versus actual experience of adaptivity in a tangible storytelling system. User Modeling and User-Adapted Interaction, 2014, 24, 175-217.	3.8	14
8	Shiva's Rangoli. , 2019, , .		12
9	Hermeneutic Inquiry for Digital Games Research. The Computer Games Journal, 2015, 4, 59-80.	1.0	7
10	Dynamic Demographics. , 2018, , .		6
11	Shiva's Rangoli. , 2019, , .		4
12	Evaluating the Pleasures of Agency in Shiva's Rangoli, a Tangible Storytelling Installation. , 2019, , .		4
13	Imagining New Design Spaces for Interactive Digital Storytelling. Lecture Notes in Computer Science, 2011, , 261-271.	1.3	3
14	Exploring Food based Interactive, Multi-Sensory, and Tangible Storytelling Experiences. , 2021, , .		0