

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