

# Anthony M Limperos

## List of Publications by Year in descending order

Source: <https://exaly.com/author-pdf/12193471/publications.pdf>

Version: 2024-02-01

12  
papers

880  
citations

1306789

7  
h-index

1281420

11  
g-index

12  
all docs

12  
docs citations

12  
times ranked

723  
citing authors

#	ARTICLE	IF	CITATIONS
1	Uses and Grats 2.0: New Gratifications for New Media. <i>Journal of Broadcasting and Electronic Media</i> , 2013, 57, 504-525.	0.8	579
2	Online teaching and technological affordances: An experimental investigation into the impact of modality and clarity on perceived and actual learning. <i>Computers and Education</i> , 2015, 83, 1-9.	5.1	71
3	Gaming Across Different Consoles: Exploring the Influence of Control Scheme on Game-Player Enjoyment. <i>Cyberpsychology, Behavior, and Social Networking</i> , 2011, 14, 345-350.	2.1	68
4	Feeling the Need for (Personalized) Speed: How Natural Controls and Customization Contribute to Enjoyment of a Racing Game Through Enhanced Immersion. <i>Cyberpsychology, Behavior, and Social Networking</i> , 2012, 15, 364-369.	2.1	52
5	The Impact of Game Customization and Control Mechanisms on Recall of Integral and Peripheral Brand Placements in Videogames. <i>Journal of Interactive Advertising</i> , 2012, 12, 1-12.	3.0	38
6	Understanding the Relationship Between Exergame Play Experiences, Enjoyment, and Intentions for Continued Play. <i>Games for Health Journal</i> , 2016, 5, 100-107.	1.1	31
7	The effects of computer-mediated communication anxiety on student perceptions of instructor behaviors, perceived learning, and quiz performance. <i>Communication Education</i> , 2017, 66, 299-312.	0.7	17
8	ESPN's Coverage of Intimate Partner Violence in the National Football League. <i>Communication and Sport</i> , 2020, 8, 3-25.	1.6	9
9	Virtual Justice: Testing Disposition Theory in the Context of a Story-Driven Video Game. <i>Journal of Broadcasting and Electronic Media</i> , 2013, 57, 526-542.	0.8	7
10	Are "Wii" Exercising Correctly? Understanding How Exergames Can Be Used to Increase Knowledge of Exercise Behavior. <i>Games for Health Journal</i> , 2014, 3, 25-30.	1.1	7
11	Media Portrayals of Athlete-Perpetrated Intimate Partner Violence: An Examination of the Social Ecological Model, Race, and Communication Perceptions. <i>International Journal of Sport Communication</i> , 2021, 14, 11-32.	0.4	1
12	Audience Responses to Media Portrayals of Professional Athletes and Intimate Partner Violence. <i>Communication and Sport</i> , 0, , 216747952198965.	1.6	0