Anthony M Limperos

List of Publications by Year
in descending order

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