

Amanda C Cote

List of Publications by Year in descending order

Source: <https://exaly.com/author-pdf/1222609/publications.pdf>

Version: 2024-02-01

9
papers

255
citations

1684188

5
h-index

1588992

8
g-index

12
all docs

12
docs citations

12
times ranked

120
citing authors

#	ARTICLE	IF	CITATIONS
1	â€œI Can Defend Myselfâ€• Games and Culture, 2017, 12, 136-155.	2.8	129
2	Writing â€œGamersâ€• Games and Culture, 2018, 13, 479-503.	2.8	37
3	â€œWeekends became something other people didâ€™: Understanding and intervening in the habitus of video game crunch. Convergence, 2021, 27, 161-176.	2.7	12
4	The cruel optimism of â€œgood crunchâ€• How game industry discourses perpetuate unsustainable labor practices. New Media and Society, 2023, 25, 609-627.	5.0	11
5	Casual Resistance: A Longitudinal Case Study of Video Gamingâ€™s Gendered Construction and Related Audience Perceptions. Journal of Communication, 2020, 70, 819-841.	3.7	7
6	The interplay of parenting style and family rules about video games on subsequent fighting behavior. Aggressive Behavior, 2021, 47, 135-147.	2.4	6
7	Gamers, gender, and cruel optimism: the limits of social identity constructs in <i>The Guild</i> . Feminist Media Studies, 2018, 18, 963-978.	2.1	3
8	â€œStarting from scratch to looking really clean and professionalâ€• how studentsâ€™ productive labor legitimizes collegiate esports. Critical Studies in Media Communication, 0, , 1-13.	1.2	3
9	The COVID Season: U.S. Collegiate Esports Programsâ€™ Material Challenges and Opportunities During the 2020â€“21 Pandemic. Games and Culture, 2023, 18, 229-250.	2.8	3