

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