

# Dr. Muhammad Ali Khan

## List of Publications by Year in descending order

Source: <https://exaly.com/author-pdf/160585/publications.pdf>

Version: 2024-02-01

15  
papers

9  
citations

3311381

1  
h-index

2917675

2  
g-index

15  
all docs

15  
docs citations

15  
times ranked

5  
citing authors

#	ARTICLE	IF	CITATIONS
1	Online literary creativity of digital natives: genre and thematic analysis. SHS Web of Conferences, 2021, 101, 03048.	0.2	0
2	Диджитализация культуры и искусства: новые возможности и вызовы. Вестник РГУ имени Н. Г. Чернышевского, 2021, 2, 1-10.	0.1	0
3	Russkoye Bogatstvo (Russian Wealth): Narodnikiâ€™s Magazine and the World Economic Crisis of 2020. RUDN Journal of Studies in Literature and Journalism, 2021, 26, 237-246.	0.1	0
4	The phenomenon of fan creativity: the main directions of studies. RUDN Journal of Studies in Literature and Journalism, 2020, 25, 531-541.	0.1	1
5	Salisbury tragedy: the news of the weekâ€™s narrative of Skripal case. SHS Web of Conferences, 2019, 69, 00130.	0.2	0
6	Эволюция жанра «жизнь знаменитых»: от «жизни знаменитых» к «жизни знаменитых». Вестник РГУ имени Н. Г. Чернышевского, 2019, 1, 1-10.	0.1	0
7	What about all that â€œchange in journalism studiesâ€•fuss?. RUDN Journal of Studies in Literature and Journalism, 2019, 24, 788-794.	0.1	0
8	Let Them Talk as â€œEncyclopedia of Russian Lifeâ€• Latent Â«Accursed QuestionsÂ» on Russian Television (2017). SHS Web of Conferences, 2018, 50, 01199.	0.2	1
9	The key topics of TV show â€œLet them talkâ€• RUDN Journal of Studies in Literature and Journalism, 2018, 23, 441-452.	0.1	1
10	THE BLUE WHALE GAME: THE FIVE DIMENSIONS OF NEWS STORYTELLING. RUDN Journal of Studies in Literature and Journalism, 2017, 22, 660-668.	0.1	1
11	FROM THE SILENT HOUSE MEME TO THE BLUE WHALE-GAME: THE STORYWORLD'S TRANSFORMATION. , 2017, , .		2
12	Gamification In Education: Boss Fight. , 0, , .		1
13	Creative Designing Of Personalized Game Model In Modern Media Education. , 0, , .		0
14	Semantic Space And Algorithm Of Media Text'S Consumption In Digital Space. , 0, , .		0
15	Practicing Application of the Game Model in Elaboration of Students Journalistsâ€™ Soft Skills. , 0, , .		0