

Ekaterina Orekh

List of Publications by Year in descending order

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Version: 2024-02-01

16
papers

15
citations

2682572

2
h-index

2550090

3
g-index

16
all docs

16
docs citations

16
times ranked

8
citing authors

#	ARTICLE	IF	CITATIONS
1	Selfie phenomenon in the visual content of social media. , 2016, , .		6
2	Towards Computer Game Research Area in Russia. Communications in Computer and Information Science, 2016, , 72-81.	0.5	2
3	â€œBeing on Trendâ€™: Selfie as a Social Phenomenon. International Journal for Digital Society, 2017, 8, 1238-1243.	0.1	2
4	The phenomenon of lookism and its sociological analysis. Sotsiologicheskii Zhurnal, 2016, 22, 67-81.	0.4	2
5	From Bright Clothes to Bright Futures: Discourse on the Colour of Childrenâ€™s Clothing in the USSR of the 1950sâ€“1980s. Childhood in the Past, 2018, 11, 100-113.	0.4	1
6	Gamification as a Trend in the Development of Civic and Political Participation. Communications in Computer and Information Science, 2020, , 125-137.	0.5	1
7	Care for the Elderly Interpreted in Russian Films. Zhurnal Sotsiologii i Sotsialnoy Antropologii (the Tj ETQq1 1 0.784314 rgBT /Overlock 0,2 1		
8	â€œTo Prohibit or Permitâ€™: Strategies of Parental Behaviour in Relation to Childrenâ€™s Video Games in Todayâ€™s Russia. SHS Web of Conferences, 2018, 50, 01122.	0.2	0
9	SOCIAL PROBLEMS AS DISCOURSE: PRODUCTION OF NEW FORMS OF SOCIAL INEQUALITY. , 2015, , .		0
10	Political actors in childrenâ€™s drawings of 1917â€“1918: Sociological reflection (Based on Vasily) Tj ETQq0 0 0 rgBT /Overlock 10 Tf 5 Antropologii (the Journal of Sociology and Social Anthropology), 2017, 20, 185-209.	0.2	0
11	PARENTS;½ BELIEFS ABOUT CHILDREN;½S VIDEO GAMES IN CONTEMPORARY RUSSIA: ;½FULLNESS OF LIFE;½ VERSUS ;½QUALITY OF LIFE;½. , 2018, , .		0
12	â€œTake Everything from Life...â€™: the Discourse of Russian Parents about Childrenâ€™s Video Games. Logos Et Praxis, 2018, , 59-69.	0.1	0
13	The Current Concepts of Health: From Quality of Life to Fullness of Life. Vestnik Tomskogo Gosudarstvennogo Universiteta Filosofiya Sotsiologiya Politologiya, 2019, , 129-139.	0.1	0
14	Shift to digital gamification in political life (russian cases). , 2019, , .		0
15	Gamification of Civic Engagement in Smart Cities (New Russian Practices). Lecture Notes in Intelligent Transportation and Infrastructure, 2020, , 53-62.	0.5	0
16	From Gilles Deleuzeâ€™s Analysis of Dynamic Images to the Exploration of the Visuality of Serious Computer Games. The Art and Science of Television, 2021, 17, 11-30.	0.2	0