

Ekaterina Orekh

List of Publications by Year in descending order

Source: <https://exaly.com/author-pdf/1973952/publications.pdf>

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