

Jan Åvelch

List of Publications by Year in descending order

Source: <https://exaly.com/author-pdf/2057609/publications.pdf>

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14
papers

52
citations

1936888

4
h-index

1872312

6
g-index

15
all docs

15
docs citations

15
times ranked

16
citing authors

#	ARTICLE	IF	CITATIONS
1	Resisting the perpetual update: Struggles against protocological power in video games. <i>New Media and Society</i> , 2019, 21, 1594-1612.	3.1	14
2	Mediatization of a card game: Magic: The Gathering, esports, and streaming. <i>Media, Culture and Society</i> , 2020, 42, 838-856.	1.9	9
3	Redefining screenshots: Toward critical literacy of screen capture practices. <i>Convergence</i> , 2021, 27, 554-569.	1.6	6
4	Who Creates Microtransactions: ., 2021, , 197-216.		5
5	“Footage Not Representative” Advances in Multimedia and Interactive Technologies Book Series, 2016, , 297-315.	0.1	5
6	Developer Credit: Para-Industrial Hierarchies of In-Game Credit Attribution in the Video Game Industry. <i>Games and Culture</i> , 0, , 155541202110344.	1.7	4
7	Who Is the Note-Worthy Fan? Featuring Players in the Official Facebook Communication of Mainstream Video Games. <i>Replay the Polish Journal of Game Studies</i> , 2016, 3, 81-100.	0.0	3
8	Historicizing video game series through fan art discourses. <i>Transformative Works and Cultures</i> , 0, 22, .	0.0	3
9	Recasting Life Is Strange: Video Game Voice Acting during the 2016–2017 SAG-AFTRA Strike. <i>Television and New Media</i> , 2020, , 152747642096278.	1.5	1
10	Adapting contested national history for global audiences in <i>Attentat 1942</i> and <i>Svoboda 1945: Liberation</i> . <i>Studies in Eastern European Cinema</i> , 2023, 14, 69-84.	0.2	1
11	Mediatization of tabletop role-playing: The intertwined cases of <i>Critical Role</i> and <i>D&D Beyond</i> . <i>Convergence</i> , 2022, 28, 1662-1678.	1.6	1
12	“Definitive playthrough” Behind-the-scenes narratives in let’s plays and streaming content by video game voice actors. <i>New Media and Society</i> , 2020, , 146144482097177.	3.1	0
13	Shadow academy of video game production—industrial reflexivity of <i>Mythic Quest: Raven’s Banquet</i> . <i>Critical Studies in Media Communication</i> , 2021, 38, 18-31.	0.7	0
14	Normalizing player surveillance through video game infographics. <i>New Media and Society</i> , 0, , 146144482210978.	3.1	0