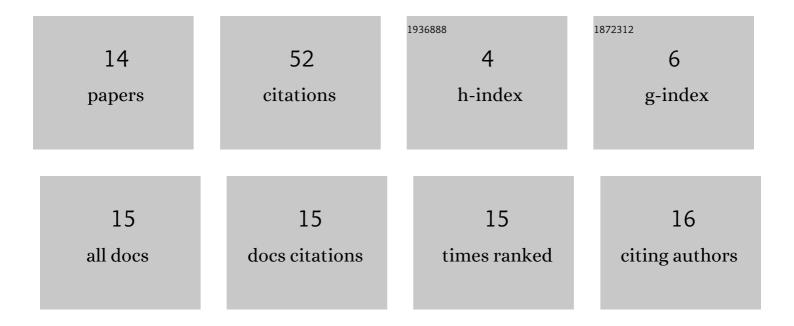
Jan Å velch

List of Publications by Year in descending order

Source: https://exaly.com/author-pdf/2057609/publications.pdf Version: 2024-02-01



IAN ÂVELCH

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