

Matti Nelimarkka

List of Publications by Year in descending order

Source: <https://exaly.com/author-pdf/2331028/publications.pdf>

Version: 2024-02-01

32
papers

313
citations

1306789

7
h-index

1125271

13
g-index

32
all docs

32
docs citations

32
times ranked

235
citing authors

#	ARTICLE	IF	CITATIONS
1	Social Media Is Polarized, Social Media Is Polarized. , 2018, , .		28
2	A Review of Research on Participation in Democratic Decision-Making Presented at SIGCHI Conferences. Toward an Improved Trading Zone Between Political Science and HCI. Proceedings of the ACM on Human-Computer Interaction, 2019, 3, 1-29.	2.5	25
3	The Design of Pseudo-Participation. , 2020, , .		24
4	Working the fields of big data: Using big-data-augmented online ethnography to study candidateâ€™candidate interaction at election time. Journal of Information Technology and Politics, 2017, 14, 110-131.	1.8	22
5	Facebook is not a silver bullet for teachersâ€™ professional development: Anatomy of an eight-year-old social-media community. Computers and Education, 2021, 173, 104269.	5.1	22
6	Affective economy of national-populist images: Investigating national and transnational online networks through visual big data. New Media and Society, 2020, 22, 770-792.	3.1	19
7	Measuring social relations with multiple datasets. International Journal of Social Computing and Cyber-Physical Systems, 2011, 1, 98.	0.1	17
8	Social Help-seeking Strategies in a Programming MOOC. , 2018, , .		13
9	The meanings of racism: Public discourses about racism in Finnish news media and online discussion forums. European Journal of Communication, 2019, 34, 503-519.	1.1	13
10	(Re)Design to Mitigate Political Polarization. Proceedings of the ACM on Human-Computer Interaction, 2019, 3, 1-25.	2.5	13
11	Alumni & Tenured Participants in MOOCs. , 2015, , .		11
12	Measuring Social Relations: Case OtaSizzle. , 2010, , .		9
13	Live Participation. , 2016, , .		9
14	Remediation in the hybrid media environment: Understanding countermedia in context. New Media and Society, 2022, 24, 2127-2152.	3.1	9
15	A Field Trial of an Anonymous Backchannel Among Primary School Pupils. , 2014, , .		8
16	Web-Based Public-Screen Gaming: Insights from Deployments. IEEE Pervasive Computing, 2016, 15, 40-46.	1.1	8
17	Platformed Interactions: How Social Media Platforms Relate to Candidateâ€™Constituent Interaction During Finnish 2015 Election Campaigning. Social Media and Society, 2020, 6, 205630512090385.	1.5	8
18	Personal Device as a Controller for Interactive Surfaces. , 2015, , .		7

#	ARTICLE	IF	CITATIONS
19	Affective Practice of Soldiering: How Sharing Images Is Used to Spread Extremist and Racist Ethos on Soldiers of Odin Facebook Site. <i>Television and New Media</i> , 2021, 22, 166-185.	1.5	7
20	Party Politics, Values and the Design of Social Media Services. <i>Proceedings of the ACM on Human-Computer Interaction</i> , 2020, 4, 1-29.	2.5	7
21	Introducing Kupla UI. , 2013, , .		5
22	Mobile family interaction. , 2011, , .		4
23	Designing for presenters at public walk-up-and-use displays. , 2014, , .		4
24	A Case Study in Mobile-Optimized vs. Responsive Web Application Design. , 2015, , .		4
25	Threading and conversation in co-located chats. <i>Computers in Human Behavior</i> , 2015, 53, 324-331.	5.1	4
26	Theory-Driven Collocated CMC. , 2017, , .		4
27	Data Musicalization. <i>ACM Transactions on Multimedia Computing, Communications and Applications</i> , 2018, 14, 1-27.	3.0	3
28	Hybrid Events. , 2018, , .		3
29	The use of ubiquitous media in politics. , 2008, , .		2
30	Affective Visual Rhetoric and Discursive Practices of the Far-Right Across Social Media. , 2022, , 189-216.		1
31	Augmenting the Performerâ€™ Audience Live Participation in Professional Event Productions. , 2021, , .		0
32	Exploring Norm Violations and Norm Management in Collocated Synchronous Communication: Dual-channel Communication as Hybrid Space with Spillover and Asymmetries. <i>Proceedings of the ACM on Human-Computer Interaction</i> , 2021, 5, 1-24.	2.5	0