

Adrienne Shaw

List of Publications by Year in descending order

Source: <https://exaly.com/author-pdf/251559/publications.pdf>

Version: 2024-02-01

25
papers

1,242
citations

840119

11
h-index

839053

18
g-index

26
all docs

26
docs citations

26
times ranked

704
citing authors

#	ARTICLE	IF	CITATIONS
1	A Conspiracy of Fishes, or, How We Learned to Stop Worrying About #GamerGate and Embrace Hegemonic Masculinity. <i>Journal of Broadcasting and Electronic Media</i> , 2015, 59, 208-220.	0.8	300
2	Do you identify as a gamer? Gender, race, sexuality, and gamer identity. <i>New Media and Society</i> , 2012, 14, 28-44.	3.1	218
3	What Is Video Game Culture? <i>Cultural Studies and Game Studies. Games and Culture</i> , 2010, 5, 403-424.	1.7	195
4	Putting the Gay in Games. <i>Games and Culture</i> , 2009, 4, 228-253.	1.7	82
5	Encoding and decoding affordances: Stuart Hall and interactive media technologies. <i>Media, Culture and Society</i> , 2017, 39, 592-602.	1.9	73
6	The Internet Is Full of Jerks, Because the World Is Full of Jerks: What Feminist Theory Teaches Us About the Internet. <i>Communication and Critical/ Cultural Studies</i> , 2014, 11, 273-277.	0.2	67
7	Measuring Game Engagement. <i>Simulation and Gaming</i> , 2014, 45, 528-547.	1.2	53
8	We don't need no stinkin' badges: The impact of reward features and feeling rewarded in educational games. <i>Computers in Human Behavior</i> , 2015, 45, 299-306.	5.1	26
9	Queer technologies: affordances, affect, ambivalence. <i>Critical Studies in Media Communication</i> , 2016, 33, 1-5.	0.7	23
10	Talking to Gaymers: Questioning Identity, Community and Media Representation. <i>Westminster Papers in Communication and Culture</i> , 2015, 9, 67.	0.7	17
11	Rethinking Game Studies: A case study approach to video game play and identification. <i>Critical Studies in Media Communication</i> , 2013, 30, 347-361.	0.7	14
12	Serious Efforts at Bias Reduction. <i>Journal of Media Psychology</i> , 2018, 30, 16-28.	0.7	13
13	Effective Mitigation of Anchoring Bias, Projection Bias, and Representativeness Bias from Serious Game-based Training. <i>Procedia Manufacturing</i> , 2015, 3, 1558-1565.	1.9	9
14	What's next?: the LGBTQ video game archive. <i>Critical Studies in Media Communication</i> , 2017, 34, 88-94.	0.7	8
15	Women on Women: Lesbian Identity, Lesbian Community, and Lesbian Comics. <i>Journal of Lesbian Studies</i> , 2009, 13, 88-97.	0.6	6
16	Toward an Ethic of Representation. , 2011, , 159-177.		3
17	Beyond texts: Using queer readings to document LGBTQ game content. <i>First Monday</i> , 0, , .	0.6	3
18	Balancing Play and Formal Training in the Design of Serious Games. <i>Games and Culture</i> , 2017, 12, 269-291.	1.7	2

#	ARTICLE	IF	CITATIONS
19	Analytics-Driven Design: Impact and Implications of Team Member Psychological Perspectives on a Serious Games (SGs) Design Framework. , 2015, , 275-300.		2
20	Playing with privilege: Examining demographics in choosing player-characters in video games.. Psychology of Popular Media, 2022, 11, 90-101.	1.0	2
21	The Temporal Attentive Observation (TAO) Scale: Development of an Instrument to Assess Attentive Behavior Sequences During Serious Gameplay. Technology, Knowledge and Learning, 2018, 23, 65-81.	3.1	1
22	Opening a Conversation on Open Communication Research. Journal of Communication, 0, , .	2.1	1
23	The Influence of Computers, Interactive Games, and the Internet on a Child's Multicultural Worldview. , 0, , 333-348.		1
24	Analyzing Iterative Training Game Design: A Multi-Method Postmortem Analysis of CYCLES Training Center and CYCLES Carnivale. Multimodal Technologies and Interaction, 2018, 2, 46.	1.7	0
25	A conversation: Queer digital media resources and research. First Monday, 0, , .	0.6	0