

Adrienne Shaw

List of Publications by Year in descending order

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

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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	Playing with privilege: Examining demographics in choosing player-characters in video games.. Psychology of Popular Media, 2022, 11, 90-101.	1.0	2
2	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
3	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
4	Serious Efforts at Bias Reduction. Journal of Media Psychology, 2018, 30, 16-28.	0.7	13
5	Encoding and decoding affordances: Stuart Hall and interactive media technologies. Media, Culture and Society, 2017, 39, 592-602.	1.9	73
6	Balancing Play and Formal Training in the Design of Serious Games. Games and Culture, 2017, 12, 269-291.	1.7	2
7	Whatâ€™s next?: the LGBTQ video game archive. Critical Studies in Media Communication, 2017, 34, 88-94.	0.7	8
8	Queer technologies: affordances, affect, ambivalence. Critical Studies in Media Communication, 2016, 33, 1-5.	0.7	23
9	Effective Mitigation of Anchoring Bias, Projection Bias, and Representativeness Bias from Serious Game-based Training. Procedia Manufacturing, 2015, 3, 1558-1565.	1.9	9
10	We donâ€™t need no stinkinâ€™ badges: The impact of reward features and feeling rewarded in educational games. Computers in Human Behavior, 2015, 45, 299-306.	5.1	26
11	A Conspiracy of Fishes, or, How We Learned to Stop Worrying About #GamerGate and Embrace Hegemonic Masculinity. Journal of Broadcasting and Electronic Media, 2015, 59, 208-220.	0.8	300
12	Analytics-Driven Design: Impact and Implications of Team Member Psychological Perspectives on a Serious Games (SGs) Design Framework. , 2015, , 275-300.		2
13	Talking to Gaymers: Questioning Identity, Community and Media Representation. Westminster Papers in Communication and Culture, 2015, 9, 67.	0.7	17
14	Measuring Game Engagement. Simulation and Gaming, 2014, 45, 528-547.	1.2	53
15	The Internet Is Full of Jerks, Because the World Is Full of Jerks: What Feminist Theory Teaches Us About the Internet. Communication and Critical/ Cultural Studies, 2014, 11, 273-277.	0.2	67
16	Rethinking Game Studies: A case study approach to video game play and identification. Critical Studies in Media Communication, 2013, 30, 347-361.	0.7	14
17	Do you identify as a gamer? Gender, race, sexuality, and gamer identity. New Media and Society, 2012, 14, 28-44.	3.1	218
18	Toward an Ethic of Representation. , 2011, , 159-177.		3

#	ARTICLE	IF	CITATIONS
19	What Is Video Game Culture? Cultural Studies and Game Studies. <i>Games and Culture</i> , 2010, 5, 403-424.	1.7	195
20	Putting the Gay in Games. <i>Games and Culture</i> , 2009, 4, 228-253.	1.7	82
21	Women on Women: Lesbian Identity, Lesbian Community, and Lesbian Comics. <i>Journal of Lesbian Studies</i> , 2009, 13, 88-97.	0.6	6
22	Opening a Conversation on Open Communication Research. <i>Journal of Communication</i> , 0, , .	2.1	1
23	A conversation: Queer digital media resources and research. <i>First Monday</i> , 0, , .	0.6	0
24	Beyond texts: Using queer readings to document LGBTQ game content. <i>First Monday</i> , 0, , .	0.6	3
25	The Influence of Computers, Interactive Games, and the Internet on a Child's Multicultural Worldview. , 0, , 333-348.		1