

Ulf I Wilhelmsson

List of Publications by Year in descending order

Source: <https://exaly.com/author-pdf/295609/publications.pdf>

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10
papers

39
citations

2258059

3
h-index

2053705

5
g-index

11
all docs

11
docs citations

11
times ranked

20
citing authors

#	ARTICLE	IF	CITATIONS
1	Shift from game-as-a-product to game-as-a-service research trends. <i>Service Oriented Computing and Applications</i> , 2022, 16, 79-81.	1.6	3
2	Merging the Analogue and the Digital: Combining Opposite Activities in a Mixed Media Game. <i>Media and Communication</i> , 2021, 9, 17-27.	1.9	2
3	Wizard of Oz and the Design of a Multi-player Mixed Reality Game. <i>Lecture Notes in Computer Science</i> , 2020, , 218-232.	1.3	1
4	Everyone Is not a Gamer! Developing Cultural Heritage Experiences for Diverse Audiences. <i>Springer Series on Cultural Computing</i> , 2020, , 263-281.	0.6	1
5	Roger Caillois and Marxism: A Game Studies Perspective. <i>Games and Culture</i> , 2017, 12, 381-400.	2.8	2
6	Inclusive game design facilitating shared gaming experience. <i>Journal of Computing in Higher Education</i> , 2017, 29, 574-598.	6.1	7
7	Your Answer Will Make an Impression. Using Quiz Game Mechanics for the Collection of Visitor Data at an Exhibition. , 2015, , .		1
8	A Game-Based Approach to Support Social Presence and Awareness in Distributed Project-Based Learning. <i>International Journal of Game-Based Learning</i> , 2014, 4, 1-20.	1.4	5
9	Inclusive game design. , 2014, , .		8
10	A Combined Model for the Structuring of Computer Game Audio. , 0, , 98-132.		9