Frederik De Grove

List of Publications by Year
in descending order

16 papers	609 citations	11 h-index	16 g-index
16 all docs	16 docs citations	16 times ranked	504 citing authors

840585

940416

#	Article	IF	Citations
1	Appreciating News Algorithms: Examining Audiences' Perceptions to Different News Selection Mechanisms. Digital Journalism, 2021, 9, 589-618.	2.5	19
2	News Diversity Reconsidered: A Systematic Literature Review Unraveling the Diversity in Conceptualizations. Journalism Studies, 2020, 21, 1893-1912.	1.2	30
3	(What) Can Journalism Studies Learn from Supervised Machine Learning?. Journalism Studies, 2020, 21, 912-927.	1.2	18
4	News Diversity and Recommendation Systems: Setting the Interdisciplinary Scene. IFIP Advances in Information and Communication Technology, 2020, , 90-105.	0.5	4
5	Exploring the Effect of In-Game Purchases on Mobile Game Use with Smartphone Trace Data. Media and Communication, 2020, 8, 219-230.	1.1	2
6	Validating the Digital Games Motivation Scale for Comparative Research Between Countries. Communication Research Reports, 2017, 34, 37-47.	1.0	22
7	Development and Validation of an Instrument for Measuring Individual Motives for Playing Digital Games. Media Psychology, 2016, 19, 101-125.	2.1	58
8	How to be a gamer! Exploring personal and social indicators of gamer identity. Journal of Computer-Mediated Communication, 2015, 20, 346-361.	1.7	54
9	In Pursuit of Play: Toward a Social Cognitive Understanding of Determinants of Digital Play. Communication Theory, 2014, 24, 205-223.	2.0	14
10	Youth, Friendship, and Gaming: A Network Perspective. Cyberpsychology, Behavior, and Social Networking, 2014, 17, 603-608.	2.1	13
11	Student acceptance of tablet devices in secondary education: A three-wave longitudinal cross-lagged case study. Computers in Human Behavior, 2014, 35, 278-286.	5.1	39
12	The role of socio-spatial context in the habit–goal interface of audiovisual media consumption. Poetics, 2014, 45, 1-18.	0.6	4
13	Acceptance of game-based learning by secondary school teachers. Computers and Education, 2013, 67, 21-35.	5.1	218
14	Tapping into the field of foreign language learning games. International Journal of Arts and Technology, 2013, 6, 44.	0.1	2
15	Learning to Play, Playing to Learn. International Journal of Game-Based Learning, 2013, 3, 22-35.	0.9	2
16	Digital games in the classroom? A contextual approach to teachers' adoption intention of digital games in formal education. Computers in Human Behavior, 2012, 28, 2023-2033.	5.1	110