

Paul Martin

List of Publications by Year in descending order

Source: <https://exaly.com/author-pdf/4054294/publications.pdf>

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10
papers

103
citations

1936888

4
h-index

1719596

7
g-index

11
all docs

11
docs citations

11
times ranked

31
citing authors

#	ARTICLE	IF	CITATIONS
1	Race, Colonial History and National Identity: <i>Resident Evil 5</i> as a Japanese Game. <i>Games and Culture</i> , 2018, 13, 568-586.	1.7	35
2	Students as co-producers in a multidisciplinary software engineering project: addressing cultural distance and cross-cohort handover. <i>Teachers and Teaching: Theory and Practice</i> , 2018, 24, 840-853.	0.9	15
3	Students as Partners in a Multi-Media Note-Taking App Development: Best Practices. , 2017, , .		14
4	Developing an Open Educational Resource: Reflections on a Student-Staff Collaboration. , 2017, , .		12
5	Researching and supporting student note-taking: Building a multimedia note-taking app. , 2015, , .		9
6	<i>Honour of Kings</i> as Chinese popular heritage: Contesting authorized history in a mobile game. <i>China Information</i> , 2020, 34, 319-341.	1.0	5
7	The contradictions of pop nationalism in the manga <i>Gate: Thus the JSDF Fought There!</i> . <i>Journal of Graphic Novels and Comics</i> , 2020, 11, 167-181.	0.1	2
8	A spatial analysis of the JBA headquarters in <i>Splinter Cell: Double Agent</i> . , 2011, , .		1
9	Embodiment in skateboarding videogames. <i>International Journal of Performance Arts and Digital Media</i> , 2013, 9, 315-327.	0.3	1
10	A spatial analysis of the JBA headquarters in <i>Splinter Cell: Double Agent</i> . <i>Entertainment Computing</i> , 2014, 5, 71-82.	1.8	1