

# Paul Martin

## List of Publications by Year in descending order

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

Version: 2024-02-01

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