

# Elina Koskinen

## List of Publications by Year in descending order

Source: <https://exaly.com/author-pdf/4350601/publications.pdf>

Version: 2024-02-01

9  
papers

257  
citations

2681738

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h-index

2917219

2  
g-index

9  
all docs

9  
docs citations

9  
times ranked

217  
citing authors

#	ARTICLE	IF	CITATIONS
1	The Pok�mon GO Experience. , 2017, , .		136
2	Why do people play location-based augmented reality games: A study on Pok�mon GO. Computers in Human Behavior, 2019, 93, 114-122.	5.1	86
3	Ayn Rand�s Objectivist Ethics Applied to Video Game Business. Journal of Business Ethics, 2020, 167, 761-774.	3.7	13
4	Free-to-Play Games. , 2018, , .		8
5	Player Experiences in Location-Based Games: Memorable Moments with Pok�mon GO. , 2019, , 95-116.		7
6	Heuristic evaluation of playability. , 2018, , .		4
7	Social Playfulness�� Memorable Family Co-play Experiences with Pok�mon GO. , 2021, , 247-270.		2
8	Pizza and Coffee Make a Game Jam - Learnings From Organizing an Online Game Development Event. , 2021, , .		1
9	The World Is Your Playground: A Bibliometric and Text Mining Analysis of Location-Based Game Research. Lecture Notes of the Institute for Computer Sciences, Social-Informatics and Telecommunications Engineering, 2021, , 160-179.	0.2	0