Marko Siitonen

List of Publications by Year in descending order

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1937457 2053595 12 37 4 5 citations h-index g-index papers 14 14 14 34 citing authors docs citations times ranked all docs

#	Article	IF	CITATIONS
1	Playful approaches to news engagement. Convergence, 2020, 26, 457-469.	1.6	10
2	A decade of research into player communities in online games. Journal of Gaming and Virtual Worlds, 2013, 5, 271-293.	0.1	7
3	A Time to Lead: Changes in Relational Team Leadership Processes over Time. Management Communication Quarterly, 2020, 34, 558-584.	1.0	7
4	A Pilot Study on Developing Newsgames in Collaboration between Journalism and Computer Science Students. Nordicom Review, 2019, 40, 143-155.	0.8	5
5	Mental health service users' and professionals' relationship with games and gaming. Digital Health, 2018, 4, 205520761877971.	0.9	2
6	Utilizing games in the co-production of mental health services. Finnish Journal of EHealth and EWelfare, 2020, 12, .	0.0	2
7	"A Shameless Ideology of Shameless Women― Positioning the Other in Social Media Discourse Surrounding a Women's Rights Movement in Pakistan. Social Media and Society, 2022, 8, 205630512210869.	1.5	2
8	Leadership in an online multiplayer strategy game: case & mp; ndash; Illuria. International Journal of Arts and Technology, 2011, 4, 315.	0.1	1
9	Looking Ahead in Games Research: Entry Points into a Pragmatic Field of Inquiry. Media and Communication, 2021, 9, 1-4.	1.1	1
10	5. Communication in video games: From players to player communities. , 2015, , .		0
11	Social Inclusion and Exclusion in the Life Stories of Deported Asylum Seekers from Finland to Iraqi Kurdistan. Nordic Journal of Migration Research, 2018, 8, 183.	0.1	0
12	Technology-Mediated Communication in the Workplace. , 2019, , 96-109.		0