

Marko Siitonen

List of Publications by Year in descending order

Source: <https://exaly.com/author-pdf/4855693/publications.pdf>

Version: 2024-02-01

12
papers

37
citations

1937457

4
h-index

2053595

5
g-index

14
all docs

14
docs citations

14
times ranked

34
citing authors

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