

Tuomas Kari

List of Publications by Year in descending order

Source: <https://exaly.com/author-pdf/5150905/publications.pdf>

Version: 2024-02-01

25
papers

355
citations

1683354

5
h-index

1281420

11
g-index

26
all docs

26
docs citations

26
times ranked

242
citing authors

#	ARTICLE	IF	CITATIONS
1	Do E-Athletes Move?. International Journal of Gaming and Computer-Mediated Simulations, 2016, 8, 53-66.	0.9	80
2	Towards Designing Bodily Integrated Play. , 2020, , .		47
3	Can Exergaming Promote Physical Fitness and Physical Activity?. International Journal of Gaming and Computer-Mediated Simulations, 2014, 6, 59-77.	0.9	34
4	An Extended Study on Training and Physical Exercise in Esports. Advances in Game-based Learning Book Series, 2019, , 270-292.	0.2	25
5	Behavior change types with PokÃ©mon GO. , 2017, , .		20
6	Towards Experiencing Eating as a Form of Play. , 2018, , .		20
7	"Co-riding With My eBike to Get Green Lights". , 2019, , .		19
8	Towards Experiencing Eating as Play. , 2020, , .		18
9	Exploring Features of the Pervasive Game PokÃ©mon GO That Enable Behavior Change: Qualitative Study. JMIR Serious Games, 2020, 8, e15967.	1.7	16
10	PokÃ©mon GO 2016: Exploring Situational Contexts of Critical Incidents in Augmented Reality. Journal of Virtual Worlds Research, 2017, 9, .	0.6	14
11	A 2nd Person Social Perspective on Bodily Play. , 2019, , .		12
12	Role of situational context in use continuance after critical exergaming incidents. Information Systems Journal, 2020, 30, 596-633.	4.1	10
13	Promoting Physical Activity and Fitness with Exergames. Advances in Multimedia and Interactive Technologies Book Series, 0, , 225-245.	0.1	10
14	Can Sport and Wellness Technology be My Personal Trainer? â€œ Teenagers and Digital Coaching. , 0, , .		7
15	Towards a Coming Together of Transhumanism and Play. , 2018, , .		6
16	Towards a 2 nd Person Perspective on Bodily Play. , 2018, , .		5
17	Digital Coaching Motivating Young Elderly People towards Physical Activity. Sustainability, 2022, 14, 7718.	1.6	4
18	Identifying the Ideal Types of Online Shoppers. International Journal of E-Services and Mobile Applications, 2020, 12, 59-78.	0.6	3

#	ARTICLE	IF	CITATIONS
19	Expectations and Experiences of Implementing a Mobile Secure Communication Application. International Journal of E-Services and Mobile Applications, 2020, 12, 80-96.	0.6	2
20	An Extended Study on Training and Physical Exercise in Esports. , 2021, , 716-733.		1
21	Virtual Reality Arcades: A Study on Usage Habits with Emphasis on Digital Gaming. Communications in Computer and Information Science, 2019, , 179-194.	0.4	1
22	Implementing a Digital Wellness Application into Use â€“ Challenges and Solutions Among Aged People. Lecture Notes in Computer Science, 2020, , 310-328.	1.0	1
23	Do E-Athletes Move?. , 2021, , 915-929.		0
24	Sport and Wellness Technology to Promote Physical Activity of Teenagers. Advances in Medical Technologies and Clinical Practice Book Series, 2021, , 211-232.	0.3	0
25	Expectations and Experiences of Implementing a Mobile Secure Communication Application. , 2021, , 484-500.		0