

# 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	Digital Coaching Motivating Young Elderly People towards Physical Activity. Sustainability, 2022, 14, 7718.	1.6	4
2	Do E-Athletes Move?. , 2021, , 915-929.		0
3	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
4	An Extended Study on Training and Physical Exercise in Esports. , 2021, , 716-733.		1
5	Expectations and Experiences of Implementing a Mobile Secure Communication Application. , 2021, , 484-500.		0
6	Role of situational context in use continuance after critical exergaming incidents. Information Systems Journal, 2020, 30, 596-633.	4.1	10
7	Identifying the Ideal Types of Online Shoppers. International Journal of E-Services and Mobile Applications, 2020, 12, 59-78.	0.6	3
8	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
9	Towards Experiencing Eating as Play. , 2020, , .		18
10	Towards Designing Bodily Integrated Play. , 2020, , .		47
11	Exploring Features of the Pervasive Game Pokémon GO That Enable Behavior Change: Qualitative Study. JMIR Serious Games, 2020, 8, e15967.	1.7	16
12	Implementing a Digital Wellness Application into Use – Challenges and Solutions Among Aged People. Lecture Notes in Computer Science, 2020, , 310-328.	1.0	1
13	"Co-riding With My eBike to Get Green Lights". , 2019, , .		19
14	A 2nd Person Social Perspective on Bodily Play. , 2019, , .		12
15	An Extended Study on Training and Physical Exercise in Esports. Advances in Game-based Learning Book Series, 2019, , 270-292.	0.2	25
16	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
17	Towards Experiencing Eating as a Form of Play. , 2018, , .		20
18	Towards a 2 <sup>nd</sup> Person Perspective on Bodily Play. , 2018, , .		5

#	ARTICLE	IF	CITATIONS
19	Towards a Coming Together of Transhumanism and Play. , 2018, , .		6
20	Behavior change types with PokÃ©mon GO. , 2017, , .		20
21	PokÃ©mon GO 2016: Exploring Situational Contexts of Critical Incidents in Augmented Reality. Journal of Virtual Worlds Research, 2017, 9, .	0.6	14
22	Do E-Athletes Move?. International Journal of Gaming and Computer-Mediated Simulations, 2016, 8, 53-66.	0.9	80
23	Can Exergaming Promote Physical Fitness and Physical Activity?. International Journal of Gaming and Computer-Mediated Simulations, 2014, 6, 59-77.	0.9	34
24	Can Sport and Wellness Technology be My Personal Trainer? â€œ Teenagers and Digital Coaching. , 0, , .		7
25	Promoting Physical Activity and Fitness with Exergames. Advances in Multimedia and Interactive Technologies Book Series, 0, , 225-245.	0.1	10