

J Matias Kivikangas

List of Publications by Year in descending order

Source: <https://exaly.com/author-pdf/6783175/publications.pdf>

Version: 2024-02-01

10
papers

620
citations

933447

10
h-index

1372567

10
g-index

11
all docs

11
docs citations

11
times ranked

586
citing authors

#	ARTICLE	IF	CITATIONS
1	A review of the use of psychophysiological methods in game research. <i>Journal of Gaming and Virtual Worlds</i> , 2011, 3, 181-199.	0.4	178
2	Why do players buy in-game content? An empirical study on concrete purchase motivations. <i>Computers in Human Behavior</i> , 2017, 68, 538-546.	8.5	132
3	Physiological compliance for social gaming analysis: Cooperative versus competitive play. <i>Interacting With Computers</i> , 2012, 24, 306-316.	1.5	69
4	Moral foundations and political orientation: Systematic review and meta-analysis.. <i>Psychological Bulletin</i> , 2021, 147, 55-94.	6.1	60
5	Physiological Linkage of Dyadic Gaming Experience. <i>Simulation and Gaming</i> , 2014, 45, 24-40.	1.9	58
6	Gender Differences in Emotional Responses to Cooperative and Competitive Game Play. <i>PLoS ONE</i> , 2014, 9, e100318.	2.5	45
7	Keep Your Opponents Close: Social Context Affects EEG and fEMG Linkage in a Turn-Based Computer Game. <i>PLoS ONE</i> , 2013, 8, e78795.	2.5	28
8	Experience Assessment and Design in the Analysis of Gameplay. <i>Simulation and Gaming</i> , 2014, 45, 41-69.	1.9	19
9	Emotional Responses to Victory and Defeat as a Function of Opponent. <i>IEEE Transactions on Affective Computing</i> , 2013, 4, 173-182.	8.3	16
10	Developing a triangulation system for digital game events, observational video, and psychophysiological data to study emotional responses to a virtual character. <i>Entertainment Computing</i> , 2011, 2, 11-16.	2.9	15