

# Jonne Arjoranta

## List of Publications by Year in descending order

Source: <https://exaly.com/author-pdf/7251922/publications.pdf>

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9  
papers

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citations

2257263

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2549687

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all docs

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12  
times ranked

55  
citing authors

#	ARTICLE	IF	CITATIONS
1	Exploring Features of the Pervasive Game Pok�mon GO That Enable Behavior Change: Qualitative Study. JMIR Serious Games, 2020, 8, e15967.	1.7	16
2	How to Define Games and Why We Need to. The Computer Games Journal, 2019, 8, 109-120.	1.0	14
3	Virtual Worlds as Philosophical Tools: How to Philosophize with a Digital Hammer by Stefano Gualeni. Journal of the Philosophy of Games, 2018, 1, .	0.5	0
4	Pepe-sammakko Kiasmassa. L�hikuva �� Audiovisuaalisen Kulttuurin Tieteellinen Julkaisu, 2018, 31, 6-29.	0.0	0
5	Narrative Tools for Games. Games and Culture, 2017, 12, 696-717.	1.7	6
6	Behavior change types with Pok�mon GO. , 2017, , .		20
7	Turvetta tupaan: faktat, valheet ja affektiivinen vastaanotto Turveinfo-mainoskampanjassa. Media & Viestint�, 2017, 40, .	0.1	0
8	Blending in Hybrid Games. , 2016, , .		8
9	��Whose were those feelings?�� Affect and likenessing in Halat hisar live action role-playing game. International Journal of Cultural Studies, 0, , 136787792110235.	0.9	0