

Robbie Fordyce

List of Publications by Year in descending order

Source: <https://exaly.com/author-pdf/7297769/publications.pdf>

Version: 2024-02-01

13
papers

63
citations

2258059

3
h-index

1720034

7
g-index

15
all docs

15
docs citations

15
times ranked

49
citing authors

#	ARTICLE	IF	CITATIONS
1	(Re-)Orienting the Video Game Avatar. <i>Games and Culture</i> , 2020, 15, 962-981.	2.8	35
2	Things, tags, topics: Thingiverse's object-centred network. <i>Communication Research and Practice</i> , 2016, 2, 63-78.	1.2	7
3	Play, History and Politics: Conceiving Futures Beyond Empire. <i>Games and Culture</i> , 2021, 16, 294-304.	2.8	5
4	Dwarf Fortress. <i>Games and Culture</i> , 2018, 13, 3-19.	2.8	3
5	Shedding light on "dark" ads. <i>Continuum</i> , 2021, 35, 761-774.	0.9	2
6	Darkness, Datafication, and Provenance as an Illuminating Methodology. <i>M/C Journal</i> , 2021, 24, .	0.6	1
7	Social Practices of 3D Printing: Decentralising Control, and Reconfiguring Regulation. <i>Journal of Telecommunications and the Digital Economy</i> , 2016, 4, 110.	0.6	1
8	Critical data provenance as a methodology for studying how language conceals data ethics. <i>Continuum</i> , 2021, 35, 775-787.	0.9	1
9	Blockchained to what (end)? A socio-material provocation to check distributed futures. , 2019, , 144-158.		1
10	Oaths and the ethics of automated data: limits to porting the Hippocratic oath from medicine to data science. <i>Cultural Studies</i> , 0, , 1-22.	1.7	1
11	Collapsing action; or, games of life and death. , 2013, , .		0
12	Esports and the Platforming of Children's Play During covid-19. <i>International Journal of Children's Rights</i> , 2021, 29, 496-520.	0.6	0
13	Automated culture: introduction. <i>Cultural Studies</i> , 0, , 1-19.	1.7	0