

# Colin Agur

## List of Publications by Year in descending order

Source: <https://exaly.com/author-pdf/7563669/publications.pdf>

Version: 2024-02-01

10  
papers

114  
citations

1684188

5  
h-index

1720034

7  
g-index

10  
all docs

10  
docs citations

10  
times ranked

58  
citing authors

#	ARTICLE	IF	CITATIONS
1	Reconstructing the Indian public sphere: Newswork and social media in the Delhi gang rape case. <i>Journalism</i> , 2014, 15, 1059-1075.	2.7	38
2	Digital Disobedience and the Limits of Persuasion: Social Media Activism in Hong Kong's 2014 Umbrella Movement. <i>Social Media and Society</i> , 2019, 5, 205630511982700.	3.0	26
3	Newly minted: Non-fungible tokens and the commodification of fandom. <i>New Media and Society</i> , 0, , 146144482210804.	5.0	15
4	Re-imagining the Indian state: External forces and the transformation of telecommunications policy, 1947 to present. <i>Global Media and Communication</i> , 2018, 14, 65-83.	1.4	10
5	Insularized Connectedness: Mobile Chat Applications and News Production. <i>Media and Communication</i> , 2019, 7, 179-188.	1.9	10
6	Second-order networks, gambling, and corruption on Indian mobile phone networks. <i>Media, Culture and Society</i> , 2015, 37, 768-783.	3.1	6
7	The Bully Pulpit, Social Media, and Public Opinion: A Big Data Approach. <i>Journal of Information Technology and Politics</i> , 2018, 15, 262-277.	2.9	6
8	Actors, Partisan Inclination, and Emotions: An Analysis of Government Shutdown News Stories Shared on Twitter. <i>Social Media and Society</i> , 2021, 7, 205630512110088.	3.0	2
9	Mobile netware, social graphs, and the reconfiguration of space. <i>New Media and Society</i> , 0, , 146144482110101.	5.0	1
10	Conceptualizing the Roles of Involvement and Immersion in Persuasive Games. <i>Games and Culture</i> , 0, , 155541202110495.	2.8	0