

Barry Ip

List of Publications by Year in descending order

Source: <https://exaly.com/author-pdf/8125443/publications.pdf>

Version: 2024-02-01

25
papers

518
citations

1039406

9
h-index

794141

19
g-index

25
all docs

25
docs citations

25
times ranked

574
citing authors

#	ARTICLE	IF	CITATIONS
1	Business succession planning: a review of the evidence. <i>Journal of Small Business and Enterprise Development</i> , 2006, 13, 326-350.	1.6	120
2	Gastroenterology services in the UK. The burden of disease, and the organisation and delivery of services for gastrointestinal and liver disorders: a review of the evidence. <i>Gut</i> , 2007, 56, 1-113.	6.1	120
3	A Survey of Current YouTube Video Characteristics. <i>IEEE MultiMedia</i> , 2015, 22, 56-63.	1.5	55
4	Narrative Structures in Computer and Video Games: Part 1: Context, Definitions, and Initial Findings. <i>Games and Culture</i> , 2011, 6, 103-134.	1.7	46
5	Segmentation of the games market using multivariate analysis. <i>Journal of Targeting, Measurement and Analysis for Marketing</i> , 2005, 13, 275-287.	0.4	26
6	Packet-level traffic analysis of online games from the genre characteristics perspective. <i>Journal of Network and Computer Applications</i> , 2012, 35, 240-252.	5.8	26
7	Technological, Content, and Market Convergence in the Games Industry. <i>Games and Culture</i> , 2008, 3, 199-224.	1.7	23
8	Narrative Structures in Computer and Video Games: Part 2: Emotions, Structures, and Archetypes. <i>Games and Culture</i> , 2011, 6, 203-244.	1.7	22
9	Quantifying game design. <i>Design Studies</i> , 2004, 25, 607-624.	1.9	11
10	Fitting the Needs of an Industry. <i>ACM Transactions on Computing Education</i> , 2012, 12, 1-35.	2.9	10
11	Matching games to gamers with quality function deployment. <i>Total Quality Management and Business Excellence</i> , 2003, 14, 959-967.	2.4	9
12	Establishing user requirements: incorporating gamer preferences into interactive games design. <i>Design Studies</i> , 2005, 26, 243-255.	1.9	8
13	Retention and application of information technology skills among nursing and midwifery students. <i>Innovations in Education and Teaching International</i> , 2007, 44, 199-210.	1.5	8
14	Planning and controlling business succession planning using quality function deployment. <i>Total Quality Management and Business Excellence</i> , 2009, 20, 363-379.	2.4	8
15	Territorial lockout "an international issue in the videogames industry. <i>European Business Review</i> , 2004, 16, 511-521.	1.9	6
16	Quality function deployment for the games industry: Results from a practical application. <i>Total Quality Management and Business Excellence</i> , 2006, 17, 835-856.	2.4	6
17	Computer games degrees in the UK. , 2008, , .		4
18	Ring fenced research: the case of computer-assisted learning in health sciences. <i>British Journal of Educational Technology</i> , 2005, 36, 361-377.	3.9	3

#	ARTICLE	IF	CITATIONS
19	Product placement in interactive games. , 2009, , .		3
20	Quality in the games industry: an analysis of customer perceptions. International Journal of Quality and Reliability Management, 2006, 23, 531-546.	1.3	2
21	The Shadow Staff: Japanese Animators in the TÅhÅ•Aviation Education Materials Production Office 1939â€™1945. Animation, 2012, 7, 189-204.	0.2	2
22	A Primer Survey of Chinese Mobile Games. Asiascape: Digital Asia, 2016, 3, 17-37.	0.2	0
23	Visual and Physical Interfaces for Computer and Video Games. , 2006, , 692-698.		0
24	Mobile Games in China: Development and Current Status. Mobile Communication in Asia, 2017, , 141-172.	0.4	0
25	Add-on products. , 2018, , 105-116.		0