

Barry Ip

List of Publications by Year in descending order

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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	Add-on products. , 2018, , 105-116.		0
2	Mobile Games in China: Development and Current Status. Mobile Communication in Asia, 2017, , 141-172.	0.4	0
3	A Primer Survey of Chinese Mobile Games. Asiascape: Digital Asia, 2016, 3, 17-37.	0.2	0
4	A Survey of Current YouTube Video Characteristics. IEEE MultiMedia, 2015, 22, 56-63.	1.5	55
5	Fitting the Needs of an Industry. ACM Transactions on Computing Education, 2012, 12, 1-35.	2.9	10
6	The Shadow Staff: Japanese Animators in the TÅhÅ•Aviation Education Materials Production Office 1939â€“1945. Animation, 2012, 7, 189-204.	0.2	2
7	Packet-level traffic analysis of online games from the genre characteristics perspective. Journal of Network and Computer Applications, 2012, 35, 240-252.	5.8	26
8	Narrative Structures in Computer and Video Games: Part 2: Emotions, Structures, and Archetypes. Games and Culture, 2011, 6, 203-244.	1.7	22
9	Narrative Structures in Computer and Video Games: Part 1: Context, Definitions, and Initial Findings. Games and Culture, 2011, 6, 103-134.	1.7	46
10	Product placement in interactive games. , 2009, , .		3
11	Planning and controlling business succession planning using quality function deployment. Total Quality Management and Business Excellence, 2009, 20, 363-379.	2.4	8
12	Technological, Content, and Market Convergence in the Games Industry. Games and Culture, 2008, 3, 199-224.	1.7	23
13	Computer games degrees in the UK. , 2008, , .		4
14	Retention and application of information technology skills among nursing and midwifery students. Innovations in Education and Teaching International, 2007, 44, 199-210.	1.5	8
15	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. Gut, 2007, 56, 1-113.	6.1	120
16	Business succession planning: a review of the evidence. Journal of Small Business and Enterprise Development, 2006, 13, 326-350.	1.6	120
17	Quality in the games industry: an analysis of customer perceptions. International Journal of Quality and Reliability Management, 2006, 23, 531-546.	1.3	2
18	Quality function deployment for the games industry: Results from a practical application. Total Quality Management and Business Excellence, 2006, 17, 835-856.	2.4	6

#	ARTICLE	IF	CITATIONS
19	Visual and Physical Interfaces for Computer and Video Games. , 2006, , 692-698.		0
20	Segmentation of the games market using multivariate analysis. Journal of Targeting, Measurement and Analysis for Marketing, 2005, 13, 275-287.	0.4	26
21	Establishing user requirements: incorporating gamer preferences into interactive games design. Design Studies, 2005, 26, 243-255.	1.9	8
22	Ring fenced research: the case of computer-assisted learning in health sciences. British Journal of Educational Technology, 2005, 36, 361-377.	3.9	3
23	Quantifying game design. Design Studies, 2004, 25, 607-624.	1.9	11
24	Territorial lockout “ an international issue in the videogames industry. European Business Review, 2004, 16, 511-521.	1.9	6
25	Matching games to gamers with quality function deployment. Total Quality Management and Business Excellence, 2003, 14, 959-967.	2.4	9