Daniel Golding

List of Publications by Year
in descending order

9 papers	70 citations	1684188 5 h-index	1588992 8 g-index
10 all docs	10 docs citations	10 times ranked	28 citing authors

#	Article	IF	Citations
1	Far from paradise: The body, the apparatus and the image of contemporary virtual reality. Convergence, 2019, 25, 340-353.	2.7	26
2	Social media managers as intermediaries: negotiating the personal and professional in organisational communication. Communication Research and Practice, 2020, 6, 95-110.	1.2	11
3	The Digital Face and Deepfakes on Screen. Convergence, 2021, 27, 849-854.	2.7	8
4	Putting the player back in their place: Spatial analysis from below. Journal of Gaming and Virtual Worlds, 2013, 5, 117-130.	0.4	7
5	Cultivating Transcultural Understanding through Migration-related Videogames. Asia Pacific Media Educator, 2016, 26, 83-98.	0.5	5
6	The memory of perfection: Digital faces and nostalgic franchise cinema. Convergence, 2021, 27, 855-867.	2.7	3
7	<i>Creed</i>: legacy franchising, race and masculinity in contemporary boxing films. Continuum, 2019, 33, 310-323.	0.9	2
8	Finding Untitled Goose Game's Dynamic Music in the World of SilentÂCinema. Journal of Sound and Music in Games, 2021, 2, 1-16.	0.2	1
9	Stasis and entropy in Australian videogames classification discourse. , 2013, , .		0