

Daniel Golding

List of Publications by Year in descending order

Source: <https://exaly.com/author-pdf/8946428/publications.pdf>

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