

# Veli-Matti Karhulahti

## List of Publications by Year in descending order

Source: <https://exaly.com/author-pdf/8957008/publications.pdf>

Version: 2024-02-01

28  
papers

450  
citations

1307543

7  
h-index

839512

18  
g-index

42  
all docs

42  
docs citations

42  
times ranked

180  
citing authors

#	ARTICLE	IF	CITATIONS
1	Measuring Internet Gaming Disorder and Gaming Disorder: A Qualitative Content Validity Analysis of Validated Scales. <i>Assessment</i> , 2023, 30, 402-413.	3.1	9
2	Registered reports for qualitative research. <i>Nature Human Behaviour</i> , 2022, 6, 4-5.	12.0	9
3	Two Overwatch Player Profiles. , 2022, , 11-30.		2
4	Associations between Sports Videogames and Physical Activity in Children. <i>Physical Culture and Sport, Studies and Research</i> , 2022, 95, 68-75.	0.9	3
5	Let's Play Tinder! Aesthetics of a Dating App. <i>Games and Culture</i> , 2021, 16, 248-261.	2.8	19
6	Esports Transmedia Universes. , 2021, , .		2
7	Want the games industry to share data? Share yours. <i>Nature</i> , 2021, 592, 26-26.	27.8	1
8	Punchline Behind the Hotspot: Structures of Humor, Puzzle, and Sexuality in Adventure Games (with Tj ETQq0 0 0 rgBT /Overlock 10 Tf 341-364.	0.1	4
9	An Extended Study on Training and Physical Exercise in Esports. , 2021, , 716-733.		1
10	Transparency of peer review: a semi-structured interview study with chief editors from social sciences and humanities. <i>Research Integrity and Peer Review</i> , 2021, 6, 13.	5.2	4
11	Split-Screen: Videogame History Through Local Multiplayer Design. <i>Design Issues</i> , 2021, 37, 32-44.	0.4	3
12	Challenge types in gaming validation of video game challenge inventory (CHA). <i>International Journal of Human Computer Studies</i> , 2020, 143, 102473.	5.6	21
13	Computer game as a pragmatic concept: ideas, meanings, and culture. <i>Media, Culture and Society</i> , 2020, 42, 471-480.	3.1	2
14	Fictosexuality, Fictoromance, and Fictophilia: A Qualitative Study of Love and Desire for Fictional Characters. <i>Frontiers in Psychology</i> , 2020, 11, 575427.	2.1	100
15	The Ethical and Political Contours of Institutional Promotion in eSports: From Precariat Models to Sustainable Practices. <i>Human Technology</i> , 2020, 16, 200-226.	2.0	11
16	On the Prevalence of Addicted or Problematic Gaming in Finland. <i>Addictive Behaviors Reports</i> , 2019, 10, 100225.	1.9	4
17	An Extended Study on Training and Physical Exercise in Esports. <i>Advances in Game-based Learning Book Series</i> , 2019, , 270-292.	0.2	25
18	The problematic coexistence of "internet gaming disorder" and esports. , 2017, , .		16

#	ARTICLE	IF	CITATIONS
19	Reconsidering Esport: Economics and Executive Ownership. <i>Physical Culture and Sport, Studies and Research</i> , 2017, 74, 43-53.	0.9	69
20	Do E-Athletes Move?. <i>International Journal of Gaming and Computer-Mediated Simulations</i> , 2016, 8, 53-66.	1.1	80
21	An Ontological Theory of Narrative Works: Storygame as Postclassical Literature. <i>Storyworlds: A Journal of Narrative Studies</i> , 2015, 7, 39.	0.5	1
22	Do Videogames Simulate? Virtuality and Imitation in the Philosophy of Simulation. <i>Simulation and Gaming</i> , 2015, 46, 838-856.	1.9	4
23	Fiction Puzzle: Storable Challenge in Pragmatist Videogame Aesthetics. <i>Philosophy and Technology</i> , 2014, 27, 201-220.	4.3	7
24	Double fine adventure and the double hermeneutic videogame. , 2012, , .		8
25	Suspending Virtual Disbelief: A Perspective on Narrative Coherence. <i>Lecture Notes in Computer Science</i> , 2012, , 1-17.	1.3	5
26	Mechanic/aesthetic videogame genres. , 2011, , .		6
27	The Aesthetics of Early Adventure Games: A Reflection of Film History. <i>The International Journal of the Arts in Society</i> , 2011, 6, 31-38.	0.5	1
28	Continuous play: leisure engagement in competitive fighting games and taekwondo. <i>Annals of Leisure Research</i> , 0, , 1-17.	1.7	1