

Jos de Mul

List of Publications by Year in descending order

Source: <https://exaly.com/author-pdf/9603514/publications.pdf>

Version: 2024-02-01

23
papers

122
citations

2258059

3
h-index

1720034

7
g-index

26
all docs

26
docs citations

26
times ranked

90
citing authors

#	ARTICLE	IF	CITATIONS
1	Playful Identities: The Ludification of Digital Media Cultures. , 2015, , .		34
2	THE INFORMATIZATION OF THE WORLDVIEW. Information, Communication and Society, 1999, 2, 69-94.	4.0	22
3	Psychosis as an Evolutionary Adaptive Mechanism to Changing Environments. Frontiers in Psychiatry, 2018, 9, 237.	2.6	17
4	1. Homo ludens 2.0 : Play, media, and identity. , 2015, , 9-50.		16
5	The Emergence of Practical Self-Understanding. Human Studies, 2019, 42, 65-82.	1.0	7
6	The Game of Life: Narrative and Ludic Identity Formation in Computer Games. , 2015, , 159-187.		7
7	The (Bio)Technological Sublime. Diogenes, 2012, 59, 32-40.	0.1	3
8	Leben erfaßt hier Leben. , 2019, , 41-60.		3
9	The Living Sign. Reading Noble from a Biosemiotic Perspective. Biosemiotics, 2021, 14, 107-113.	1.4	3
10	Chapter Five. Homo Ludens 2.0: Play, Media and Identity. , 2013, , 75-92.		2
11	The Possibility of an Island. Journal of Aesthetics and Phenomenology, 2014, 1, 91-110.	0.2	2
12	Database Identity: Personal and Cultural Identity in the Age of Global Datafication. , 2015, , 97-118.		2
13	Horizons of Hermeneutics: Intercultural Hermeneutics in a Globalizing World. Frontiers of Philosophy in China, 2011, 6, 628-655.	0.1	1
14	Possible Printings: On 3D Printing, Database Ontology, and Open (Meta)Design. Information Technology & Law Series, 2016, , 87-98.	1.2	1
15	Ecyclopedias, Hive Minds and Global Brains. A Cognitive Evolutionary Account of Wikipedia. , 2018, , 103-118.		1
16	Des machines morales. Citations: Philosophie Politique Histoire, 2009, n° 39, 27-38.	0.2	1
17	Denken aan de Maas. Tijdschrift Voor Filosofie, 2009, 71, 5-9.	0.1	0
18	19. Afterplay. , 2015, , 337-346.		0

#	ARTICLE	IF	CITATIONS
19	Athens, or the Fate of Europe. <i>Journal of Philosophical Research</i> , 2015, 40, 221-227.	0.2	0
20	Polyzentrität und Poly(ex)zentrität: neue Stufen der Positionalität? Zu Telerobotern, Craniopagus-Zwillingen und globalen Gehirnen. , 2019, , 185-208.		0
21	From mythology to technology and back. <i>Internationales Jahrbuch für Philosophische Anthropologie</i> , 2020, 10, 79-98.	0.1	0
22	The Game of Life. , 0, , .		0
23	Database Identity. , 0, , .		0