

Max Sjöblom

List of Publications by Year in descending order

Source: <https://exaly.com/author-pdf/9735070/publications.pdf>

Version: 2024-02-01

12
papers

1,621
citations

1464605

7
h-index

1762888

8
g-index

12
all docs

12
docs citations

12
times ranked

805
citing authors

#	ARTICLE	IF	CITATIONS
1	Space Pace: Method for Creating Augmented Reality Tours Based on 360 Videos. Lecture Notes of the Institute for Computer Sciences, Social-Informatics and Telecommunications Engineering, 2021, , 119-138.	0.2	2
2	Digital athletics in analogue stadiums. Internet Research, 2020, 30, 713-735.	2.7	29
3	Flow in VR: A Study on the Relationships Between Preconditions, Experience and Continued Use. , 2020, , .		10
4	View, Play and Pay? “ The Relationship between Consumption of Gaming Video Content and Video Game Playing and Buying. , 2020, , .		11
5	Fame and fortune, or just fun? A study on why people create content on video platforms. Internet Research, 2019, 30, 165-190.	2.7	32
6	The ingredients of Twitch streaming: Affordances of game streams. Computers in Human Behavior, 2019, 92, 20-28.	5.1	109
7	Play, Playbour or Labour? The Relationships between Perception of Occupational Activity and Outcomes among Streamers and YouTubers. , 2019, , .		14
8	Social motivations of live-streaming viewer engagement on Twitch. Computers in Human Behavior, 2018, 84, 58-67.	5.1	438
9	Liking the Game. , 2018, , .		5
10	What is eSports and why do people watch it?. Internet Research, 2017, 27, 211-232.	2.7	492
11	Why do people watch others play video games? An empirical study on the motivations of Twitch users. Computers in Human Behavior, 2017, 75, 985-996.	5.1	354
12	Content structure is king: An empirical study on gratifications, game genres and content type on Twitch. Computers in Human Behavior, 2017, 73, 161-171.	5.1	125