"You Don't Play, You Volunteer" Narrative Public Memory Construction in Medal of Honor: Rising Sun

Citation Report

#	ARTICLE	IF	CITATIONS
1	The Geographical Imaginations of Video Games: *Diplomacy*, *Civilization*, *America's Army* and *Grand Theft Auto IV*. Geopolitics, 2011, 16, 359-388.	2.1	54
2	The Mundane to the Memorial: Circulating and Deliberating the War in Iraq Through Vernacular Soldier-Produced Videos. Critical Studies in Media Communication, 2011, 28, 292-313.	0.7	16
3	Digital Hoops History. Communication and Sport, 2013, 1, 365-381.	1.6	1
4	PUTTING MEMORY IN ITS PLACE. Journalism Studies, 2013, 14, 602-617.	1.2	8
5	Interactivity, user-generated content and video game: an ethnographic study of *Animal Crossing: Wild World*. Continuum, 2014, 28, 357-370.	0.5	17
6	Simulating terrorism and insurgency: video games in the war of ideas. Cambridge Review of International Affairs, 2014, 27, 627-643.	1.2	11
7	War Bytes: The Critique of Militainment in *Spec Ops: The Line*. Critical Studies in Media Communication, 2014, 31, 265-282.	0.7	23
8	The Simian That Screamed â€œNo!â€ *Rise of the Planet of the Apes* and the Speculative as Public Memory. Visual Communication Quarterly, 2015, 22, 3-14.	0.2	1
9	War by other means: Mobile gaming and the 2014 Israel-Gaza Conflict. Review of International Studies, 2016, 42, 575-596.	1.1	3
11	Visualizing War? Towards a Visual Analysis of Videogames and Social Media. Perspectives on Politics, 2016, 14, 995-1010.	0.2	13
12	Interpreting and Reinterpreting the Political Significance of Popular Media: The Importance of Seeing from a Range of Perspectives. Political Studies, 2017, 65, 930-946.	2.0	8
13	Living (in) cities of the past: time travel in Second Life. Rethinking History, 2019, 23, 324-338.	0.2	1
14	The interactive museum: Video games as history lessons through lore and affective design. E-Learning and Digital Media, 2019, 16, 177-195.	1.5	9
15	6. Digital War and the Public Mind: Call of Duty Reloaded, Decoded. , 2019, , 143-158.		0
16	News that Isnâ€™t New: March for Our Lives and Media Mobilization of Historical Precedent. Rhetoric Review, 2020, 39, 159-173.	0.2	2
17	Playing the Past and Alternative Futures: Counterfactual History in Fallout 4. Loading, 0, 12, 15-34.	0.1	3
18	Pragmatic Purpose and Progressive View of History: The Latest Trends of American Journalism History, 2005ï¼2014. Journal of Communication Research, 2016, 53, 48-84.	0.1	0
19	DeshumanizaciÃ³n y legitimaciÃ³n de los conflictos armados en los videojuegos bÃ©lico. Palabra Clave, 2019, 23, 1-27.	0.3	2

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20	Civilizing Civilization (and beyond). , 2020, , .		0
21	Nobody Likes Ike: The National Civic Art Society and Commemorative Containment in Washington, D.C. Southern Communication Journal, The, 0, , 1-13.	0.2	0
22	Playing Robinhood: Jamming Wall Street with Dumb Money in the Great Short Squeeze. Communication Studies, 2023, 74, 251-267.	0.7	1