

The immersive impact of meta-media in a virtual world

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Citation Report

#	ARTICLE	IF	CITATIONS
1	Living in the Hutt Space: Immersive process in the Star Wars Role-Play community of Second Life. Computers in Human Behavior, 2012, 28, 1681-1691.	8.5	42
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19	Virtual intimacy: Propensity for physical contact between avatars in an online virtual environment. Computers in Human Behavior, 2018, 78, 1-9.	8.5	8

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