

CITATION REPORT

List of articles citing

First person paparazzi: Why social media should be studied more like video games

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Telematics and Informatics, 2013, 30, 47-59.

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#	Paper	IF	Citations
13	Empowerment and Online Social Networking. 2014 , 572-590		
12	Social media versus gaming associations with typical and recent dreams.. <i>Dreaming</i> , 2014 , 24, 182-202	6	6
11	Time displacement effect of online video services on other media in South Korea. <i>Telematics and Informatics</i> , 2016 , 33, 247-255	8.1	10
10	Normative Interfaces: Affordances, Gender, and Race in Facebook. <i>Social Media and Society</i> , 2017 , 3, 205630511771790	6.3	1
9	Fame Labor: A Critical Autoethnography of Australian Digital Influencers. 2018 , 83-93		4
8	“Wish I was Wearing a Filter Right Now” An Exploration of Identity Formation and Subjectivity of 10- and 11-Year Olds’ Social Media Use. <i>Social Media and Society</i> , 2020 , 6, 205630512096515	2.3	5
7	From campfire to coliseum: motivations for using social networks. <i>Qualitative Market Research</i> , 2021 , ahead-of-print,	1.6	
6	How the intensity of the immersive experience impels the extent of Social Streaming App dependency? An empirical assessment with mediation and moderation effects. <i>Telematics and Informatics</i> , 2021 , 63, 101661	8.1	0
5	Smartphones and Self-Broadcasting among College Students in an Age of Social Media. <i>Advances in Human and Social Aspects of Technology Book Series</i> , 2015 , 95-128	0.2	1
4	Like, Share, Recommend. <i>International Journal of Technology and Human Interaction</i> , 2013 , 9, 20-40	0.9	1
3	Like, Share, Recommend. 126-148		
2	Smartphones and Self-Broadcasting among College Students in an Age of Social Media. 228-256		
1	Do LGBTQ-Supportive Corporate Policies Affect Consumer Behavior? Evidence from the Video Game Industry. <i>Journal of Business Ethics</i> , 1	4.3	