

CITATION REPORT

List of articles citing

Destructive Games

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16	Designing for Emotional Complexity in Games. 2016 ,		10
15	Fabrication Games. 2017 ,		3
14	Designing Hybrid Games for Playful Fabrication. 2017 ,		1
13	Dislocated Boardgames: Design Potentials for Remote Tangible Play. <i>Multimodal Technologies and Interaction</i> , 2019 , 3, 72	1.7	3
12	Unmaking: Enabling and Celebrating the Creative Material of Failure, Destruction, Decay, and Deformation. 2021 ,		0
11	Virus as Quasi-Living Bio-Material for Interaction Design: Practical, Ethical, and Philosophical Implications. 2021 ,		1
10	FabO: Integrating Fabrication with a Player's Gameplay in Existing Digital Games. 2021 ,		0
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8	Investigating Underdetermination Through Interactive Computational Handweaving. 2020 ,		1
7	Destruction, Catharsis, and Emotional Release in Human-Robot Interaction. <i>ACM Transactions on Human-Robot Interaction</i> , 2020 , 9, 1-19	3.2	7
6	Identifying Game Mechanics for Integrating Fabrication Activities within Existing Digital Games. 2022 ,		0
5	Unmaking@CHI: Concretizing the Material and Epistemological Practices of Unmaking in HCI. 2022 ,		0
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3	Point of no Undo: Irreversible Interactions as a Design Strategy. 2023 ,		0
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1	Digital tufting bee: expanding computational design boundaries through collective material practice and social play. 1-19		0