Destructive Games

#	Paper	IF	Citations
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. *Multimodal Technologies and Interaction*, **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 Gameplay in Existing Digital Games. **2021**,		0
9	Hybrid Embroidery Games: Playing with Materials, Machines, and People. **2021**,		0
8	Investigating Underdetermination Through Interactive Computational Handweaving. **2020**,		1
7	Destruction, Catharsis, and Emotional Release in Human-Robot Interaction. *ACM Transactions on Human-Robot Interaction*, **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
4	Unmaking as Agonism: Using Participatory Design with Youth to Surface Difference in an Intergenerational Urban Context. **2022**,		0
3	Point of no Undo: Irreversible Interactions as a Design Strategy. **2023**,		0
2	Unmaking as Emancipation: Lessons and Reflections from Luddism. **2023**,		0
1	Digital tufting bee: expanding computational design boundaries through collective material practice and social play. 1-19		0