

Ethics Guidelines for Immersive Journalism

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#	ARTICLE	IF	CITATIONS
1	The Use of 360° Video by International Humanitarian Aid Organizations to Spread Social Messages and Increase Engagement. <i>Voluntas</i> , 2020, 31, 1311-1329.	1.7	11
2	Design and development of an immersive virtual reality news application: a case study of the SARS event. <i>Multimedia Tools and Applications</i> , 2021, 80, 2773-2796.	3.9	9
3	Case Study: The Paul Klein Incident. , 2021, , 191-229.		0
5	¿Infografías en los reportajes en video 360°? La integración de la visualización de la información en entornos esféricos. <i>Estudios Sobre El Mensaje Periodístico</i> , 2021, 27, 607-622.	0.6	0
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7	Use of 360-Degree Video in Organizational Communication: Case Study of Humanitarian Aid NGOs. <i>Studies in Big Data</i> , 2020, , 99-111.	1.1	2
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16	Artificial Reality: Immersive but Factually Dishonest AR Experience. <i>IEEE Consumer Electronics Magazine</i> , 2023, 12, 8-11.	2.3	1
17	A Field Analysis of Immersive Technologies and Their Impact on Journalism: Technologist Perspectives on the Potential Transformation of the Journalistic Field. <i>Journalism Studies</i> , 2023, 24, 387-402.	2.1	0
18	Periodismo inmersivo con video 360 grados: valor, narrativa y retos de futuro. <i>Doxa Comunicacion</i> , 0, , 385-400.	0.0	0
19	Effects of Immersive Media on Emotion and Memory: An Experiment Comparing Article, 360-video, and Virtual Reality. <i>International Journal of Human Computer Studies</i> , 2023, 179, 103118.	5.6	2
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