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Female Video Game Players and the Protective Effect of Feminist Identity Against Internalized Misogyny

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Sex Roles, 2020, 82, 266-276.

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7	When virtual spaces meet the limitations of traditional sport: Gender stereotyping in NBA2K. <i>Computers in Human Behavior</i> , 2021 , 122, 106844	7.7	3
6	The perception of palaeontology in commercial off-the-shelf video games and an assessment of their potential as educational tools. 2022 , 5, 289-306		0
5	Can hedonic technology use drive sexism in youth? Reconsidering the cultivation and objectification perspectives. 1-15		0
4	Desigualdad de género y violencia en los videojuegos: un análisis desde las experiencias videolúdicas de la juventud. 2023 , 11, m231101a04		0
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2	Sexist Attitudes in Online Video Gaming: Development and Validation of the Sexism Against Women Gamers Scale in Spanish and English. 036168432311628		0
1	Not Tekken Seriously? How Observers Respond to Masculine and Feminine Voices in Videogame Streamers. 2023 ,		0