

The potential of comics in science communication

Journal of Science Communication

17, Y01

DOI: 10.22323/2.17010401

Citation Report

#	ARTICLE	IF	CITATIONS
1	“Frozen-Ground Cartoons” Permafrost comics as an innovative tool for polar outreach, education, and engagement. <i>Polar Record</i> , 2018, 54, 366-372.	0.4	6
2	Communicating Science through Comics: A Method. <i>Publications</i> , 2018, 6, 38.	1.9	22
3	Comparing Effectiveness and Engagement of Data Comics and Infographics. , 2019, , .		43
4	Microbiology can be comic. <i>FEMS Microbiology Letters</i> , 2019, 366, .	0.7	15
5	Testing Logic-based and Humor-based Corrections for Science, Health, and Political Misinformation on Social Media. <i>Journal of Broadcasting and Electronic Media</i> , 2019, 63, 393-414.	0.8	64
6	Be prepared “ Learning for the future. <i>FEMS Microbiology Letters</i> , 2019, 366, .	0.7	7
7	Patient safety superheroes in training: using a comic book to teach patient safety to residents. <i>BMJ Quality and Safety</i> , 2019, 28, 934-938.	1.8	7
8	Comics as an Educational Resource To Teach Microbiology in the Classroom. <i>Journal of Microbiology and Biology Education</i> , 2019, 20, 10.	0.5	12
9	The ethno/graphic novel: alternative shapes of knowledge and hyper-intensity in consumer research. <i>Consumption Markets and Culture</i> , 2020, 23, 569-598.	1.3	4
10	Visual narrative comprehension: Universal or not?. <i>Psychonomic Bulletin and Review</i> , 2020, 27, 266-285.	1.4	41
11	Elementary students meaning-making of the science comics series by first second. <i>Education 3-13</i> , 2021, 49, 986-999.	0.6	2
12	Communicating science: The making of a comics poster on biodeterioration. <i>International Biodeterioration and Biodegradation</i> , 2020, 155, 105092.	1.9	0
13	Strategies for Successful Learning with Geographical Comics: An Eye-Tracking Study with Young Learners. <i>Education Sciences</i> , 2020, 10, 293.	1.4	5
14	Emotional Content of Comics Drawn by Medical Students and Residents. <i>Academic Psychiatry</i> , 2020, 44, 572-576.	0.4	6
15	Comics-based research: The affordances of comics for research across disciplines. <i>Qualitative Research</i> , 2021, 21, 195-214.	2.2	40
16	Emotional experiences of reading health educational manga encouraging behavioral changes: a non-randomized controlled trial. <i>Health Psychology and Behavioral Medicine</i> , 2021, 9, 398-421.	0.8	0
17	Development and Implementation of Media Learning Digital Comic in Basic Competency of Harvesting Models for Online Learning APHP Student SMK Negeri 1 Sukaluyu Cianjur. , 0, , .		0
18	Pengaruh Edukasi Gizi Melalui Komik Dan Leaflet Terhadap Peningkatan Pengetahuan Terkait Anemia Pada Remaja Putri Di Sma Negeri 14 Jakarta. <i>Jurnal Gizi Dan Kesehatan</i> , 2021, 13, 40-53.	0.1	2

#	ARTICLE	IF	CITATIONS
19	Interactive Data Comics. IEEE Transactions on Visualization and Computer Graphics, 2022, 28, 944-954.	2.9	7
20	Data Comics for Reporting Controlled User Studies in Human-Computer Interaction. IEEE Transactions on Visualization and Computer Graphics, 2021, 27, 967-977.	2.9	18
21	Tailoring Content for Authenticity and Adoption: Community-Based Participatory Research and the Co-creation of Story-Based Health Communication for Underserved Communities. Frontiers in Communication, 2021, 6, .	0.6	2
22	The use of comics to promote health awareness: a template using non-alcoholic fatty liver disease. European Journal of Clinical Investigation, 2021, , e13642.	1.7	15
23	Analogy Educational Comics to Overcome Students' Misconception on Simple Electricity Circuit Material. Journal of Physics: Conference Series, 2021, 1957, 012036.	0.3	3
24	Not just a pretty picture: Scientific fact visualisation styles, preferences, confidence and recall. Information Visualization, 2021, 20, 138-150.	1.2	4
25	Efektivitas Edukasi Komik Dan Leaflet Terhadap Peningkatan Pengetahuan Orangtua Siswa Sekolah Dasar Mengenai Phbs Untuk Pencegahan Penularan Virus COVID-19. Jurnal Gizi Dan Kesehatan, 2021, 13, 66-85.	0.1	0
26	COVID ISSUE: Visual Narratives About COVID-19 Improve Message Accessibility, Self-Efficacy, and Health Precautions. Frontiers in Communication, 2021, 6, .	0.6	7
27	Systematic Literature Review Using Excel Software: A Case of the Visual Narratives in Education. Advances in Intelligent Systems and Computing, 2021, , 325-340.	0.5	0
28	Comic-based Digital Storytelling for Content and Language Integrated Learning. Educational Media International, 2021, 58, 21-36.	0.9	7
29	Fostering the truthful individual Communicating media literacy in the comic Bamse. Nordicom Review, 2021, 42, 109-123.	0.8	1
30	Fundamentals of graphic design's essential tools for effective visual science communication. Facets, 2020, 5, 409-422.	1.1	15
31	Cheat Sheets for Data Visualization Techniques. , 2020, , .		23
32	Collaborative comic-based digital storytelling with primary school children. , 2020, , .		13
33	Informing children citizens efficiently to better engage them in the fight against COVID-19 pandemic. PLoS Neglected Tropical Diseases, 2020, 14, e0008828.	1.3	6
34	Of Microscopes and Metaphors: Visual Analogy as a Scientific Tool. Comics Grid, 2018, 8, .	0.1	8
35	The designing of ocean threat comics by elementary students. Multimodal Communication, 2021, 10, 229-243.	0.2	11
36	Teaching Science Communication with Comics for Postgraduate Students. Frontiers in Communication, 2021, 6, .	0.6	5

#	ARTICLE	IF	CITATIONS
37	Kommunikationsmittel. , 2019, , 79-136.		0
38	Co-construction et expérimentation d'une bande dessinée numérique pour la classe: les Grandiloquents, À l'épisode sur la gravitation. Tréma, 2019, , .	0.2	0
40	The Effect of Inquiry-Based Science Comics on Primary Learners' Scientific Literacy Skills. GATR Global Journal of Business Social Sciences Review, 2019, 7, 210-216.	0.1	0
41	DataStoryâ„ƒ: an interactive sequential art approach for data science and artificial intelligence learning experiences. Innovation and Education, 2021, 3, .	0.6	2
43	Representation of Science, Environment, Technology, and Society in Science Comics for Junior High School. Tamansiswa International Journal in Education and Science, 2020, 2, 21-30.	0.2	0
44	Developing a Comic-Creation Assignment and Rubric for Teaching and Assessing Algorithmic Concepts. , 2021, , .		4
45	Translating Biochemistry Concepts into Cartoons and Graphic Narratives: Potential and Pitfalls. Biochem, 2022, 2, 104-114.	0.5	1
46	How best to share research with study participants? A randomised crossover trial comparing a comic, lay summary, and scientific abstract. Journal of Visual Communication in Medicine, 2022, 45, 172-181.	0.4	2
47	A comic page for the first isomorphism theorem. Journal of Mathematics and the Arts, 0, , 1-28.	0.1	1
48	Bursting out of our bubble: using creative techniques to communicate within the systematic review process and beyond. Systematic Reviews, 2022, 11, 56.	2.5	4
49	Generating Science Buzz: An Examination of Multidimensional Engagement With Humorous Scientific Messages on Twitter and Instagram. Science Communication, 2022, 44, 30-59.	1.8	11
51	Dibujando para impulsar el desarrollo: una historieta para compartir los aprendizajes del proyecto InnovAcci3n Cauca. Signo Y Pensamiento, 2022, 40, .	0.1	0
52	Implementasi Educational Comic Berbasis Aplikasi Comic Life sebagai Media Pembelajaran Alternatif. Jurnal ABDINUS: Jurnal Pengabdian Nusantara, 2022, 6, 365-373.	0.0	0
53	Teaching invasive species ethically: using comics to resist metaphors of moral wrongdoing & build literacy in environmental ethics. Environmental Education Research, 2022, 28, 1391-1409.	1.6	5
54	Design "a new way to look at old molecules. Journal of Integrative Bioinformatics, 2022, 19, .	1.0	3
55	Explaining and teaching acoustics through comics, interactive web pages, and video games. Journal of the Acoustical Society of America, 2022, 152, 745-753.	0.5	2
56	The differential effects of humor on three scientific issues: global warming, artificial intelligence, and microbiomes. International Journal of Science Education, Part B: Communication and Public Engagement, 2023, 13, 59-83.	0.9	4
57	Introduction: Why Comics and Archaeology?. Palgrave Studies in Comics and Graphic Novels, 2022, , 1-19.	0.1	0

#	ARTICLE	IF	CITATIONS
58	â€œMix, Mould, Fire!â€ Comic Art and Educational Outreach Inspired by Archaeology. <i>Palgrave Studies in Comics and Graphic Novels</i> , 2022, , 123-154.	0.1	0
59	HISTORICAL COMICâ€™S SUPERPOWERS: THE CREATIVE POWER TO COMMUNICATE VISUALLY HISTORICAL EPICS. <i>Creativity Studies</i> , 2022, 15, 577-589.	0.8	1
60	Designing narratives and data visuals in comic form for social influence in climate action. <i>Frontiers in Psychology</i> , 0, 13, .	1.1	1
62	COVID-19 Messaging on Social Media for American Indian and Alaska Native Communities: Thematic Analysis of Audience Reach and Web Behavior. <i>JMIR Infodemiology</i> , 2022, 2, e38441.	1.0	2
64	Graphic Medicine and Radiology Nursing: Using Comics for Education and Stress Mitigation. <i>Journal of Radiology Nursing</i> , 2023, 42, 62-66.	0.2	1
65	Comics As a Tool for Research on Gender Violence. Interview With Nayanika Mookherjee on the Graphic Novel <i>Birangona. Towards Ethical Testimonies of Sexual Violence During Conflict (2019)</i> . <i>Vista</i> , 2022, , e022011.	0.2	1
66	DRIZZLE: A Comic for Covert Climate Action Influence. , 2022, , 1613-1623.		0
67	The ambiguous role of science and technology in Marvel superhero comics: From their â€˜Golden Ageâ€™ to the present-day. <i>Technological Forecasting and Social Change</i> , 2023, 186, 122149.	6.2	2
68	An illustrated tutorial for logarithmic scales and decibels in acoustics. <i>Journal of the Acoustical Society of America</i> , 2022, 152, 2880-2892.	0.5	3
69	Transferring AI Explainability to User-Centered Explanations of Complex COVID-19 Information. <i>Lecture Notes in Computer Science</i> , 2022, , 441-460.	1.0	0
70	Function and aesthetic contexts in disaster mitigation comics. <i>IOP Conference Series: Earth and Environmental Science</i> , 2022, 1114, 012095.	0.2	0
71	Science and comics: from popularization to the discipline of Comics Studies. <i>History of Science and Technology</i> , 2022, 12, 210-230.	0.3	2
72	A healthy liver will always deliver: development of a NAFLD awareness comic. <i>Health Promotion International</i> , 2022, 37, .	0.9	4
73	Development of science comic learning media as resource for independent learning of human respiratory system materials. <i>AIP Conference Proceedings</i> , 2022, , .	0.3	0
74	Accuracy of COVID-19 relevant knowledge among youth: Number of information sources matters. <i>PLoS ONE</i> , 2022, 17, e0267871.	1.1	1
75	Impact of a Science Art Exhibit on Public Interest and Student Comprehension of Disease Ecology Research. <i>Journal of Microbiology and Biology Education</i> , 2023, 24, .	0.5	3
76	Primary school students' perceptions of using comics as a mode of instruction in the mathematics classroom. <i>International Journal of Mathematical Education in Science and Technology</i> , 2024, 55, 997-1023.	0.8	1
77	Unpacking Multimodal Fact-Checking: Features and Engagement of Fact-Checking Videos on Chinese TikTok (Douyin). <i>Social Media and Society</i> , 2023, 9, 205630512211504.	1.5	5

#	ARTICLE	IF	CITATIONS
78	Connected early-career experiences of equality in academia during the pandemic and beyond: Our liminal journey. <i>Gender, Work and Organization</i> , 2023, 30, 1042-1058.	3.1	1
79	A framework for understanding and evaluating news infographics. <i>Journal of Visual Literacy</i> , 2023, 42, 110-129.	0.2	0
80	ĐœĐµĐÑ–Đ¹Đ½Ñ– Đ¼Đ¾Đ¹Đ»Đ,Đ²Đ¾ÑÑ,Ñ– ĐºĐ¾Đ¼Ñ–ĐºÑÑ–Đ²: ÑÑfÑ±ĐºÑ½Ñ– Ñ–Đ½ÑÑ,Ñ€ÑfĐ¼ĐµĐ½Ñ,Đ,Ñ,,Đ¾Ñ€Ñ		
81	A STEAM Experience in the Mathematics Classroom: The Role of a Science Cartoon. <i>Education Sciences</i> , 2023, 13, 392.	1.4	1
83	Visualization of Business Processes Through Data Comics. <i>Lecture Notes in Networks and Systems</i> , 2023, , 745-758.	0.5	0
84	Data Comics for Business Process Visualization. <i>Lecture Notes in Networks and Systems</i> , 2023, , 759-771.	0.5	0
93	Medical Graphics and Graphic Medicine. , 2023, , 23-40.		0
94	Drawn Together: Merging the Worlds of Health and Comics Through Graphic Medicine. , 2023, , 3-21.		0
98	Educational Data Comics: What can Comics do for Education in Visualization?. , 2023, , .		0
100	Visualizing Source Code as Comics Using Generative AI. , 2023, , .		0
103	The development of digital comic based on biology literacy as learning media on the topic of immune system. <i>AIP Conference Proceedings</i> , 2024, , .	0.3	0
107	Frozen-Ground Cartoonsâ€”Revealing the Invisible Ice. , 2024, , 219-233.		0
108	On the Visual Narratives of Ice in Popular Culture: Comics on Ice, Icy Villains and Ice Science. , 2024, , 235-255.		0