

Bryan Smith

List of Publications by Year in descending order

Source: <https://exaly.com/author-pdf/10752404/publications.pdf>

Version: 2024-02-01

14
papers

1,203
citations

759233

12
h-index

1125743

13
g-index

15
all docs

15
docs citations

15
times ranked

395
citing authors

#	ARTICLE	IF	CITATIONS
1	Technology-mediated task-based language teaching: A research agenda. <i>Language Teaching</i> , 2021, 54, 518-534.	2.5	17
2	History, Pedagogy, Data and New Directions: An Introduction to the Educational Technology Issue. <i>Annual Review of Applied Linguistics</i> , 2019, 39, 1-7.	1.5	5
3	Technology in Language Use, Language Teaching, and Language Learning. <i>Modern Language Journal</i> , 2016, 100, 64-80.	2.3	204
4	Relationship Between Scrolling, Negotiation, and Self-Initiated Self-Repair in an SCMC Environment. <i>CALICO Journal</i> , 2013, 26, 231-245.	0.9	24
5	Investigating L2 Performance in Text Chat. <i>Applied Linguistics</i> , 2010, 31, 554-577.	2.4	89
6	Employing Eye-Tracking Technology in Researching the Effectiveness of Recasts in CMC. <i>Educational Linguistics</i> , 2010, , 79-97.	0.9	31
7	Interruptions in chat. <i>Computer Assisted Language Learning</i> , 2009, 22, 229-247.	7.1	24
8	The Relationship between Negotiated Interaction, Learner Uptake, and Lexical Acquisition in Task-Based Computer-Mediated Communication. <i>TESOL Quarterly</i> , 2005, 39, 33.	2.9	84
9	COMPUTER-MEDIATED NEGOTIATED INTERACTION AND LEXICAL ACQUISITION. <i>Studies in Second Language Acquisition</i> , 2004, 26, .	2.6	173
10	Synchronous computer mediated communication captured by usability lab technologies: new interpretations. <i>System</i> , 2004, 32, 553-575.	3.4	71
11	Features of CMC technologies and their impact on language learnersâ€™ online interaction. <i>Computers in Human Behavior</i> , 2003, 19, 703-729.	8.5	32
12	Computer-Mediated Negotiated Interaction: An Expanded Model. <i>Modern Language Journal</i> , 2003, 87, 38-57.	2.3	337
13	The use of communication strategies in computer-mediated communication. <i>System</i> , 2003, 31, 29-53.	3.4	101
14	Using eye-tracking technology to explore online learner interactions. <i>Language Studies, Science and Engineering</i> , 0, , 163-186.	0.0	5