Liam Murray

List of Publications by Year in descending order

Source: https://exaly.com/author-pdf/1570305/publications.pdf

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		1163117	1199594	
13	332	8	12	
papers	citations	h-index	g-index	
13	13	13	200	
all docs	docs citations	times ranked	citing authors	

#	Article	IF	CITATIONS
1	Extending digital literacies: Proposing an agentive literacy to tackle the problems of distractive technologies in language learning. ReCALL, 2020, 32, 250-271.	5.2	16
2	Reflexion, Analysis and Language Practice: From Individual Critical Thinking to Collaborative Learning Using Blogs in a Literature Class., 2019,, 277-293.		1
3	Dataset Construction for the Detection of Anti-Social Behaviour in Online Communication in Arabic. Procedia Computer Science, 2018, 142, 174-181.	2.0	44
4	Towards Accurate Detection of Offensive Language in Online Communication in Arabic. Procedia Computer Science, 2018, 142, 315-320.	2.0	56
5	A Gamification–Motivation Design Framework for Educational Software Developers. Journal of Educational Technology Systems, 2018, 47, 101-127.	5.8	29
6	A corpusâ€based analysis of online synchronous and asynchronous modes of communication within language teacher education. Classroom Discourse, 2010, 1, 181-198.	1.3	7
7	Investigating the emerging generic features of the blog writing task across three discrete learner groups at a higher education institution. Educational Media International, 2010, 47, 83-101.	1.7	9
8	Blogs for specific purposes: Expressivist or socio-cognitivist approach?. ReCALL, 2008, 20, 82-97.	5.2	79
9	Digital games in the twentyâ€first century. Learning, Media and Technology, 2006, 31, 323-327.	3.2	4
10	Mapping successful language learning approaches in the adaptation of generic software. Computer Assisted Language Learning, 2006, 19, 301-316.	7.1	3
11	Netskills and the current state of beliefs and practices in student learning: an assessment and recommendations. British Journal of Educational Technology, 2005, 36, 425-438.	6.3	11
12	New literacies in language learning and teaching: Selected papers from EUROCALL 2003. ReCALL, 2004, 16, 1-3.	5.2	2
13	Beyond the "wow―factor—Evaluating multimedia language learning software from a pedagogical viewpoint. System, 1998, 26, 249-259.	3.4	71