Qiao Wang

List of Publications by Year
in descending order

7 papers	41 citations	2257833 3 h-index	2053595 5 g-index
7 all docs	7 docs citations	7 times ranked	21 citing authors

#	Article	IF	Citations
1	A Review of Research on the Application of Digital Games in Foreign Language Education. Advances in Educational Technologies and Instructional Design Book Series, 2020, , 69-92.	0.2	13
2	The Role of Classroom-Situated Game-Based Language Learning in Promoting Students' Communicative Competence. International Journal of Computer-Assisted Language Learning and Teaching, 2020, 10, 59-82.	0.5	8
3	Out-of-school language learning through digital gaming: a case study from an activity theory perspective. Computer Assisted Language Learning, 0, , 1-29.	4.8	6
4	The Use of Network-Based Virtual Worlds in Second Language Education. Advances in Linguistics and Communication Studies, 2019, , 1-25.	0.2	5
5	Using Community of Inquiry to Scaffold Language Learning in Out-of-School Gaming. International Journal of Game-Based Learning, 2021, 11, 31-52.	0.9	4
6	A Review of Research on the Application of Digital Games in Foreign Language Education. , 2022, , 1948-1971.		4
7	The use of semantic similarity tools in automated content scoring of fact-based essays written by EFL learners. Education and Information Technologies, 2022, 27, 13021-13049.	3.5	1