

Arja Piirainen-Marsh

List of Publications by Year in descending order

Source: <https://exaly.com/author-pdf/2345852/publications.pdf>

Version: 2024-02-01

25
papers

729
citations

759233

12
h-index

752698

20
g-index

26
all docs

26
docs citations

26
times ranked

329
citing authors

#	ARTICLE	IF	CITATIONS
1	Young People's Translocal New Media Uses: A Multiperspective Analysis Of Language Choice And Heteroglossia. <i>Journal of Computer-Mediated Communication</i> , 2009, 14, 1080-1107.	3.3	112
2	Media, multilingualism and language policing: an introduction. <i>Language Policy</i> , 2009, 8, 203-207.	0.8	106
3	Otherâ€Repetition as a Resource for Participation in the Activity of Playing a Video Game. <i>Modern Language Journal</i> , 2009, 93, 153-169.	2.3	98
4	Collaborative Gameâ€Play as a Site for Participation and Situated Learning of a Second Language. <i>Scandinavian Journal of Educational Research</i> , 2009, 53, 167-183.	1.7	64
5	Connecting the Language Classroom and the Wild: Re-enactments of Language Use Experiences. <i>Applied Linguistics</i> , 2019, 40, 594-623.	2.4	50
6	Language policy in the making: an analysis of bilingual gaming activities. <i>Language Policy</i> , 2009, 8, 261-284.	0.8	45
7	Managing adversarial questioning in broadcast interviews. <i>Journal of Politeness Research</i> , 2005, 1, 193-217.	1.1	37
8	Manual Guiding in Peer Group Interaction: A Resource for Organizing a Practical Classroom Task. <i>Research on Language and Social Interaction</i> , 2013, 46, 322-343.	2.4	37
9	Explaining Hookeâ€™s Law: Definitional Practices in a CLIL Physics Classroom. <i>Applied Linguistics</i> , 0, , amw025.	2.4	25
10	Bilingual practices and the social organisation of video gaming activities. <i>Journal of Pragmatics</i> , 2010, 42, 3012-3030.	1.5	24
11	Irony and the moral order of secondary school classrooms. <i>Linguistics and Education</i> , 2011, 22, 364-382.	1.2	24
12	Asymmetries of Knowledge and Epistemic Change in Social Gaming Interaction. <i>Modern Language Journal</i> , 2014, 98, 1022-1038.	2.3	20
13	How Hand Gestures Contribute to Action Ascription. <i>Research on Language and Social Interaction</i> , 2019, 52, 343-364.	2.4	18
14	Openings in technology-mediated business meetings. <i>Journal of Pragmatics</i> , 2015, 85, 47-66.	1.5	17
15	The interactional management of discipline and morality in the classroom: An introduction. <i>Linguistics and Education</i> , 2011, 22, 305-309.	1.2	14
16	Coordinating action in technology-supported shared tasks: Virtual pointing as a situated practice for mobilizing a response. <i>Language and Communication</i> , 2021, 79, 1-21.	1.1	7
17	How Wild Can It Get? Managing Language Learning Tasks in Real Life Service Encounters. <i>Educational Linguistics</i> , 2019, , 161-192.	0.9	7
18	Introduction: On the Complex Ecology of Language Learning â€™in the Wildâ€™. <i>Educational Linguistics</i> , 2019, , 1-21.	0.9	6

#	ARTICLE	IF	CITATIONS
19	Assessments and the social construction of expertise in political TV interviews. <i>Text and Talk</i> , 2012, 32, .	0.6	5
20	The Rally Course: Learners as Co-designers of Out-of-Classroom Language Learning Tasks. <i>Educational Linguistics</i> , 2019, , 219-248.	0.9	4
21	Making Sense of Interactional Trouble Through Mobile-Supported Sharing Activities. , 2019, , 260-288.		4
22	Repetition and Imitation: Opportunities for Learning. , 2012, , 2825-2828.		1
23	När barnet blir expert: Förklaringar av ord och procedurer i det digitala spelet Growtopia. <i>Sprak Och Stil</i> , 0, NF 28 (2018), 48-77.	0.1	0
24	Bodily Practices in Action Formation and Ascription in Multilingual Interaction. <i>Social Interaction Video-Based Studies of Human Sociality</i> , 2022, 5, .	0.4	0
25	Recipient Design by Gestures. <i>Social Interaction Video-Based Studies of Human Sociality</i> , 2022, 5, .	0.4	0