Arja Piirainen-Marsh

List of Publications by Year
in descending order

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	Bodily Practices in Action Formation and Ascription in Multilingual Interaction. Social Interaction Video-Based Studies of Human Sociality, 2022, 5, .	0.4	0
2	Recipient Design by Gestures. Social Interaction Video-Based Studies of Human Sociality, 2022, 5, .	0.4	0
3	Coordinating action in technology-supported shared tasks: Virtual pointing as a situated practice for mobilizing a response. Language and Communication, 2021, 79, 1-21.	1.1	7
4	How Hand Gestures Contribute to Action Ascription. Research on Language and Social Interaction, 2019, 52, 343-364.	2.4	18
5	Connecting the Language Classroom and the Wild: Re-enactments of Language Use Experiences. Applied Linguistics, 2019, 40, 594-623.	2.4	50
6	Introduction: On the Complex Ecology of Language Learning â€˜in the Wildâ€™. Educational Linguistics, 2019, , 1-21.	0.9	6
7	How Wild Can It Get? Managing Language Learning Tasks in Real Life Service Encounters. Educational Linguistics, 2019, , 161-192.	0.9	7
8	The Rally Course: Learners as Co-designers of Out-of-Classroom Language Learning Tasks. Educational Linguistics, 2019, , 219-248.	0.9	4
9	Making Sense of Interactional Trouble Through Mobile-Supported Sharing Activities. , 2019, , 260-288.		4
10	Openings in technology-mediated business meetings. Journal of Pragmatics, 2015, 85, 47-66.	1.5	17
11	Asymmetries of Knowledge and Epistemic Change in Social Gaming Interaction. Modern Language Journal, 2014, 98, 1022-1038.	2.3	20
12	Manual Guiding in Peer Group Interaction: A Resource for Organizing a Practical Classroom Task. Research on Language and Social Interaction, 2013, 46, 322-343.	2.4	37
13	Assessments and the social construction of expertise in political TV interviews. Text and Talk, 2012, 32, .	0.6	5
14	Repetition and Imitation: Opportunities for Learning. , 2012, , 2825-2828.		1
15	Irony and the moral order of secondary school classrooms. Linguistics and Education, 2011, 22, 364-382.	1.2	24
16	The interactional management of discipline and morality in the classroom: An introduction. Linguistics and Education, 2011, 22, 305-309.	1.2	14
17	Bilingual practices and the social organisation of video gaming activities. Journal of Pragmatics, 2010, 42, 3012-3030.	1.5	24
18	Young People's Translocal New Media Uses: A Multiperspective Analysis Of Language Choice And Heteroglossia. Journal of Computer-Mediated Communication, 2009, 14, 1080-1107.	3.3	112

#	Article	IF	Citations
19	Language policy in the making: an analysis of bilingual gaming activities. Language Policy, 2009, 8, 261-284.	0.8	45
20	Media, multilingualism and language policing: an introduction. Language Policy, 2009, 8, 203-207.	0.8	106
21	Other‐Repetition as a Resource for Participation in the Activity of Playing a Video Game. Modern Language Journal, 2009, 93, 153-169.	2.3	98
22	Collaborative Game‐play as a Site for Participation and Situated Learning of a Second Language. Scandinavian Journal of Educational Research, 2009, 53, 167-183.	1.7	64
23	Managing adversarial questioning in broadcast interviews. Journal of Politeness Research, 2005, 1, 193-217.	1.1	37
24	Explaining Hooke's Law: Definitional Practices in a CLIL Physics Classroom. Applied Linguistics, 0, , amw025.	2.4	25
25	Nördbarnet blir expert: Förklaringar av ord och procedurer i det digitala spelet Growtopia. Sprak Och Stil, 0, NF 28 (2018), 48-77.	0.1	0