Carey Jewitt

List of Publications by Year
in descending order

88 papers	2,817 citations	394421 19 h-index	265206 42 g-index
97 all docs	97 docs citations	97 times ranked	1428 citing authors

#	Article	IF	Citations
1	Multimodality and Literacy in School Classrooms. Review of Research in Education, 2008, 32, 241-267.	1.6	628
2	Introducing Multimodality. , 0, , .		407
3	Exploring Learning Through Visual, Actional and Linguistic Communication: The multimodal environment of a science classroom. Educational Review, 2001, 53, 5-18.	3.7	154
4	Multimodality, â€œReadingâ€; and â€œWritingâ€•for the 21st Century. Discourse, 2005, 26, 315-331.	1.3	145
5	English in Urban Classrooms. , 0, , .		122
6	Multimodal Methods for Researching Digital Technologies. , 2013, , 250-265.		107
7	The move from page to screen: the multimodal reshaping of school English. Visual Communication, 2002, 1, 171-195.	1.3	89
8	The role of iPads in pre-school children's mark making development. Computers and Education, 2015, 87, 131-141.	8.3	87
9	Pace, interactivity and multimodality in teachersâ€™ design of texts for interactive whiteboards in the secondary school classroom. Learning, Media and Technology, 2007, 32, 303-317.	3.2	55
10	A multimodal approach to examining 'embodiment' in tangible learning environments. , 2013, , .		53
11	Orchestrating debate: a multimodal analysis of classroom interaction. Literacy, 2003, 37, 64-72.	0.1	44
12	Methodological dialogues across multimodality and sensory ethnography: digital touch communication. Qualitative Research, 2019, 19, 90-110.	3.5	44
13	Re-thinking Assessment: Multimodality, literacy and computer-mediated learning. Assessment in Education, 2003, 10, 83-102.	1.2	43
14	Mobile Experiences of Historical Place: A Multimodal Analysis of Emotional Engagement. Journal of the Learning Sciences, 2016, 25, 51-92.	2.9	43
15	Fostering geospatial thinking in science education through a customisable smartphone application. British Journal of Educational Technology, 2014, 45, 160-170.	6.3	35
16	Interdisciplinary Insights for Digital Touch Communication. Human-computer Interaction Series, 2020, , .	0.6	32
17	The Meaning of Action in Learning and Teaching. British Educational Research Journal, 2001, 27, 201-218.	2.5	31
18	A multimodal perspective on textuality and contexts. Pedagogy, Culture and Society, 2007, 15, 275-289.	2.6	27

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19	Conceptualising touch in VR. Virtual Reality, 2021, 25, 863-877.	6.1	25
20	The Policy–Practice Nexus in English Classrooms in Delhi, Johannesburg, and London: Teachers and the Textual Cycle. TESOL Quarterly, 2007, 41, 465-487.	2.9	24
21	Exploring methodological innovation in the social sciences: the body in digital environments and the arts. International Journal of Social Research Methodology: Theory and Practice, 2017, 20, 105-120.	4.4	23
22	Knowledge, Identity, Pedagogy. Linguistics and Education, 2000, 11, 7-30.	1.2	22
23	Mapping staff perspectives towards the delivery of hospital care for children and young people with and without learning disabilities in England: a mixed methods national study. BMC Health Services Research, 2018, 18, 203.	2.2	22
24	Embodied experiences of place: a study of history learning with mobile technologies. Journal of Computer Assisted Learning, 2016, 32, 345-359.	5.1	21
25	Exploring Whole-Body Interaction and Design for Museums. Interacting With Computers, 2016, 28, 569-583.	1.5	21
26	The SAGE Handbook of Digital Technology Research. , 2013, , .		21
27	Classrooms and the Design of Pedagogic Discourse: A Multimodal Approach. Culture and Psychology, 2005, 11, 309-320.	1.1	19
28	Multimodality and Digital Technologies in the Classroom. , 2013, , 141-152.		19
29	Manifesto for Digital Social Touch in Crisis. Frontiers in Computer Science, 2021, 3, .	2.8	19
30	The semiotic work of the hands in scientific enquiry. Classroom Discourse, 2014, 5, 51-70.	1.3	18
31	Digital touch for remote personal communication: An emergent sociotechnical imaginary. New Media and Society, 2021, 23, 99-120.	5.0	17
32	The use of learning platforms to organise learning in English primary and secondary schools. Learning, Media and Technology, 2011, 36, 335-348.	3.2	16
33	The Making of Meaning through Dyadic Haptic Affective Touch. ACM Transactions on Computer-Human Interaction, 2022, 29, 1-42.	5.7	15
34	Pay More Attention: a national mixed methods study to identify the barriers and facilitators to ensuring equal access to high-quality hospital care and services for children and young people with and without learning disabilities and their families. BMJ Open, 2016, 6, e012333.	1.9	14
35	Towards a Multimodal Social Semiotic Agenda for Touch. , 2017, , 79-93.		14
36	Teaching and Learning: Beyond language. Teaching Education, 2000, 11, 327-341.	1.3	13

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37	Conceptualising and researching the body in digital contexts: towards new methodological conversations across the arts and social sciences. Qualitative Research, 2017, 17, 37-53.	3.5	13
38	Multimodal Discourses Across the Curriculum. , 2008, , 1098-1108.		12
39	Filtering Touch: An Ethnography of Dirt, Danger, and Industrial Robots. Journal of Contemporary Ethnography, 2022, 51, 103-130.	1.7	12
40	A social semiotic analysis of male heterosexuality in sexual health resources: the case of images. International Journal of Social Research Methodology: Theory and Practice, 1998, 1, 263-279.	4.4	11
41	Making sense of digitally remediated touch in virtual reality experiences. Discourse, Context and Media, 2021, 41, 100483.	1.9	11
42	How pedagogical relations in early years settings are reconfigured by interactive touchscreens. British Journal of Educational Technology, 2022, 53, 58-76.	6.3	11
43	Social semiotics. , 2009, , 1-13.		11
44	Family touch practices and learning experiences in the museum. Senses and Society, 2019, 14, 221-235.	0.5	9
45	Digital technologies in museums: New routes to engagement and participationâ€™. Designs for Learning, 2012, 5, 74.	0.8	9
46	Policy, Pedagogy and Interactive Whiteboards. , 0, , 20-36.		9
47	Future touch in industry: Exploring sociotechnical imaginaries of tactile (tele)robots. Futures, 2022, 136, 102885.	2.5	7
48	English in classrooms: only write down what you need to know: annotation for what?. English in Education, 2005, 39, 5-18.	0.7	6
49	K. O'Halloran: Multimodal Discourse Analysis: Systemic Functional Perspectives. Continuum, 2004.. Applied Linguistics, 2006, 27, 335-337.	2.4	6
50	Reshaping Touch Communication. , 2018, , .		6
51	Multimodal Discourses Across the Curriculum. , 2017, , 31-43.		6
52	Exploring Learning Through Visual, Actional and Linguistic Communication: the multimodal environment of a science classroom. Educational Review, 2001, 53, 5-18.	3.7	6
53	Towards an integrated methodological framework for understanding embodiment in HCI. , 2014, , .		5
54	Teachersâ€™ Pedagogic Design of Digital Interactive Whiteboard Materials in the UK Secondary School. Designs for Learning, 2008, 1, 41.	0.8	5

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55	Sensoria: An exploratory interdisciplinary framework for researching multimodal & sensory experiences. Methodological Innovations, 2021, 14, 205979912110514.	1.2	5
56	Materiality as an aspect in learning. Zeitschrift Fur Erziehungswissenschaft, 2000, 3, 267-284.	2.9	4
57	Rhetorical construction of cells in science and in a science classroom. Research in Science Education, 2000, 30, 451-463.	2.3	4
58	Screens and the social landscape. Visual Communication, 2006, 5, 131-140.	1.3	4
59	Interview approaches to researching embodiment. , 2013, , .		4
60	Tribute to Gunther Kress (1940â€"2019): reflecting on visuals that shaped his work. Visual Communication, 2020, 19, 3-11.	1.3	4
61	Introduction to the Special Issue on Digital Touch: Reshaping Interpersonal Communicative Capacity and Touch Practices. ACM Transactions on Computer-Human Interaction, 2022, 29, 1-8.	5.7	4
62	Creative Probes, Proxy Feelers, and Speculations on Interactive Skin. Multimodal Technologies and Interaction, 2022, 6, 22.	2.5	4
63	A â€˜Multimodal Ecology of<i>Text</i>. English in Education, 2005, 39, 76-95.	0.7	3
64	Introduction to the special issue on parental engagement in children's uses of technologies for learning: putting policy into practice in the home. Journal of Computer Assisted Learning, 2011, 27, 289-291.	5.1	3
65	Digitally-mediated parentâ€"baby touch and the formation of subjectivities. Visual Communication, 2021, 20, 577-599.	1.3	3
66	Taking an Extended Embodied Perspective of Touch: Connection-Disconnection in iVR. Frontiers in Virtual Reality, 2021, 2, .	3.7	3
67	Social Norms of Touch. Human-computer Interaction Series, 2020, , 57-72.	0.6	3
68	Rapid Prototyping for Social Science Research. , 2020, , 534-550.		3
69	Becoming in Touch with Industrial Robots through Ethnography. , 2020, , .		3
70	Equal access to hospital care for children with learning disabilities and their families: a mixed-methods study. , 2022, 10, 1-168.		3
71	The re-mediating effects of bio-sensing in the context of parental touch practices. Information, Communication and Society, 2020, , 1-18.	4.0	2
72	Digital Touch Ethics and Values. Human-computer Interaction Series, 2020, , 107-122.	0.6	2

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73	Multimodal approaches to video analysis of digital learning environments. , 2012, , .		2
74	Introduction: Digital Touch Communication. Human-computer Interaction Series, 2020, , 1-21.	0.6	2
75	Sociotechnical Imaginaries of Digital Touch. Human-computer Interaction Series, 2020, , 89-106.	0.6	2
76	Collaborative Robots and Tangled Passages of Tactile-Affects. ACM Transactions on Human-Robot Interaction, 2023, 12, 1-21.	4.1	2
77	Internet & Learning: A Decade of Transformation in Learning Practices. SSRN Electronic Journal, 2011, , .	0.4	1
78	Editorial: Visual Essays. Visual Communication, 2011, 10, 251-251.	1.3	1
79	A social semiotic perspective on learning. , 2021, , 70-102.		1
80	Supporting Family Scaffolding and Collaboration Through Digital Interactive Tabletop Exhibits. Visitor Studies, 2022, 25, 22-40.	0.9	1
81	Methodological Innovation, Creativity and the Digital Body. , 2017, , 253-265.		1
82	Touch Presence, Absence and Connection. Human-computer Interaction Series, 2020, , 73-88.	0.6	1
83	Annotation in School English: A Social Semiotic Historical Account. Teachers College Record, 2011, 113, 129-152.	0.9	1
84	Paint on the Finger or Paint on the Screen: A Comparative Study. Procedia, Social and Behavioral Sciences, 2014, 140, 376-380.	0.5	0
85	Reflections on bodies in lockdown. Multimodality & Society, 2021, 1, 68-68.	0.7	0
86	The Terrain of Digital Touch Communication. Human-computer Interaction Series, 2020, , 39-55.	0.6	0
87	Interdisciplinary Explorations of Digital Touch. Human-computer Interaction Series, 2020, , 23-37.	0.6	0
88	Supporting novice designers design of digital touch. International Journal of Technology and Design Education, 2022, , 1-26.	2.6	0