

# Carey Jewitt

## List of Publications by Year in descending order

Source: <https://exaly.com/author-pdf/3818676/publications.pdf>

Version: 2024-02-01

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	Collaborative Robots and Tangled Passages of Tactile-Affects. <i>ACM Transactions on Human-Robot Interaction</i> , 2023, 12, 1-21.	4.1	2
2	Filtering Touch: An Ethnography of Dirt, Danger, and Industrial Robots. <i>Journal of Contemporary Ethnography</i> , 2022, 51, 103-130.	1.7	12
3	How pedagogical relations in early years settings are reconfigured by interactive touchscreens. <i>British Journal of Educational Technology</i> , 2022, 53, 58-76.	6.3	11
4	Supporting Family Scaffolding and Collaboration Through Digital Interactive Tabletop Exhibits. <i>Visitor Studies</i> , 2022, 25, 22-40.	0.9	1
5	Future touch in industry: Exploring sociotechnical imaginaries of tactile (tele)robots. <i>Futures</i> , 2022, 136, 102885.	2.5	7
6	The Making of Meaning through Dyadic Haptic Affective Touch. <i>ACM Transactions on Computer-Human Interaction</i> , 2022, 29, 1-42.	5.7	15
7	Introduction to the Special Issue on Digital Touch: Reshaping Interpersonal Communicative Capacity and Touch Practices. <i>ACM Transactions on Computer-Human Interaction</i> , 2022, 29, 1-8.	5.7	4
8	Creative Probes, Proxy Feelers, and Speculations on Interactive Skin. <i>Multimodal Technologies and Interaction</i> , 2022, 6, 22.	2.5	4
9	Supporting novice designers design of digital touch. <i>International Journal of Technology and Design Education</i> , 2022, , 1-26.	2.6	0
10	Equal access to hospital care for children with learning disabilities and their families: a mixed-methods study. , 2022, 10, 1-168.		3
11	Digital touch for remote personal communication: An emergent sociotechnical imaginary. <i>New Media and Society</i> , 2021, 23, 99-120.	5.0	17
12	Digitally-mediated parentâ€“baby touch and the formation of subjectivities. <i>Visual Communication</i> , 2021, 20, 577-599.	1.3	3
13	Reflections on bodies in lockdown. <i>Multimodality &amp; Society</i> , 2021, 1, 68-68.	0.7	0
14	Taking an Extended Embodied Perspective of Touch: Connection-Disconnection in iVR. <i>Frontiers in Virtual Reality</i> , 2021, 2, .	3.7	3
15	A social semiotic perspective on learning. , 2021, , 70-102.		1
16	Making sense of digitally remediated touch in virtual reality experiences. <i>Discourse, Context and Media</i> , 2021, 41, 100483.	1.9	11
17	Conceptualising touch in VR. <i>Virtual Reality</i> , 2021, 25, 863-877.	6.1	25
18	Manifesto for Digital Social Touch in Crisis. <i>Frontiers in Computer Science</i> , 2021, 3, .	2.8	19

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19	Sensoria: An exploratory interdisciplinary framework for researching multimodal & sensory experiences. <i>Methodological Innovations</i> , 2021, 14, 205979912110514.	1.2	5
20	Tribute to Gunther Kress (1940â€“2019): reflecting on visuals that shaped his work. <i>Visual Communication</i> , 2020, 19, 3-11.	1.3	4
21	The re-mediating effects of bio-sensing in the context of parental touch practices. <i>Information, Communication and Society</i> , 2020, , 1-18.	4.0	2
22	Interdisciplinary Insights for Digital Touch Communication. <i>Human-computer Interaction Series</i> , 2020, , .	0.6	32
23	Social Norms of Touch. <i>Human-computer Interaction Series</i> , 2020, , 57-72.	0.6	3
24	Digital Touch Ethics and Values. <i>Human-computer Interaction Series</i> , 2020, , 107-122.	0.6	2
25	Rapid Prototyping for Social Science Research. , 2020, , 534-550.		3
26	The Terrain of Digital Touch Communication. <i>Human-computer Interaction Series</i> , 2020, , 39-55.	0.6	0
27	Introduction: Digital Touch Communication. <i>Human-computer Interaction Series</i> , 2020, , 1-21.	0.6	2
28	Touch Presence, Absence and Connection. <i>Human-computer Interaction Series</i> , 2020, , 73-88.	0.6	1
29	Interdisciplinary Explorations of Digital Touch. <i>Human-computer Interaction Series</i> , 2020, , 23-37.	0.6	0
30	Sociotechnical Imaginaries of Digital Touch. <i>Human-computer Interaction Series</i> , 2020, , 89-106.	0.6	2
31	Becoming in Touch with Industrial Robots through Ethnography. , 2020, , .		3
32	Family touch practices and learning experiences in the museum. <i>Senses and Society</i> , 2019, 14, 221-235.	0.5	9
33	Methodological dialogues across multimodality and sensory ethnography: digital touch communication. <i>Qualitative Research</i> , 2019, 19, 90-110.	3.5	44
34	Reshaping Touch Communication. , 2018, , .		6
35	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. <i>BMC Health Services Research</i> , 2018, 18, 203.	2.2	22
36	Exploring methodological innovation in the social sciences: the body in digital environments and the arts. <i>International Journal of Social Research Methodology: Theory and Practice</i> , 2017, 20, 105-120.	4.4	23

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37	Conceptualising and researching the body in digital contexts: towards new methodological conversations across the arts and social sciences. <i>Qualitative Research</i> , 2017, 17, 37-53.	3.5	13
38	Multimodal Discourses Across the Curriculum. , 2017, , 31-43.		6
39	Towards a Multimodal Social Semiotic Agenda for Touch. , 2017, , 79-93.		14
40	Methodological Innovation, Creativity and the Digital Body. , 2017, , 253-265.		1
41	Embodied experiences of place: a study of history learning with mobile technologies. <i>Journal of Computer Assisted Learning</i> , 2016, 32, 345-359.	5.1	21
42	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. <i>BMJ Open</i> , 2016, 6, e012333.	1.9	14
43	Mobile Experiences of Historical Place: A Multimodal Analysis of Emotional Engagement. <i>Journal of the Learning Sciences</i> , 2016, 25, 51-92.	2.9	43
44	Exploring Whole-Body Interaction and Design for Museums. <i>Interacting With Computers</i> , 2016, 28, 569-583.	1.5	21
45	The role of iPads in pre-school children's mark making development. <i>Computers and Education</i> , 2015, 87, 131-141.	8.3	87
46	Towards an integrated methodological framework for understanding embodiment in HCI. , 2014, , .		5
47	Fostering geospatial thinking in science education through a customisable smartphone application. <i>British Journal of Educational Technology</i> , 2014, 45, 160-170.	6.3	35
48	The semiotic work of the hands in scientific enquiry. <i>Classroom Discourse</i> , 2014, 5, 51-70.	1.3	18
49	Paint on the Finger or Paint on the Screen: A Comparative Study. <i>Procedia, Social and Behavioral Sciences</i> , 2014, 140, 376-380.	0.5	0
50	Interview approaches to researching embodiment. , 2013, , .		4
51	A multimodal approach to examining 'embodiment' in tangible learning environments. , 2013, , .		53
52	Multimodality and Digital Technologies in the Classroom. , 2013, , 141-152.		19
53	The SAGE Handbook of Digital Technology Research. , 2013, , .		21
54	Multimodal Methods for Researching Digital Technologies. , 2013, , 250-265.		107

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55	Digital technologies in museums: New routes to engagement and participation™. Designs for Learning, 2012, 5, 74.	0.8	9
56	Multimodal approaches to video analysis of digital learning environments. , 2012, , .		2
57	Internet & Learning: A Decade of Transformation in Learning Practices. SSRN Electronic Journal, 2011, , .	0.4	1
58	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
59	Editorial: Visual Essays. Visual Communication, 2011, 10, 251-251.	1.3	1
60	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
61	Annotation in School English: A Social Semiotic Historical Account. Teachers College Record, 2011, 113, 129-152.	0.9	1
62	Social semiotics. , 2009, , 1-13.		11
63	Multimodality and Literacy in School Classrooms. Review of Research in Education, 2008, 32, 241-267.	1.6	628
64	Multimodal Discourses Across the Curriculum. , 2008, , 1098-1108.		12
65	Teachersâ€™ Pedagogic Design of Digital Interactive Whiteboard Materials in the UK Secondary School. Designs for Learning, 2008, 1, 41.	0.8	5
66	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
67	A multimodal perspective on textuality and contexts. Pedagogy, Culture and Society, 2007, 15, 275-289.	2.6	27
68	The Policyâ€™Practice Nexus in English Classrooms in Delhi, Johannesburg, and London: Teachers and the Textual Cycle. TESOL Quarterly, 2007, 41, 465-487.	2.9	24
69	K. O'Halloran: Multimodal Discourse Analysis: Systemic Functional Perspectives. Continuum, 2004.. Applied Linguistics, 2006, 27, 335-337.	2.4	6
70	Screens and the social landscape. Visual Communication, 2006, 5, 131-140.	1.3	4
71	Multimodality, â€œReadingâ€, and â€œWritingâ€-for the 21st Century. Discourse, 2005, 26, 315-331.	1.3	145
72	English in classrooms: only write down what you need to know: annotation for what?. English in Education, 2005, 39, 5-18.	0.7	6

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73	A "Multimodal Ecology of Text". <i>English in Education</i> , 2005, 39, 76-95.	0.7	3
74	Classrooms and the Design of Pedagogic Discourse: A Multimodal Approach. <i>Culture and Psychology</i> , 2005, 11, 309-320.	1.1	19
75	Orchestrating debate: a multimodal analysis of classroom interaction. <i>Literacy</i> , 2003, 37, 64-72.	0.1	44
76	Re-thinking Assessment: Multimodality, literacy and computer-mediated learning. <i>Assessment in Education</i> , 2003, 10, 83-102.	1.2	43
77	The move from page to screen: the multimodal reshaping of school English. <i>Visual Communication</i> , 2002, 1, 171-195.	1.3	89
78	The Meaning of Action in Learning and Teaching. <i>British Educational Research Journal</i> , 2001, 27, 201-218.	2.5	31
79	Exploring Learning Through Visual, Actional and Linguistic Communication: The multimodal environment of a science classroom. <i>Educational Review</i> , 2001, 53, 5-18.	3.7	154
80	Exploring Learning Through Visual, Actional and Linguistic Communication: the multimodal environment of a science classroom. <i>Educational Review</i> , 2001, 53, 5-18.	3.7	6
81	Knowledge, Identity, Pedagogy. <i>Linguistics and Education</i> , 2000, 11, 7-30.	1.2	22
82	Materiality as an aspect in learning. <i>Zeitschrift Fur Erziehungswissenschaft</i> , 2000, 3, 267-284.	2.9	4
83	Rhetorical construction of cells in science and in a science classroom. <i>Research in Science Education</i> , 2000, 30, 451-463.	2.3	4
84	Teaching and Learning: Beyond language. <i>Teaching Education</i> , 2000, 11, 327-341.	1.3	13
85	A social semiotic analysis of male heterosexuality in sexual health resources: the case of images. <i>International Journal of Social Research Methodology: Theory and Practice</i> , 1998, 1, 263-279.	4.4	11
86	Policy, Pedagogy and Interactive Whiteboards. , 0, , 20-36.		9
87	English in Urban Classrooms. , 0, , .		122
88	Introducing Multimodality. , 0, , .		407