Mark Peterson

List of Publications by Year
in descending order

26 papers	1,193 citations	12 h-index (759055)
		22 g-index (677027)
26 all docs	26 docs citations	26 times ranked
		480 citing authors

#	Article	IF	Citations
1	Learner interaction management in an avatar and chat-based virtual world. Computer Assisted Language Learning, 2006, 19, 79-103.	4.8	190
2	Massively multiplayer online role-playing games as arenas for second language learning. Computer Assisted Language Learning, 2010, 23, 429-439.	4.8	162
3	Computerized Games and Simulations in Computer-Assisted Language Learning: A Meta-Analysis of Research. Simulation and Gaming, 2010, 41, 72-93.	1.2	138
4	Learner interaction in a massively multiplayer online role playing game (MMORPG): A sociocultural discourse analysis. ReCALL, 2012, 24, 361-380.	3.2	110
5	Learner participation patterns and strategy use in <i>Second Life</i>: an exploratory case study. ReCALL, 2010, 22, 273-292.	3.2	88
6	EFL learner collaborative interaction in Second Life. ReCALL, 2012, 24, 20-39.	3.2	82
7	Computer Games and Language Learning. , 2013, , .		73
8	Towards a Research Agenda for the Use of Three- Dimensional Virtual Worlds in Language Learning. CALICO Journal, 2011, 29, 67-80.	0.6	71
9	Learner interaction in synchronous CMC: a sociocultural perspective. Computer Assisted Language Learning, 2009, 22, 303-321.	4.8	69
10	The use of massively multiplayer online role-playing games in CALL: an analysis of research. Computer Assisted Language Learning, 2016, 29, 1181-1194.	4.8	55
11	Language teaching and networking. System, 1997, 25, 29-37.	1.7	26
12	MOOs and Second Language Acquisition: Towards a Rationale for MOO-based Learning. Computer Assisted Language Learning, 2001, 14, 443-459.	4.8	21
13	Language Learner Interaction in a Massively Multiplayer Online Role-Playing Game. , 2012, , 70-92.		21
14	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
15	Creating Hypermedia Learning Environments: Guidelines For Designers. Computer Assisted Language Learning, 1998, 11, 115-124.	4.8	12
16	Directions for Development in Hypermedia Design. Computer Assisted Language Learning, 2000, 13, 253-269.	4.8	12
17	The Virtual Learning Environment: The Design of a Website for Language Learning. Computer Assisted Language Learning, 1998, 11, 349-361.	4.8	7
18	3D digital games, virtual worlds, and language learning in higher education: Continuing challenges in Japan. JALT CALL Journal, 2018, 14, 225-238.	1.4	7

#	Article	IF	Citations
19	Digital simulation games in CALL: a research review. Computer Assisted Language Learning, 2023, 36, 943-967.	4.8	6
20	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
21	The Use of Network-Based Virtual Worlds in Second Language Education. Advances in Linguistics and Communication Studies, 2019, , 1-25.	0.2	5
22	Digital Gaming in the Language Classroom. International Journal of Computer-Assisted Language Learning and Teaching, 2022, 12, 1-25.	0.5	5
23	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
24	A Review of Research on the Application of Digital Games in Foreign Language Education. , 2022, , 1948-1971.		4
25	World Wide Web resources for the ESP practitioner. English for Specific Purposes, 1999, 18, S75-S80.	1.2	3
26	Editorial for the Special Issue Web 2.0 and Language Learning: Rhetoric and Reality. CALICO Journal, 2014, 31, i-iii.	0.6	3