

Mark Peterson

List of Publications by Year in descending order

Source: <https://exaly.com/author-pdf/4069855/publications.pdf>

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26
papers

1,193
citations

759055

12
h-index

677027

22
g-index

26
all docs

26
docs citations

26
times ranked

480
citing authors

#	ARTICLE	IF	CITATIONS
1	Digital simulation games in CALL: a research review. <i>Computer Assisted Language Learning</i> , 2023, 36, 943-967.	4.8	6
2	A Review of Research on the Application of Digital Games in Foreign Language Education. , 2022, , 1948-1971.		4
3	Digital Gaming in the Language Classroom. <i>International Journal of Computer-Assisted Language Learning and Teaching</i> , 2022, 12, 1-25.	0.5	5
4	Using Community of Inquiry to Scaffold Language Learning in Out-of-School Gaming. <i>International Journal of Game-Based Learning</i> , 2021, 11, 31-52.	0.9	4
5	A Review of Research on the Application of Digital Games in Foreign Language Education. <i>Advances in Educational Technologies and Instructional Design Book Series</i> , 2020, , 69-92.	0.2	13
6	The Use of Network-Based Virtual Worlds in Second Language Education. <i>Advances in Linguistics and Communication Studies</i> , 2019, , 1-25.	0.2	5
7	3D digital games, virtual worlds, and language learning in higher education: Continuing challenges in Japan. <i>JALT CALL Journal</i> , 2018, 14, 225-238.	1.4	7
8	The use of massively multiplayer online role-playing games in CALL: an analysis of research. <i>Computer Assisted Language Learning</i> , 2016, 29, 1181-1194.	4.8	55
9	Editorial for the Special Issue Web 2.0 and Language Learning: Rhetoric and Reality. <i>CALICO Journal</i> , 2014, 31, i-iii.	0.6	3
10	Computer Games and Language Learning. , 2013, , .		73
11	Learner interaction in a massively multiplayer online role playing game (MMORPG): A sociocultural discourse analysis. <i>ReCALL</i> , 2012, 24, 361-380.	3.2	110
12	EFL learner collaborative interaction in Second Life. <i>ReCALL</i> , 2012, 24, 20-39.	3.2	82
13	Language Learner Interaction in a Massively Multiplayer Online Role-Playing Game. , 2012, , 70-92.		21
14	Towards a Research Agenda for the Use of Three- Dimensional Virtual Worlds in Language Learning. <i>CALICO Journal</i> , 2011, 29, 67-80.	0.6	71
15	Learner participation patterns and strategy use in <i>Second Life</i>: an exploratory case study. <i>ReCALL</i> , 2010, 22, 273-292.	3.2	88
16	Massively multiplayer online role-playing games as arenas for second language learning. <i>Computer Assisted Language Learning</i> , 2010, 23, 429-439.	4.8	162
17	Computerized Games and Simulations in Computer-Assisted Language Learning: A Meta-Analysis of Research. <i>Simulation and Gaming</i> , 2010, 41, 72-93.	1.2	138
18	Learner interaction in synchronous CMC: a sociocultural perspective. <i>Computer Assisted Language Learning</i> , 2009, 22, 303-321.	4.8	69

#	ARTICLE	IF	CITATIONS
19	Learner interaction management in an avatar and chat-based virtual world. <i>Computer Assisted Language Learning</i> , 2006, 19, 79-103.	4.8	190
20	MOOs and Second Language Acquisition: Towards a Rationale for MOO-based Learning. <i>Computer Assisted Language Learning</i> , 2001, 14, 443-459.	4.8	21
21	Directions for Development in Hypermedia Design. <i>Computer Assisted Language Learning</i> , 2000, 13, 253-269.	4.8	12
22	World Wide Web resources for the ESP practitioner. <i>English for Specific Purposes</i> , 1999, 18, S75-S80.	1.2	3
23	The Virtual Learning Environment: The Design of a Website for Language Learning. <i>Computer Assisted Language Learning</i> , 1998, 11, 349-361.	4.8	7
24	Creating Hypermedia Learning Environments: Guidelines For Designers. <i>Computer Assisted Language Learning</i> , 1998, 11, 115-124.	4.8	12
25	Language teaching and networking. <i>System</i> , 1997, 25, 29-37.	1.7	26
26	Out-of-school language learning through digital gaming: a case study from an activity theory perspective. <i>Computer Assisted Language Learning</i> , 0, , 1-29.	4.8	6