## **Austin Pack**

List of Publications by Year in descending order

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Διιστιν Ρλακ

#	Article	IF	CITATIONS
1	Understanding learners' acceptance of high-immersion virtual reality systems: Insights from confirmatory and exploratory PLS-SEM analyses. Computers and Education, 2021, 169, 104214.	8.3	54
2	University EAP Students' Perceptions of Using a Prototype Virtual Reality Learning Environment to Learn Writing Structure. International Journal of Computer-Assisted Language Learning and Teaching, 2020, 10, 27-46.	0.8	35
3	Technology acceptance model and multi-user virtual reality learning environments for Chinese language education. Interactive Learning Environments, 2023, 31, 1665-1682.	6.4	33
4	Towards a nonâ€dichotomous view of motivators and demotivators in language learning. International Journal of Applied Linguistics, 2022, 32, 94-107.	0.9	2
5	The State of Extended Reality Technologies in Language Education and Research. Advances in Educational Technologies and Instructional Design Book Series, 2022, , 16-41.	0.2	2
6	A Network Analysis of <scp>L2</scp> Motivational Factors: Structure, Connectivity, and Central Relational Links. TESOL Quarterly, 0, , .	2.9	2
7	A Review of Virtual Reality and English for Academic Purposes. International Journal of Computer-Assisted Language Learning and Teaching, 2021, 11, 72-80.	0.8	1
8	Students' intention to use high-immersion virtual reality systems for learning paragraph structure: a PLS-SEM exploratory study. , 0, , 291-297.		1
9	An Investigation of the Motivational Profile of EAP Learners at a Transnational Education English Medium Instruction University. Journal for the Psychology of Language Learning, 2021, 3, 107-114.	1.4	0