Steven L Thorne

List of Publications by Year
in descending order

39 papers	2,435 citations	361413 20 h-index	414414 32 g-index
41 all docs	41 docs citations	41 times ranked	982 citing authors

#	Article	IF	Citations
1	Second Language Use, Socialization, and Learning in Internet Interest Communities and Online Gaming. Modern Language Journal, 2009, 93, 802-821.	2.3	317
2	Rising mean IQ: Cognitive demand of mathematics education for young children, population exposure to formal schooling, and the neurobiology of the prefrontal cortex. Intelligence, 2005, 33, 93-106.	3.0	208
3	ReCALL special issue: Digital games for language learning: challenges and opportunities. ReCALL, 2012, 24, 243-256.	5.2	186
4	"Bridging Activities," New Media Literacies, and Advanced Foreign Language Proficiency. CALICO Journal, 2013, 25, 558-572.	0.9	179
5	Web 2.0, Synthetic Immersive Environments, and Mobile Resources for Language Education. CALICO Journal, 2013, 25, 528-546.	0.9	178
6	Evolutionary Trajectories, Internet-mediated Expression, and Language Education. CALICO Journal, 2013, 22, 371-397.	0.9	177
7	Transcultural communication in open internet environments and massively multiplayer online games. AILA Applied Linguistics Series, 2008, , 305-327.	0.1	149
8	The semiotic ecology and linguistic complexity of an online game world. ReCALL, 2012, 24, 279-301.	5.2	133
9	Technologies, Identities, and Expressive Activity. Annual Review of Applied Linguistics, 2015, 35, 215-233.	1.5	103
10	LANGUAGE AND LITERACY DEVELOPMENT IN COMPUTER-MEDIATED CONTEXTS AND COMMUNITIES. Annual Review of Applied Linguistics, 2007, 27, .	1.5	84
11	â€˜Communityâ€™, semiotic flows, and mediated contribution to activity. Language Teaching, 2009, 42, 81-94.	2.5	82
12	Epistemology, Politics, and Ethics in Sociocultural Theory. Modern Language Journal, 2005, 89, 393-409.	2.3	70
13	Mobile Augmented Reality and Languageâ€Related Episodes. TESOL Quarterly, 2019, 53, 712-740.	2.9	65
14	Mobile reading as social and embodied practice. Classroom Discourse, 2017, 8, 99-121.	1.3	63
15	Developmental shifts in fMRI activations during visuospatial relational reasoning. Brain and Cognition, 2009, 69, 1-10.	1.8	58
16	Chapter 10. Dynamic Systems Theory as a comprehensive theory of second language development. AILA Applied Linguistics Series, 2013, , 199-220.	0.1	55
17	Refining pragmatically-appropriate oral communication via computer-simulated conversations. Computer Assisted Language Learning, 2018, 31, 157-180.	7.1	49
18	Second Language Development Theories and Technology-mediated Language Learning. CALICO Journal, 2011, 28, 268-277.	0.9	43

#	Article	IF	Citations
19	Language Learning, Ecological Validity, and Innovation under Conditions of Superdiversity. Bellaterra Journal of Teaching and Learning Language and Literature, 2013, 6, 1-27.	0.2	34
20	Chapter 12. Identity and interaction in internet-mediated contexts. , 2011, , 257-278.		32
21	Rewilding Language Education: Emergent Assemblages and Entangled Actions. Modern Language Journal, 2021, 105, 106-125.	2.3	23
22	Multiuser Digital Games as Sites for Research and Practice. Educational Linguistics, 2010, , 117-135.	0.9	22
23	Second Language Learners' Contiguous and Discontiguous Multi‑Word Unit Use Over Time. Modern Language Journal, 2013, 97, 31-45.	2.3	20
24	3 Research paradigms: Beyond product, process, and social activity. , 2014, , .		14
25	Mediated life activity, double stimulation, and the question of agency. Learning, Culture and Social Interaction, 2015, 4, 62-66.	1.8	14
26	Community Formation and the World as Its Own Model. Modern Language Journal, 2011, 95, 304-307.	2.3	12
27	Online gaming as sociable media. Apprentissage Des Langues Et Systemes D'information Et De Communication, 2012, , .	0.1	11
28	Collaborative Mobilizations of Interbodied Communication for Cooperative Action. Modern Language Journal, 2022, 106, 89-112.	2.3	10
29	Multilingual Eurovision meets plurilingual YouTube. Dialogue Studies, 2015, , 167-192.	0.2	9
30	Localized Globalization: Directives in Augmented Reality Game Interaction. Modern Language Journal, 2021, 105, 720-739.	2.3	8
31	Building Socio-environmental Infrastructures for Learning. Educational Linguistics, 2019, , 193-218.	0.9	3
32	Massively Semiotic Ecologies and L2 Development: Gaming Cases and Issues. Communications in Computer and Information Science, 2012, , 18-30.	0.5	3
33	New Media Language Use and "Bridging Activities" Implications for Plurilingual Life in a (Partially) Digital World. Multimedia-Assisted Language Learning, 2008, 11, 35-60.	0.3	3
34	Coda: the interactional affordances and constraints of technology-rich teaching and learning environments. Classroom Discourse, 2022, 13, 231-239.	1.3	3
35	Engineering conditions of possibility in technology-enhanced language learning. Language Studies, Science and Engineering, 0, , 241-246.	0.0	2
36	4. A Holistic Person-Centred Approach to Mobile-Assisted Language Learning. , 2020, , 87-106.		1

#	Article	IF	Citations
37	Language Socialization in Digital Contexts. , 2017, , 1-13.		1
38	Distributed Language for Learning in the Wild. , 2020, , 264-277.		1
39	Language Socialization in Digital Contexts. , 2017, , 397-409.		0