## Jackie Marsh

## List of Publications by Year in descending order

Source: https://exaly.com/author-pdf/570773/publications.pdf

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331259 344852 1,780 51 21 36 h-index citations g-index papers 62 62 62 805 all docs docs citations times ranked citing authors

#	Article	IF	CITATIONS
1	young children's play in online virtual worlds. Journal of Early Childhood Research, 2010, 8, 23-39.	0.9	239
2	Digital play: a new classification. Early Years, 2016, 36, 242-253.	0.6	142
3	Young children's initiation into family literacy practices in the digital age. Journal of Early Childhood Research, 2017, 15, 47-60.	0.9	112
4	Play and creativity in young children's use of apps. British Journal of Educational Technology, 2018, 49, 870-882.	3.9	80
5	One-way Traffic? Connections between Literacy Practices at Home and in the Nursery. British Educational Research Journal, 2003, 29, 369-382.	1.4	77
6	Young Children's Literacy Practices in a Virtual World: Establishing an Online Interaction Order. Reading Research Quarterly, 2011, 46, 101-118.	1.8	75
7	Popular culture in the literacy curriculum: A Bourdieuan analysis. Reading Research Quarterly, 2006, 41, 160-174.	1.8	62
8	But I want to fly too!: Girls and superhero play in the infant classroom. Gender and Education, 2000, 12, 209-220.	1.1	54
9	Emergent Media Literacy: Digital Animation in Early Childhood. Language and Education, 2006, 20, 493-506.	1.0	53
10	The Internet of Toys: A Posthuman and Multimodal Analysis of Connected Play. Teachers College Record, 2017, 119, 1-32.	0.4	53
11	Parental involvement in literacy development: using media texts. Journal of Research in Reading, 2001, 24, 266-278.	1.0	51
12	Teletubby Tales: Popular Culture in the Early Years Language and Literacy Curriculum. Contemporary Issues in Early Childhood, 2000, 1, 119-133.	0.9	48
13	Maker Literacies and Maker Citizenship in the MakEY (Makerspaces in the Early Years) Project. Multimodal Technologies and Interaction, 2018, 2, 50.	1.7	42
14	New literacies and old pedagogies: recontextualizing rules and practices. International Journal of Inclusive Education, 2007, 11, 267-281.	1.5	40
15	â€~Unboxing' videos: co-construction of the child as cyberflâneur. Discourse, 2016, 37, 369-380.	1.1	40
16	Children, Media and Playground Cultures. , 2013, , .		39
17	Makerspaces in early childhood education: Principles of pedagogy and practice. Mind, Culture, and Activity, 2019, 26, 221-233.	1.1	38
18	Batman and Batwoman go to School: popular culture in the literacy curriculum. International Journal of Early Years Education, 1999, 7, 117-131.	0.4	34

#	Article	IF	Citations
19	Children as knowledge brokers of playground games and rhymes in the new media age. Childhood, 2012, 19, 508-522.	0.6	31
20	Ritual, performance and identity construction., 0,, 28-50.		29
21	Purposes for literacy in children's use of the online virtual world <i>Club Penguin</i> . Journal of Research in Reading, 2014, 37, 179-195.	1.0	26
22	Chapter 1. Global, Local/Public, Private: Young Children's Engagement in Digital Literacy Practices in the Home. , 2006, , 19-38.		25
23	Words with Pictures: The Role of Visual Literacy in Writing and its Implication for Schooling. Literacy, 2001, 35, 54-61.	0.1	24
24	Sending Minnie the Minx Home: Comics and reading choices. Cambridge Journal of Education, 2001, 31, 25-38.	1.6	21
25	Electronic Toys: Why Should We Be Concerned? A Response to Levin & Rosenquest (2001). Contemporary Issues in Early Childhood, 2002, 3, 132-138.	0.9	21
26	Rules of Engagement: Family Rules on Young Children's Access to and Use of Technologies. International Perspectives on Early Childhood Education and Development, 2018, , 131-145.	0.2	14
27	Humanizing Digital Literacies: A Road Trip in Search of Wisdom and Insight. Reading Teacher, 2016, 70, 121-129.	0.4	13
28	Editorial: Literacy and technology: questions of relationship. Journal of Research in Reading, 2009, 32, 1-5.	1.0	10
29	From the wild frontier of Davy Crockettto the wintery fiords of Frozen: changes in media consumption, play and literacy from the 1950s to the 2010s. International Journal of Play, 2014, 3, 267-279.	0.3	10
30	Under threes' play with tablets. Journal of Early Childhood Research, 2021, 19, 283-297.	0.9	10
31	Digital Childhood and Youth: New texts, new literacies. Discourse, 2005, 26, 279-285.	1.1	9
32	Challenges in the use of social networking sites to trace potential research participants. International Journal of Research and Method in Education, 2014, 37, 113-124.	1.1	9
33	We're playingJeremy Kyle'! Television talk shows in the playground. Discourse, 2014, 35, 16-30.	1.1	9
34	Early Childhood Literacy and Popular Culture. , 2013, , 207-222.		9
35	THE PRIMARY CANON: A CRITICAL REVIEW. British Journal of Educational Studies, 2004, 52, 249-262.	0.9	8
36	The Uncanny Valley Revisited: Play with the Internet of Toys., 2019,, 47-65.		8

#	Article	IF	Citations
37	Contemporary Models of Communicative Practice: Shaky Foundations in the Foundation Stage?. English in Education, 2003, 37, 38-46.	0.4	7
38	Rewind and replay? Television and play in the $1950s/1960s$ and $2010s$ . International Journal of Play, $2012$ , $1,279-291$ .	0.3	6
39	Researching Technologies in Children's Worlds and Futures. , 2015, , 485-501.		5
40	Russian Dolls and Three Forms of Capital: Ecological and Sociological Perspectives on Parents' Engagement with Young Children's Tablet Use. , 2017, , 31-47.		4
41	Writing and Popular Culture., 2009,, 313-324.		3
42	Social Networking Practices in Homes and Schools. , 0, , 26-34.		2
43	Media Literacy in the Early Years. , 2008, , 205-222.		2
44	Gender and Writing in the Infant School: Writing for a Gender-specific Audience. English in Education, 1998, 32, 10-18.	0.4	1
45	Reviews : Leslie Haddon, Information and Communication Technologies in Everyday Life: A Concise		