Jackie Marsh

List of Publications by Year
in descending order

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

#	Article	IF	Citations
1	Under threes' play with tablets. Journal of Early Childhood Research, 2021, 19, 283-297.	0.9	10
2	Makerspaces in early childhood education: Principles of pedagogy and practice. Mind, Culture, and Activity, 2019, 26, 221-233.	1.1	38
3	The Uncanny Valley Revisited: Play with the Internet of Toys. , 2019, , 47-65.		8
4	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
5	Maker Literacies and Maker Citizenship in the MakEY (Makerspaces in the Early Years) Project. Multimodal Technologies and Interaction, 2018, 2, 50.	1.7	42
6	Play and creativity in young children's use of apps. British Journal of Educational Technology, 2018, 49, 870-882.	3.9	80
7	Young children's initiation into family literacy practices in the digital age. Journal of Early Childhood Research, 2017, 15, 47-60.	0.9	112
8	Russian Dolls and Three Forms of Capital: Ecological and Sociological Perspectives on Parents' Engagement with Young Children's Tablet Use. , 2017, , 31-47.		4
9	The Internet of Toys: A Posthuman and Multimodal Analysis of Connected Play. Teachers College Record, 2017, 119, 1-32.	0.4	53
10	Humanizing Digital Literacies: A Road Trip in Search of Wisdom and Insight. Reading Teacher, 2016, 70, 121-129.	0.4	13
11	Digital play: a new classification. Early Years, 2016, 36, 242-253.	0.6	142
12	'Unboxing' videos: co-construction of the child as cyberflâneur. Discourse, 2016, 37, 369-380.	1.1	40
13	Researching Technologies in Children's Worlds and Futures. , 2015, , 485-501.		5
14	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
15	We're playingJeremy Kyle'! Television talk shows in the playground. Discourse, 2014, 35, 16-30.	1.1	9
16	Purposes for literacy in children's use of the online virtual world *Club Penguin*. Journal of Research in Reading, 2014, 37, 179-195.	1.0	26
17	From the wild frontier ofDavy Crockettto the wintery fiords ofFrozen: changes in media consumption, play and literacy from the 1950s to the 2010s. International Journal of Play, 2014, 3, 267-279.	0.3	10
18	Children, Media and Playground Cultures. , 2013, , .		39

#	Article	IF	Citations
19	Early Childhood Literacy and Popular Culture. , 2013, , 207-222.		9
20	Rewind and replay? Television and play in the 1950s/1960s and 2010s. International Journal of Play, 2012, 1, 279-291.	0.3	6
21	Children as knowledge brokers of playground games and rhymes in the new media age. Childhood, 2012, 19, 508-522.	0.6	31
22	Young Children's Literacy Practices in a Virtual World: Establishing an Online Interaction Order. Reading Research Quarterly, 2011, 46, 101-118.	1.8	75
23	young childrenâ€™s play in online virtual worlds. Journal of Early Childhood Research, 2010, 8, 23-39.	0.9	239
24	Editorial: Literacy and technology: questions of relationship. Journal of Research in Reading, 2009, 32, 1-5.	1.0	10
25	Writing and Popular Culture. , 2009, , 313-324.		3
26	Media Literacy in the Early Years. , 2008, , 205-222.		2
27	EXTENDED REVIEW. British Journal of Sociology of Education, 2007, 28, 529-535.	1.1	0
28	New literacies and old pedagogies: recontextualizing rules and practices. International Journal of Inclusive Education, 2007, 11, 267-281.	1.5	40
29	Popular culture in the literacy curriculum: A Bourdieuan analysis. Reading Research Quarterly, 2006, 41, 160-174.	1.8	62
30	Emergent Media Literacy: Digital Animation in Early Childhood. Language and Education, 2006, 20, 493-506.	1.0	53
31	Chapter 1. Global, Local/Public, Private: Young Childrenâ€™s Engagement in Digital Literacy Practices in the Home. , 2006, , 19-38.		25
32	Digital Childhood and Youth: New texts, new literacies. Discourse, 2005, 26, 279-285.	1.1	9
33	Reviews : Leslie Haddon, Information and Communication Technologies in Everyday Life: A Concise		

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37	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
38	How video viewing can help develop language skills. Early Years Educator, 2002, 3, ii-viii.	0.0	0
39	Sending Minnie the Minx Home: Comics and reading choices. Cambridge Journal of Education, 2001, 31, 25-38.	1.6	21
40	Words with Pictures: The Role of Visual Literacy in Writing and its Implication for Schooling. Literacy, 2001, 35, 54-61.	0.1	24
41	Parental involvement in literacy development: using media texts. Journal of Research in Reading, 2001, 24, 266-278.	1.0	51
42	Teletubby Tales: Popular Culture in the Early Years Language and Literacy Curriculum. Contemporary Issues in Early Childhood, 2000, 1, 119-133.	0.9	48
43	But I want to fly too!: Girls and superhero play in the infant classroom. Gender and Education, 2000, 12, 209-220.	1.1	54
44	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
45	Gender and Writing in the Infant School: Writing for a Gender-specific Audience. English in Education, 1998, 32, 10-18.	0.4	1
46	Social Networking Practices in Homes and Schools. , 0, , 26-34.		2
47	Ritual, performance and identity construction. , 0, , 28-50.		29
48	Play, Media and Children's Playground Cultures. , 0, , .		0
49	Children as Researchers. , 0, , .		0
50	Parody, Homage and Dramatic Performances. , 0, , .		0
51	Involving Parents and Carers. , 0, , 60-70.		0