

# Kristi Jauregi Ondarra

## List of Publications by Year in descending order

Source: <https://exaly.com/author-pdf/6748586/publications.pdf>

Version: 2024-02-01

25  
papers

542  
citations

1307594

7  
h-index

1372567

10  
g-index

25  
all docs

25  
docs citations

25  
times ranked

226  
citing authors

#	ARTICLE	IF	CITATIONS
1	Verbal interaction in <i>Second Life</i>: towards a pedagogic framework for task design. Computer Assisted Language Learning, 2011, 24, 77-101.	7.1	112
2	Chapter 7. Collaborative tasks for negotiation of intercultural meaning in virtual worlds and video-web communication. Task-based Language Teaching, 2014, , 183-212.	1.5	110
3	Native/non-native speaker interactions through video-web communication: a clue for enhancing motivation?. Computer Assisted Language Learning, 2012, 25, 1-19.	7.1	96
4	Virtual interaction through video-web communication: A step towards enriching and internationalizing language learning programs. ReCALL, 2008, 20, 183-207.	5.2	68
5	Integrating cross-cultural interaction through video-communication and virtual worlds in foreign language teaching programs: is there an added value?. ReCALL, 2013, 25, 105-121.	5.2	68
6	Language learning effects through the integration of synchronous online communication: The case of video communication and Second Life. Language Learning in Higher Education, 2017, 7, 21-53.	0.5	22
7	Telecollaboration in Foreign Language Curricula. International Journal of Computer-Assisted Language Learning and Teaching, 2015, 5, 20-41.	0.8	8
8	When international avatars meet â€“ intercultural language learning in virtual reality exchange. , 0, , 138-142.		7
9	The TeCoLa project: pedagogical differentiation through telecollaboration and gaming for intercultural and content integrated language teaching. , 2017, , 163-169.		6
10	Impact of Native-Nonnative Speaker Interaction Through Video Communication and Second Life on Students' Intercultural Communicative Competence. , 2012, , .		6
11	Pedagogical experiences in a virtual exchange project using high-immersion virtual reality for intercultural language learning. , 0, , 155-160.		6
12	The European Project TILA. , 2013, , .		5
13	ReCall Special Issue: Multimodal Environments in CALL. ReCALL, 2016, 28, 247-252.	5.2	4
14	Researching Telecollaboration Processes in Foreign Language Education: Challenges and Achievements. New Frontiers in Translation Studies, 2016, , 155-178.	0.4	4
15	Teacher competences for telecollaboration: the role of coaching. , 2016, , 185-192.		4
16	Successful telecollaboration exchanges in primary and secondary education: what are the challenges?. , 2018, , 112-117.		4
17	Learning by doing: Promoting language teacher competencies for networked teaching and learning. Procedia, Social and Behavioral Sciences, 2012, 34, 116-121.	0.5	3
18	Integrating telecollaboration for intercultural language acquisition at secondary education: lessons learned. , 2015, , .		3

#	ARTICLE	IF	CITATIONS
19	Telecollaborative games for youngsters: impact on motivation. , 2016, , 201-207.		2
20	Motivational factors in telecollaborative exchanges among teenagers. , 2017, , 157-162.		2
21	The role of coaching in teacher competence development for telecollaboration. Apprentissage Des Langues Et Systemes D'information Et De Communication, 2017, , .	0.1	1
22	Interaction games to boost studentsâ€™ engagement in foreign language virtual exchanges: the case of virtual worlds and video-communication. , 0, , 41-45.		1
23	Cross-cultural discussions in a 3D virtual environment and their affordances for learnersâ€™ motivation and foreign language discussion skills. , 2015, , .		0
24	Complexity and tool selection for purposeful communication in telecollaborative encounters. , 2019, , 206-211.		0
25	Telecollaboration in Foreign Language Curricula. , 2020, , 958-980.		0