James York

List of Publications by Year
in descending order

16 papers	107 citations	2257833 3 h-index	1719901 7 g-index
17 all docs	17 docs citations	17 times ranked	52 citing authors

#	Article	IF	Citations
1	Effect of SCMC on foreign language anxiety and learning experience: A comparison of voice, video, and VR-based oral interaction. ReCALL, 2021, 33, 49-70.	3.2	42
2	A Constructivist Approach to Game-Based Language Learning. International Journal of Game-Based Learning, 2018, 8, 19-40.	0.9	28
3	â€œKotoba Rollersâ€•walkthrough: Board games, TBLT, and player progression in a university EFL classroom. , 0, 1, 58-114.		7
4	Playing a new gameâ€"An argument for a teacherâ€ƒfocused field around games and play in language education. Foreign Language Annals, 2021, 54, 1164-1188.	0.6	6
5	Itâ€™s Your Turn: EFL Teaching and Learning with Tabletop Games. , 2019, , 117-139.		4
6	Pedagogical considerations for teaching with games: Improving oral proficiency with self-transcription, task repetition, and online video analysis. , 0, 2, 225-255.		4
7	Reasons for using YouTube in the language classroom including practical usage examples. JALT CALL Journal, 2011, 7, 207-215.	1.4	3
8	Promoting Spoken Interaction and Student Engagement With Board Games in a Language Teaching Context. Advances in Educational Technologies and Instructional Design Book Series, 2020, , 1-26.	0.2	3
9	Itâ€™s your mooooove: Why teaching with games should be like ï½—ï½—ï½—ï½—ï½—ï½—ï½—ï½—ï½—ï½—ï½—… (and not nightcore). , 0, 2, 104-11	2	
10	How to teach languages with â€œAmong Usâ€•. , 0, 2, 269-283.		2
11	Music and MEXT: How songs can help primary school English teachers teach and their students learn. The Language Teacher, 2011, 35, 62.	0.1	1
12	Ludic Language Pedagogy is MMM â€¦ way more delicious than digital game-based language learning. , 0, 3, 21-25.		1
13	Creating playgrounds in online teaching spaces: Kanami and Neneâ€™s â€œhero journeysâ€•. , 0, 3, 60-82.		1
14	One game, many approaches: How teachers can use a single game with any teaching methodology. , 0, 3, 153-195.		1
15	A comparison of linear and interactive fiction on vocabulary acquisition, reading comprehension and engagement.. , 2022, PCP2021, .		0
16	Teaching English communication skills with Captain Sonar!. , 0, 2, 1-11.		0