

# Ann Devitt

## List of Publications by Year in descending order

Source: <https://exaly.com/author-pdf/9370298/publications.pdf>

Version: 2024-02-01

17  
papers

201  
citations

1478280

6  
h-index

1588896

8  
g-index

18  
all docs

18  
docs citations

18  
times ranked

156  
citing authors

#	ARTICLE	IF	CITATIONS
1	Opportunities and Challenges in the Reform of Junior Cycle Language Curricula. , 2021, , 105-124.		2
2	Connection before content: using multiple perspectives to examine student engagement during Covid-19 school closures in Ireland. Irish Educational Studies, 2021, 40, 431-441.	1.5	26
3	Home School Community Liaison Coordinators (HSCL) perspectives on supporting family wellbeing and learning during the Covid-19 school closures: critical needs and lessons learned. Irish Educational Studies, 2021, 40, 311-318.	1.5	0
4	Academic staff perspectives on technology for assessment (TfA) in higher education: A systematic literature review. British Journal of Educational Technology, 2019, 50, 3080-3098.	3.9	14
5	Digital support for academic writing: A review of technologies and pedagogies. Computers and Education, 2019, 131, 33-48.	5.1	93
6	Gaeilge Gaming. , 2019, , 1093-1110.		0
7	Children's perspectives on the use of robotics for second language learning in the early years of primary education: a pilot study. , 2019, , 321-326.		0
8	Computer-mediated communication in Chinese as a second language learning: needs analysis of adolescent learners of Chinese at beginner level in Ireland. , 2019, , 391-396.		2
9	An maith leat an Ghaeilge? An analysis of variation in primary pupil attitudes to Irish in the growing up in Ireland study. International Journal of Bilingual Education and Bilingualism, 2018, 21, 105-117.	1.1	8
10	Is it all memory recall? An empirical investigation of intellectual skill requirements in Leaving Certificate examination papers in Ireland. Irish Educational Studies, 2018, 37, 351-372.	1.5	10
11	Gaeilge Gaming. International Journal of Game-Based Learning, 2016, 6, 22-38.	0.9	6
12	Winner and Losers in Gamification? The Role of Gamification in Third Level Learning and Higher Order Processing. SSRN Electronic Journal, 2015, , .	0.4	0
13	Using reciprocal peer teaching to develop learner autonomy: An action research project with a beginners' Chinese class. Language Learning in Higher Education, 2014, 4, .	0.2	3
14	Is there a language of sentiment? An analysis of lexical resources for sentiment analysis. Language Resources and Evaluation, 2013, 47, 475-511.	1.8	16
15	Forecasting Unstable Policy Enforcement. , 2006, , .		0
16	Topographical proximity for mining network alarm data. , 2005, , .		18
17	Students' intercultural sensitivity development through telecollaborative Chinese language learning on Zoom: a case study of Irish students at the beginning-level of Chinese language. , 0, , 279-284.		2