# Apêndice B. Resultado Parcial de Trabalhos que Citam os Trabalhos da Primeira Lista

Neste apêndice é apresentada uma mostra parcial dos arquivo gerado para obter os nomes a partir das 54 listas que citavam os mais citados do Apêndice A.

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| Social linguistics and literacies: Ideology in discourses |
| An introduction to discourse analysis: Theory and method |
| The sociology of childhood |
| New literacies |
| Synthetic worlds: The business and culture of online games |
| Grown up digital |
| Toward a theory of new literacies emerging from the Internet and other information and communication Technologies |
| Multimodality: Exploring contemporary methods of communication |
| The Philosophy of Education |
| Coming of age in Second Life: An anthropologist explores the virtually human |
| Don´t Bother Me, Mom, I´m Learning!: How Computer and Video Games are Preparing Your Kids for 21st Century Success and how You Can Help! |
| The demographics, motivations, and derived experiences of users of massively multi-user online graphical environments |
| New literacies: Everyday practices and social learning |
| Digital game-based learning: It&#39;s not just the digital natives who are restless |
| From content to context: Videogames as designed experience |
| The use of computer and video games for learning: A review of the literature |
| Good video games+ good learning: Collected essays on video games, learning, and literacy |
| Dialogue and the development of children&#39;s thinking: A sociocultural approach |
| Learning in massively multiplayer online games |
| Discourse analysis and the study of classroom language and literacy events: A microethnographic perspective |
| Handbook of new media: Social shaping and consequences of ICTs |
| Fundamental components of the gameplay experience: Analysing immersion |
| A handbook for teacher research |
| Savannah: mobile gaming and learning? |
| The motivational pull of video games: A self-determination theory approach |
| Beyond technology: Children&#39;s learning in the age of digital culture |
| Locating the semiotic power of multimodality |
| Exploring the online reading comprehension strategies used by sixth\uc0\u8208 grade skilled readers to search for and locate information on the Internet |

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| Changing the game: What happens when video games enter the classroom |
| Strangers and friends: Collaborative play in World of Warcraft |
| Rethinking education in the age of technology: The digital revolution and the schools |
| Literacy and education: Understanding the new literacy studies in the classroom |
| Why video games are good for your soul: Pleasure and learning |
| Learning science in informal environments: People, places, and pursuits |
| Handbook of research on new literacies |
| Interactive multimodal learning environments |
| Learning in immersive worlds |
| How can exploratory learning with games and simulations within the curriculum be most effectively evaluated? |
| Learning by design: Good video games as learning machines |
| Technology and equity in schooling: Deconstructing the digital divide |
| Game cultures: Computer games as new media |
| Engaging learning: Designing e-learning simulation games |
| Cognitive and sociocultural perspectives: Two parallel SLA worlds? |
| Replaying history: Learning world history through playing Civilization III |
| Laptops and literacy |
| Children and the Internet |
| One-to-one technology-enhanced learning: An opportunity for global research collaboration |
| Multimodality and literacy in school classrooms |
| Video games and education: (Education in the Face of a \'93Parallel School\'94) |
| Learning by design: Games as learning machines |
| Replaying history: engaging urban underserved students in learning world history through computer simulation games |
| The complex world of adolescent literacy: Myths, motivations, and mysteries |
| Critical discourse analysis in education: A review of the literature |
| What are the learning affordances of 3\uc0\u8208 D virtual environments? |
| Relating narrative, inquiry, and inscriptions: Supporting consequential play |
| Good video games and good learning |
| Teaching critical thinking: Some lessons from cognitive science |
| Educational game design for online education |
| Virtual world teaching, experiential learning, and assessment: An interdisciplinary communication course in Second Life |