Richard N Landers

List of Publications by Citations

53 papers	2,219 citations	21 h-index	47 g-index
57 ext. papers	2,823 ext. citations	3.7 avg, IF	6.08 L-index

#	Paper	IF	Citations
53	An Inconvenient Truth: Arbitrary Distinctions Between Organizational, Mechanical Turk, and Other Convenience Samples. *Industrial and Organizational Psychology*, **2015**, 8, 142-164	0.5	344
52	Developing a Theory of Gamified Learning: Linking Serious Games and Gamification of Learning. *Simulation and Gaming*, **2014**, 45, 752-768	1.9	287
51	An investigation of Big Five and narrow personality traits in relation to Internet usage. *Computers in Human Behavior*, **2006**, 22, 283-293	7.7	279
50	Gamification of task performance with leaderboards: A goal setting experiment. *Computers in Human Behavior*, **2017**, 71, 508-515	7.7	148
49	An Empirical Test of the Theory of Gamified Learning: The Effect of Leaderboards on Time-on-Task and Academic Performance. *Simulation and Gaming*, **2014**, 45, 769-785	1.9	137
48	Casual Social Games as Serious Games: The Psychology of Gamification in Undergraduate Education and Employee Training **2011**, 399-423		106
47	Enhancing instructional outcomes with gamification: An empirical test of the Technology-Enhanced Training Effectiveness Model. *Computers in Human Behavior*, **2017**, 71, 499-507	7.7	90
46	Gamification Science, Its History and Future: Definitions and a Research Agenda. *Simulation and Gaming*, **2018**, 49, 315-337	1.9	90
45	A primer on theory-driven web scraping: Automatic extraction of big data from the Internet for use in psychological research. *Psychological Methods*, **2016**, 21, 475-492	7.1	76
44	An Evaluation of Gamified Training: Using Narrative to Improve Reactions and Learning. *Simulation and Gaming*, **2017**, 48, 513-538	1.9	56
43	A cautionary note on the effects of range restriction on predictor intercorrelations. *Journal of Applied Psychology*, **2007**, 92, 538-44	7.4	56
42	Psychological Theory and the Gamification of Learning **2015**, 165-186		46
41	REVISITING INTERVIEW□COGNITIVE ABILITY RELATIONSHIPS: ATTENDING TO SPECIFIC RANGE RESTRICTION MECHANISMS IN META-ANALYSIS. *Personnel Psychology*, **2007**, 60, 837-874	4	43
40	Gamification Misunderstood: How Badly Executed and Rhetorical Gamification Obscures Its Transformative Potential. *Journal of Management Inquiry*, **2019**, 28, 137-140	1.9	41
39	Retesting after initial failure, coaching rumors, and warnings against faking in online personality measures for selection. *Journal of Applied Psychology*, **2011**, 96, 202-10	7.4	40
38	Gamifying Recruitment, Selection, Training, and Performance Management. *Advances in Multimedia and Interactive Technologies Book Series*, **2016**, 140-165	0.2	40
37	Defining gameful experience as a psychological state caused by gameplay: Replacing the term □gamefulness□with three distinct constructs. *International Journal of Human Computer Studies*, **2019**, 127, 81-94	4.6	35

36	Validation of the Beneficial and Harmful Work-Related Social Media Behavioral Taxonomies: Development of the Work-Related Social Media Questionnaire. *Social Science Computer Review*, **2014**, 32, 628-646	3.1	30
35	Gamification of employee training and development. *International Journal of Training and Development*, **2018**, 22, 162-169	1.6	26
34	A meta-analytic investigation of the relationship between leader-member exchange and work-family experiences. *Leadership Quarterly*, **2016**, 27, 802-817	6.3	26
33	Correcting Misconceptions About Gamification of Assessment: More Than SJTs and Badges. *Industrial and Organizational Psychology*, **2016**, 9, 671-677	0.5	24
32	How to Avoid the Dark Side of Gamification: Ten Business Scenarios and Their Unintended Consequences **2015**, 553-568		21
31	Training Evaluation in Virtual Worlds: Development of a Model. *Journal of Virtual Worlds Research*, **2012**, 5,	1.1	20
30	How to Use Game Elements to Enhance Learning: Applications of the Theory of Gamified Learning **2017**, 457-483		19
29	The future of artificial intelligence at work: A review on effects of decision automation and augmentation on workers targeted by algorithms and third-party observers. *Computers in Human Behavior*, **2021**, 123, 106878	7.7	16
28	A Meta-Analytic Investigation of Objective Learner Control in Web-based Instruction. *Journal of Business and Psychology*, **2017**, 32, 455-478	4.9	15
27	Theory and Technology in Organizational Psychology: A Review of Technology Integration Paradigms and Their Effects on the Validity of Theory. *Annual Review of Organizational Psychology and Organizational Behavior*, **2021**, 8, 235-258	10.6	14
26	Game-Thinking Within Social Media to Recruit and Select Job Candidates **2016**, 103-124		13
25	Gamifying a situational judgment test with immersion and control game elements. *Journal of Managerial Psychology*, **2020**, 35, 225-239	3.3	8
24	Game-Framing to Improve Applicant Perceptions of Cognitive Assessments. *Journal of Personnel Psychology*, **2019**, 18, 157-162	1	7
23	Gamification of Adult Learning: Gamifying Employee Training and Development **2019**, 271-295		6
22	Offsetting Performance Losses Due to Cheating in Unproctored Internet-based Testing by Increasing the Applicant Pool. *International Journal of Selection and Assessment*, **2012**, 20, 220-228	1.8	6
21	The greatest battle is within ourselves: An experiment on the effects of competition alone on task performance. *International Journal of Human Computer Studies*, **2019**, 127, 51-61	4.6	6
20	When Are Models of Technology in Psychology Most Useful?. *Industrial and Organizational Psychology*, **2017**, 10, 668-675	0.5	5
19	Theory-driven game-based assessment of general cognitive ability: Design theory, measurement, prediction of performance, and test fairness. *Journal of Applied Psychology*, **2021**,	7.4	5

18	Pay for performance, satisfaction and retention in longitudinal crowdsourced research. *PLoS ONE*, **2021**, 16, e0245460	3.7	5
17	Using machine learning to model trace behavioral data from a game-based assessment. *International Journal of Selection and Assessment*, **2022**, 30, 82-102	1.8	5
16	The Existential Threats to I-O Psychology Highlighted by Rapid Technological Change **2019**, 3-21		4
15	An Experiment on Anonymity and Multi-User Virtual Environments. *International Journal of Gaming and Computer-Mediated Simulations*, **2014**, 6, 53-64	0.7	3
14	A theory of branched situational judgment tests and their applicant reactions. *Journal of Managerial Psychology*, **2020**, 35, 255-270	3.3	3
13	Auditing the AI auditors: A framework for evaluating fairness and bias in high stakes AI predictive models.. *American Psychologist*, **2022**,	9.5	3
12	Game-based, gamified, and gamefully designed assessments for employee selection: Definitions, distinctions, design, and validation. *International Journal of Selection and Assessment*, **2022**, 30, 1-13	1.8	3
11	Mobile and computer-based talent assessments **2014**,		2
10	Gamified Active Learning and Its Potential for Social Change **2021**, 205-223		2
9	Professional Coaching **2019**, 315-346		1
8	Playing with a Purpose **2019**, 151-178		1
7	Virtual Reality Training in Organizations **2019**, 347-384		1
6	Enabling practical research for the benefit of organizations and society. *Industrial and Organizational Psychology*, **2020**, 13, 334-338	0.5	1
5	Swipe right on personality: a mobile response latency measure. *Journal of Managerial Psychology*, **2020**, 35, 209-223	3.3	1
4	Lost In The Crowd **2019**, 790-805		
3	Data Science as a New Foundation for Insightful, Reproducible, and Trustworthy Social Science **2019**, 761-789		
2	TREND: a tool for rapid online research literature analysis and quantification. *Behavior Research Methods*, **2008**, 40, 665-72	6.1	
1	Practical theory about workplace technology requires integrating design perspectives. *Industrial and Organizational Psychology*, **2021**, 14, 444-447	0.5	