

Richard N Landers

List of Publications by Year in Descending Order

Source: <https://exaly.com/author-pdf/292418/richard-n-landers-publications-by-year.pdf>

Version: 2024-04-28

This document has been generated based on the publications and citations recorded by exaly.com. For the latest version of this publication list, visit the link given above.

The third column is the impact factor (IF) of the journal, and the fourth column is the number of citations of the article.

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	Auditing the AI auditors: A framework for evaluating fairness and bias in high stakes AI predictive models.. <i>American Psychologist</i> , 2022 ,	9.5	3
52	Game-based, gamified, and gamefully designed assessments for employee selection: Definitions, distinctions, design, and validation. <i>International Journal of Selection and Assessment</i> , 2022 , 30, 1-13	1.8	3
51	Using machine learning to model trace behavioral data from a game-based assessment. <i>International Journal of Selection and Assessment</i> , 2022 , 30, 82-102	1.8	5
50	Theory-driven game-based assessment of general cognitive ability: Design theory, measurement, prediction of performance, and test fairness. <i>Journal of Applied Psychology</i> , 2021 ,	7.4	5
49	Theory and Technology in Organizational Psychology: A Review of Technology Integration Paradigms and Their Effects on the Validity of Theory. <i>Annual Review of Organizational Psychology and Organizational Behavior</i> , 2021 , 8, 235-258	10.6	14
48	Gamified Active Learning and Its Potential for Social Change 2021 , 205-223		2
47	Practical theory about workplace technology requires integrating design perspectives. <i>Industrial and Organizational Psychology</i> , 2021 , 14, 444-447	0.5	
46	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. <i>Computers in Human Behavior</i> , 2021 , 123, 106878	7.7	16
45	Pay for performance, satisfaction and retention in longitudinal crowdsourced research. <i>PLoS ONE</i> , 2021 , 16, e0245460	3.7	5
44	A theory of branched situational judgment tests and their applicant reactions. <i>Journal of Managerial Psychology</i> , 2020 , 35, 255-270	3.3	3
43	Gamifying a situational judgment test with immersion and control game elements. <i>Journal of Managerial Psychology</i> , 2020 , 35, 225-239	3.3	8
42	Enabling practical research for the benefit of organizations and society. <i>Industrial and Organizational Psychology</i> , 2020 , 13, 334-338	0.5	1
41	Swipe right on personality: a mobile response latency measure. <i>Journal of Managerial Psychology</i> , 2020 , 35, 209-223	3.3	1
40	Professional Coaching 2019 , 315-346		1
39	Gamification of Adult Learning: Gamifying Employee Training and Development 2019 , 271-295		6
38	Gamification Misunderstood: How Badly Executed and Rhetorical Gamification Obscures Its Transformative Potential. <i>Journal of Management Inquiry</i> , 2019 , 28, 137-140	1.9	41
37	The Existential Threats to I-O Psychology Highlighted by Rapid Technological Change 2019 , 3-21		4

36	Playing with a Purpose 2019 , 151-178		1
35	Virtual Reality Training in Organizations 2019 , 347-384		1
34	Lost In The Crowd 2019 , 790-805		
33	Data Science as a New Foundation for Insightful, Reproducible, and Trustworthy Social Science 2019 , 761-789		
32	Game-Framing to Improve Applicant Perceptions of Cognitive Assessments. <i>Journal of Personnel Psychology</i> , 2019 , 18, 157-162	1	7
31	Defining gameful experience as a psychological state caused by gameplay: Replacing the term "Gamefulness" with three distinct constructs. <i>International Journal of Human Computer Studies</i> , 2019 , 127, 81-94	4.6	35
30	The greatest battle is within ourselves: An experiment on the effects of competition alone on task performance. <i>International Journal of Human Computer Studies</i> , 2019 , 127, 51-61	4.6	6
29	Gamification of employee training and development. <i>International Journal of Training and Development</i> , 2018 , 22, 162-169	1.6	26
28	Gamification Science, Its History and Future: Definitions and a Research Agenda. <i>Simulation and Gaming</i> , 2018 , 49, 315-337	1.9	90
27	Enhancing instructional outcomes with gamification: An empirical test of the Technology-Enhanced Training Effectiveness Model. <i>Computers in Human Behavior</i> , 2017 , 71, 499-507	7.7	90
26	Gamification of task performance with leaderboards: A goal setting experiment. <i>Computers in Human Behavior</i> , 2017 , 71, 508-515	7.7	148
25	A Meta-Analytic Investigation of Objective Learner Control in Web-based Instruction. <i>Journal of Business and Psychology</i> , 2017 , 32, 455-478	4.9	15
24	An Evaluation of Gamified Training: Using Narrative to Improve Reactions and Learning. <i>Simulation and Gaming</i> , 2017 , 48, 513-538	1.9	56
23	When Are Models of Technology in Psychology Most Useful?. <i>Industrial and Organizational Psychology</i> , 2017 , 10, 668-675	0.5	5
22	How to Use Game Elements to Enhance Learning: Applications of the Theory of Gamified Learning 2017 , 457-483		19
21	Gamifying Recruitment, Selection, Training, and Performance Management. <i>Advances in Multimedia and Interactive Technologies Book Series</i> , 2016 , 140-165	0.2	40
20	A meta-analytic investigation of the relationship between leader-member exchange and work-family experiences. <i>Leadership Quarterly</i> , 2016 , 27, 802-817	6.3	26
19	A primer on theory-driven web scraping: Automatic extraction of big data from the Internet for use in psychological research. <i>Psychological Methods</i> , 2016 , 21, 475-492	7.1	76

18	Correcting Misconceptions About Gamification of Assessment: More Than SJTs and Badges. <i>Industrial and Organizational Psychology</i> , 2016 , 9, 671-677	0.5	24
17	Game-Thinking Within Social Media to Recruit and Select Job Candidates 2016 , 103-124		13
16	An Inconvenient Truth: Arbitrary Distinctions Between Organizational, Mechanical Turk, and Other Convenience Samples. <i>Industrial and Organizational Psychology</i> , 2015 , 8, 142-164	0.5	344
15	Psychological Theory and the Gamification of Learning 2015 , 165-186		46
14	How to Avoid the Dark Side of Gamification: Ten Business Scenarios and Their Unintended Consequences 2015 , 553-568		21
13	Developing a Theory of Gamified Learning: Linking Serious Games and Gamification of Learning. <i>Simulation and Gaming</i> , 2014 , 45, 752-768	1.9	287
12	Mobile and computer-based talent assessments 2014 ,		2
11	Validation of the Beneficial and Harmful Work-Related Social Media Behavioral Taxonomies: Development of the Work-Related Social Media Questionnaire. <i>Social Science Computer Review</i> , 2014 , 32, 628-646	3.1	30
10	An Empirical Test of the Theory of Gamified Learning: The Effect of Leaderboards on Time-on-Task and Academic Performance. <i>Simulation and Gaming</i> , 2014 , 45, 769-785	1.9	137
9	An Experiment on Anonymity and Multi-User Virtual Environments. <i>International Journal of Gaming and Computer-Mediated Simulations</i> , 2014 , 6, 53-64	0.7	3
8	Offsetting Performance Losses Due to Cheating in Unproctored Internet-based Testing by Increasing the Applicant Pool. <i>International Journal of Selection and Assessment</i> , 2012 , 20, 220-228	1.8	6
7	Training Evaluation in Virtual Worlds: Development of a Model. <i>Journal of Virtual Worlds Research</i> , 2012 , 5,	1.1	20
6	Casual Social Games as Serious Games: The Psychology of Gamification in Undergraduate Education and Employee Training 2011 , 399-423		106
5	Retesting after initial failure, coaching rumors, and warnings against faking in online personality measures for selection. <i>Journal of Applied Psychology</i> , 2011 , 96, 202-10	7.4	40
4	TREND: a tool for rapid online research literature analysis and quantification. <i>Behavior Research Methods</i> , 2008 , 40, 665-72	6.1	
3	REVISITING INTERVIEW COGNITIVE ABILITY RELATIONSHIPS: ATTENDING TO SPECIFIC RANGE RESTRICTION MECHANISMS IN META-ANALYSIS. <i>Personnel Psychology</i> , 2007 , 60, 837-874	4	43
2	A cautionary note on the effects of range restriction on predictor intercorrelations. <i>Journal of Applied Psychology</i> , 2007 , 92, 538-44	7.4	56
1	An investigation of Big Five and narrow personality traits in relation to Internet usage. <i>Computers in Human Behavior</i> , 2006 , 22, 283-293	7.7	279

