

Whitney DeCamp

List of Publications by Year in descending order

Source: <https://exaly.com/author-pdf/4332141/publications.pdf>

Version: 2024-02-01

34
papers

559
citations

623734

14
h-index

677142

22
g-index

34
all docs

34
docs citations

34
times ranked

524
citing authors

#	ARTICLE	IF	CITATIONS
1	Causal or spurious: Using propensity score matching to detangle the relationship between violent video games and violent behavior. <i>Computers in Human Behavior</i> , 2012, 28, 1348-1355.	8.5	67
2	Self-Cutting and Suicidal Ideation among Adolescents: Gender Differences in the Causes and Correlates of Self-Injury. <i>Deviant Behavior</i> , 2012, 33, 339-356.	1.7	64
3	Youth Victimization. <i>Journal of Interpersonal Violence</i> , 2012, 27, 431-452.	2.0	45
4	From Bullied to Deviant. <i>Youth Violence and Juvenile Justice</i> , 2015, 13, 3-17.	3.0	45
5	Spirituality and Desistance From Substance Use Among Reentering Offenders. <i>International Journal of Offender Therapy and Comparative Criminology</i> , 2014, 58, 1321-1339.	1.2	37
6	The Impact of Degree of Exposure to Violent Video Games, Family Background, and Other Factors on Youth Violence. <i>Journal of Youth and Adolescence</i> , 2017, 46, 388-400.	3.5	32
7	Fatherhood, Community Reintegration, and Successful Outcomes. <i>Journal of Offender Rehabilitation</i> , 2013, 52, 451-469.	0.8	26
8	Developmental victimology. <i>International Review of Victimology</i> , 2015, 21, 255-272.	1.4	25
9	Impersonal agencies of communication: Comparing the effects of video games and other risk factors on violence.. <i>Psychology of Popular Media Culture</i> , 2015, 4, 296-304.	2.4	24
10	Self-injury, suicide ideation, and sexual orientation: differences in causes and correlates among high school students. <i>Journal of Injury and Violence Research</i> , 2016, 8, 15-24.	0.4	19
11	Loot Boxes and Gambling: Similarities and Dissimilarities in Risk and Protective Factors. <i>Journal of Gambling Studies</i> , 2021, 37, 189-201.	1.6	19
12	Gender Differences in Victimization Risk: Exploring the Role of Deviant Lifestyles. <i>Violence and Victims</i> , 2013, 28, 341-356.	0.7	18
13	The many measurements of self-control: How re-operationalized self-control compares. <i>European Journal of Criminology</i> , 2012, 9, 309-322.	2.1	16
14	Explaining Prescription Opioid Misuse Among Veterans: A Theory-Based Analysis Using Structural Equation Modeling. <i>Military Behavioral Health</i> , 2014, 2, 210-216.	0.8	16
15	Who plays violent video games? An exploratory analysis of predictors of playing violent games. <i>Personality and Individual Differences</i> , 2017, 117, 260-266.	2.9	15
16	From Playing to Programming: The Effect of Video Game Play on Confidence with Computers and an Interest in Computer Science. <i>Sociological Research Online</i> , 2016, 21, 14-23.	1.1	14
17	Victimâ€œOffender Trajectories: Explaining Propensity Differences From Childhood to Adulthood Through Risk and Protective Factors. <i>British Journal of Criminology</i> , 2018, 58, 667-688.	2.1	14
18	The Theories of Accident Causation. , 2015, , 71-78.		10

#	ARTICLE	IF	CITATIONS
19	Why So Many Questions? Measurement Issues and the Attitudinal Self-Control Scale. <i>Deviant Behavior</i> , 2015, 36, 463-473.	1.7	7
20	Religion, Nonreligion, and Deviance: Comparing Faith's and Family's Relative Strength in Promoting Social Conformity. <i>Journal of Religion and Health</i> , 2019, 58, 206-220.	1.7	7
21	It's Still about Race: Peremptory Challenge Use on Black Prospective Jurors. <i>Journal of Research in Crime and Delinquency</i> , 2020, 57, 3-30.	2.4	7
22	Therapeutic Engagement as a Predictor of Retention in Adolescent Therapeutic Community Treatment. <i>Journal of Child and Adolescent Substance Abuse</i> , 2014, 23, 49-57.	0.5	5
23	Parental influence on youth violent video game use. <i>Social Science Research</i> , 2019, 82, 195-203.	2.0	5
24	A Quasi-Experimental Investigation of a Group Intervention for Adult Survivors of Polyvictimization and Complex Trauma. <i>Journal for Specialists in Group Work</i> , 2019, 44, 152-169.	1.1	4
25	Video Game Genres and Advancing Quantitative Video Game Research with the Genre Diversity Score. <i>The Computer Games Journal</i> , 2020, 9, 401-420.	1.0	4
26	Therapeutic Engagement and Posttreatment Substance Use in Adolescent TC Clients. <i>Journal of Drug Issues</i> , 2014, 44, 22-36.	1.2	3
27	Reducing Victimization among Chronically Homeless Adults with Co-Occurring Mental Health and Substance Use Disorders: An Examination of Housing Placement and Risky Lifestyles. <i>Victims and Offenders</i> , 2019, 14, 712-726.	1.6	3
28	State Department and Provider Agency Utilization of Evidence-Based Program Registries in Behavioral Healthcare and Child Welfare. <i>Evaluation and the Health Professions</i> , 2022, 45, 397-410.	1.9	3
29	Health Behaviors and Standardized Test Scores: The Impact of School Health Climate on Performance. <i>International Journal of School and Educational Psychology</i> , 2013, 1, 166-175.	1.6	2
30	Gender and the Peremptory Challenge: Separating the Effects of Race and Gender in Jury Selection. <i>Women and Criminal Justice</i> , 2021, 31, 159-173.	0.9	2
31	Bad reputation: stigma as an inhibitor of risk behaviors. <i>Journal of Risk Research</i> , 2015, 18, 539-551.	2.6	1
32	Theories of Crime and Criminal Behavior and Their Implications for Security. , 2015, , 37-49.		0
33	Racially Imbalanced Peremptory Challenges by the Defense as a Reactionary Process. <i>Crime and Delinquency</i> , 0, , 001112872110077.	1.7	0
34	Statistical Analysis for Security and Supervision. , 2015, , 271-281.		0