

# Rochell R Mcwhorter

## List of Publications by Year in descending order

Source: <https://exaly.com/author-pdf/8164031/publications.pdf>

Version: 2024-02-01

31  
papers

616  
citations

933447

10  
h-index

642732

23  
g-index

33  
all docs

33  
docs citations

33  
times ranked

402  
citing authors

#	ARTICLE	IF	CITATIONS
1	Reducing the Digital Divide. <i>Journal of Applied Gerontology</i> , 2017, 36, 3-28.	2.0	198
2	Virtual HRD's Role in Crisis and the Post Covid-19 Professional Lifeworld: Accelerating Skills for Digital Transformation. <i>Advances in Developing Human Resources</i> , 2021, 23, 5-25.	3.9	54
3	A Study of Adult Learning in a Virtual World. <i>Advances in Developing Human Resources</i> , 2010, 12, 681-699.	3.9	48
4	A Synthesis of New Perspectives on Virtual HRD. <i>Advances in Developing Human Resources</i> , 2014, 16, 391-401.	3.9	28
5	An Initial Conceptualization of Virtual Scenario Planning. <i>Advances in Developing Human Resources</i> , 2014, 16, 335-355.	3.9	26
6	Social Movement Learning and Social Innovation: Empathy, Agency, and the Design of Solutions to Unmet Social Needs. <i>Advances in Developing Human Resources</i> , 2019, 21, 224-249.	3.9	23
7	Gamifying Education. <i>International Journal of Web-Based Learning and Teaching Technologies</i> , 2018, 13, 17-33.	0.9	21
8	Scenario Planning as Developing Leadership Capability and Capacity. <i>Advances in Developing Human Resources</i> , 2008, 10, 258-284.	3.9	19
9	New Visual Social Media for the Higher Education Classroom. <i>Advances in Educational Technologies and Instructional Design Book Series</i> , 2014, , 368-393.	0.2	13
10	&lt;p&gt;Leveraging Green Computing for Increased Viability and Sustainability&lt;/p&gt;. <i>The Journal of Technology Studies</i> , 2022, 37, 116-123.	0.9	12
11	Virtual Learning Environments: How They Can Benefit Nanotechnology Safety Education. <i>IEEE Nanotechnology Magazine</i> , 2013, 7, 15-17.	1.3	11
12	Qualitative Case Study Research as Empirical Inquiry. <i>International Journal of Adult Vocational Education and Technology</i> , 2016, 7, 1-13.	0.3	11
13	Organizational Learning, Community, and Virtual HRD: Advancing the Discussion. <i>New Horizons in Adult Education and Human Resource Development</i> , 2017, 29, 19-27.	0.7	11
14	The Rise of eSports. <i>International Journal of ESports Research</i> , 2021, 1, 1-19.	0.7	10
15	Green Computing through Virtual Learning Environments. <i>Advances in Higher Education and Professional Development Book Series</i> , 2015, , 1-28.	0.2	9
16	Opening the black box and searching for smoking guns. <i>European Journal of Training and Development</i> , 2016, 40, 691-718.	2.2	8
17	College Students' Attraction to the Mobile Augmented Reality Game Pok�mon Go. <i>International Journal of Gaming and Computer-Mediated Simulations</i> , 2018, 10, 1-19.	1.1	8
18	Dancing in the Paradox: Virtual Human Resource Development, Online Teaching, and Learning. <i>Advances in Developing Human Resources</i> , 2022, 24, 99-116.	3.9	7

#	ARTICLE	IF	CITATIONS
19	Creating virtual communities of practice with the visual social media platform Pinterest. International Journal of Social Media and Interactive Learning Environments, 2014, 2, 216.	0.4	6
20	Engaging nursing students and older adults through service-learning. Working With Older People, 2021, 25, 84-93.	0.4	6
21	Qualitative Case Study Research. Advances in Library and Information Science, 2018, , 185-201.	0.2	5
22	Green Technologies Enabling Virtual Learning Environments. International Journal of Information Communication Technologies and Human Development, 2016, 8, 38-55.	0.3	5
23	Creepy Technologies and the Privacy Issues of Invasive Technologies. , 2021, , 1726-1745.		3
24	Do Loneliness and Social Connectedness Improve in Older Adults Through Mobile Technology?. Advances in Business Strategy and Competitive Advantage Book Series, 2020, , 221-242.	0.3	3
25	Creepy Technologies and the Privacy Issues of Invasive Technologies. Advances in Business Strategy and Competitive Advantage Book Series, 2020, , 243-268.	0.3	2
26	New Visual Literacies and Competencies for Education and the Workplace. Advances in Media, Entertainment and the Arts, 2016, , 127-162.	0.1	2
27	Decision-Making Practices During the Instrument Selection Process: The Choices We Make. Assessment for Effective Intervention, 2019, 44, 281-291.	0.8	1
28	Gendered Experiences of Mobile Gaming and Augmented Reality. International Journal of Virtual and Augmented Reality, 2019, 3, 54-67.	0.8	1
29	Examining the Adult Learning in "Giving Back" Initiatives. Advances in Higher Education and Professional Development Book Series, 2020, , 473-500.	0.2	1
30	Examining the Adult Learning in "Giving Back" Initiatives. , 2021, , 1039-1066.		0
31	Do Loneliness and Social Connectedness Improve in Older Adults Through Mobile Technology?. , 2022, , 1536-1553.		0