Rochell R Mcwhorter

List of Publications by Year
in descending order

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	<p>Leveraging Green Computing for Increased Viability and Sustainability</p>. The Journal of Technology Studies, 2022, 37, 116-123.	0.9	12
2	Dancing in the Paradox: Virtual Human Resource Development, Online Teaching, and Learning. Advances in Developing Human Resources, 2022, 24, 99-116.	3.9	7
3	Do Loneliness and Social Connectedness Improve in Older Adults Through Mobile Technology?. , 2022, , 1536-1553.		0
4	The Rise of eSports. International Journal of ESports Research, 2021, 1, 1-19.	0.7	10
5	Virtual HRDâ€™s Role in Crisis and the Post Covid-19 Professional Lifeworld: Accelerating Skills for Digital Transformation. Advances in Developing Human Resources, 2021, 23, 5-25.	3.9	54
6	Examining the Adult Learning in â€œGiving Backâ€•Initiatives. , 2021, , 1039-1066.		0
7	Creepy Technologies and the Privacy Issues of Invasive Technologies. , 2021, , 1726-1745.		3
8	Engaging nursing students and older adults through service-learning. Working With Older People, 2021, 25, 84-93.	0.4	6
9	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
10	Creepy Technologies and the Privacy Issues of Invasive Technologies. Advances in Business Strategy and Competitive Advantage Book Series, 2020, , 243-268.	0.3	2
11	Examining the Adult Learning in â€œGiving Backâ€•Initiatives. Advances in Higher Education and Professional Development Book Series, 2020, , 473-500.	0.2	1
12	Social Movement Learning and Social Innovation: Empathy, Agency, and the Design of Solutions to Unmet Social Needs. Advances in Developing Human Resources, 2019, 21, 224-249.	3.9	23
13	Decision-Making Practices During the Instrument Selection Process: The Choices We Make. Assessment for Effective Intervention, 2019, 44, 281-291.	0.8	1
14	Gendered Experiences of Mobile Gaming and Augmented Reality. International Journal of Virtual and Augmented Reality, 2019, 3, 54-67.	0.8	1
15	Gamifying Education. International Journal of Web-Based Learning and Teaching Technologies, 2018, 13, 17-33.	0.9	21
16	College Students' Attraction to the Mobile Augmented Reality Game PokÃ©mon Go. International Journal of Gaming and Computer-Mediated Simulations, 2018, 10, 1-19.	1.1	8
17	Qualitative Case Study Research. Advances in Library and Information Science, 2018, , 185-201.	0.2	5
18	Reducing the Digital Divide. Journal of Applied Gerontology, 2017, 36, 3-28.	2.0	198

#	Article	IF	Citations
19	Organizational Learning, Community, and Virtual HRD: Advancing the Discussion. New Horizons in Adult Education and Human Resource Development, 2017, 29, 19-27.	0.7	11
20	Qualitative Case Study Research as Empirical Inquiry. International Journal of Adult Vocational Education and Technology, 2016, 7, 1-13.	0.3	11
21	Opening the black box and searching for smoking guns. European Journal of Training and Development, 2016, 40, 691-718.	2.2	8
22	Green Technologies Enabling Virtual Learning Environments. International Journal of Information Communication Technologies and Human Development, 2016, 8, 38-55.	0.3	5
23	New Visual Literacies and Competencies for Education and the Workplace. Advances in Media, Entertainment and the Arts, 2016, , 127-162.	0.1	2
24	Green Computing through Virtual Learning Environments. Advances in Higher Education and Professional Development Book Series, 2015, , 1-28.	0.2	9
25	An Initial Conceptualization of Virtual Scenario Planning. Advances in Developing Human Resources, 2014, 16, 335-355.	3.9	26
26	A Synthesis of New Perspectives on Virtual HRD. Advances in Developing Human Resources, 2014, 16, 391-401.	3.9	28
27	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
28	New Visual Social Media for the Higher Education Classroom. Advances in Educational Technologies and Instructional Design Book Series, 2014, , 368-393.	0.2	13
29	Virtual Learning Environments: How They Can Benefit Nanotechnology Safety Education. IEEE Nanotechnology Magazine, 2013, 7, 15-17.	1.3	11
30	A Study of Adult Learning in a Virtual World. Advances in Developing Human Resources, 2010, 12, 681-699.	3.9	48
31	Scenario Planning as Developing Leadership Capability and Capacity. Advances in Developing Human Resources, 2008, 10, 258-284.	3.9	19