Diana R Sanchez

List of Publications by Year
in descending order

15 papers	637 citations	1162889 8 h-index	1125617 13 g-index
15 all docs	15 docs citations	15 times ranked	464 citing authors

#	Article	IF	Citations
1	Defining motivation in video game‑based training: Exploring the differences between measures of motivation. International Journal of Training and Development, 2022, 26, 1-28.	0.5	4
2	Virtual reality assessments (VRAs): Exploring the reliability and validity of evaluations in VR. International Journal of Selection and Assessment, 2022, 30, 103-125.	1.7	11
3	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.	1.7	24
4	Videogame-Based Training: The Impact and Interaction of Videogame Characteristics on Learning Outcomes. Multimodal Technologies and Interaction, 2022, 6, 19.	1.7	3
5	Videogame-Based Learning: A Comparison of Direct and Indirect Effects across Outcomes. Multimodal Technologies and Interaction, 2022, 6, 26.	1.7	1
6	Gamification in the classroom: Examining the impact of gamified quizzes on student learning. Computers and Education, 2020, 144, 103666.	5.1	129
7	Video Game Pursuit (VGPu) Scale Development: Designing and Validating a Scale With Implications for Game-Based Learning and Assessment. Simulation and Gaming, 2020, 51, 55-86.	1.2	15
8	Cognitive ability in virtual reality: Validity evidence for VR game‑based assessments. International Journal of Selection and Assessment, 2020, 28, 215-235.	1.7	16
9	The Effects of Situation Variability in a Simulation-Based Training for Implicit Innovation Knowledge. Simulation and Gaming, 2020, 51, 477-497.	1.2	3
10	Do I Really Know You and Does It Matter? Unpacking the Relationship Between Familiarity and Information Elaboration in Global Virtual Teams. Group and Organization Management, 2019, 44, 3-37.	2.7	44
11	Highly automated interviews: applicant reactions and the organizational context. Journal of Managerial Psychology, 2019, 35, 301-314.	1.3	25
12	Inclusive workplaces: A review and model. Human Resource Management Review, 2018, 28, 176-189.	3.3	331
13	Adapting simulation responses from judgment-based to analytic-based scores: A process model, case study, and empirical evaluation of managers' responses among a sample of managers.. Psychologist-Manager Journal, 2017, 20, 18-47.	0.3	1
14	From the user's perspective: Perceptions of risk relative to benefit associated with using the Internet. Computers in Human Behavior, 2016, 59, 456-468.	5.1	29
15	Commercial-off-the-Shelf (COTS) Games: Exploring the Applications of Games for Instruction and Assessment. , 0, , .		1