

Radoslav Baltezarevic

List of Publications by Year in descending order

Source: <https://exaly.com/author-pdf/1034893/publications.pdf>

Version: 2024-02-01

19
papers

76
citations

1478505

6
h-index

1588992

8
g-index

19
all docs

19
docs citations

19
times ranked

23
citing authors

#	ARTICLE	IF	CITATIONS
1	THE MEANING OF SILENCE IN PERSONAL COMMUNICATION: SPIRAL OF SILENCE OR A STIMULANT OF CREATIVITY?. <i>Creativity Studies</i> , 2022, 15, 58-73.	1.2	2
2	The role of normative conformism in the digital environment in creating consumer attitudes towards luxury brands. <i>Megatrend Revija</i> , 2022, 19, 177-188.	0.2	6
3	Digital Natives' Entrepreneurial Mindset: A Comparative Study in Emerging Markets. , 2021, , 295-315.		3
4	THE IMPACT OF RELATIONSHIP QUALITY AND SELF-SERVICE TECHNOLOGY ON COMPANY PERFORMANCE. <i>Polish Journal of Management Studies</i> , 2021, 23, 315-326.	0.9	2
5	The impact of credibility of influencers recommendations on social media on consumers behavior towards brands. <i>Informatologija</i> , 2021, 54, 181-196.	0.2	12
6	Synthesis between digital marketing strategies and chess strategies. <i>Bastina</i> , 2020, , 217-228.	0.2	3
7	Digital storage and online mediated memory. <i>International Review</i> , 2020, , 34-41.	0.7	3
8	The impact of communication in the virtual environment on legal informatics. <i>Megatrend Revija</i> , 2020, 17, 27-40.	0.2	6
9	The Impact of Virtual Communities on Cultural Identity. <i>Symposion: Theoretical and Applied Inquiries in Philosophy and Social Sciences</i> , 2019, 6, 7-22.	0.1	7
10	Product placement in new media. <i>Bastina</i> , 2019, , 171-179.	0.2	6
11	Culture in new media times. <i>Informatologija</i> , 2018, 51, 200-205.	0.2	2
12	Actions Speak Louder than Words: Understanding the Meaning of Loyalty Program Building Blocks. <i>Economics and Sociology</i> , 2018, 11, 305-319.	2.3	4
13	THE IMPACT OF VIDEO GAMES ON THE eSPORTS FORMATION. <i>Facta Universitatis Series Physical Education and Sport</i> , 2018, 16, 137.	0.2	11
14	The video gaming industry: From play to revenue. <i>International Review</i> , 2018, , 71-76.	0.7	6
15	Intellectual property in the context of the contemporary society. <i>International Review</i> , 2016, , 145-150.	0.7	1
16	The prevalence of victimization and the internet abuse in student population. <i>Temida</i> , 2016, 19, 373-387.	0.2	1
17	Freedom on the internet and its consequences. <i>Godišnjak Fakulteta Za Kulturu I Medije</i> , 2015, , 257-272.	0.0	0
18	Doubts in business communication: Can we transform perception into message. <i>International Review</i> , 2015, , 60-66.	0.7	1

#	ARTICLE	IF	CITATIONS
19	Corporate submissiveness. Temida, 2010, 13, 83-96.	0.2	0