

Ilias O Pappas

List of Publications by Citations

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The third column is the impact factor (IF) of the journal, and the fourth column is the number of citations of the article.

68

papers

1,902

citations

21

h-index

43

g-index

78

ext. papers

2,800

ext. citations

3.7

avg, IF

6.13

L-index

#	Paper	IF	Citations
68	Big data analytics capabilities: a systematic literature review and research agenda. <i>Information Systems and E-Business Management</i> , 2018 , 16, 547-578	2.6	235
67	Explaining online shopping behavior with fsQCA: The role of cognitive and affective perceptions. <i>Journal of Business Research</i> , 2016 , 69, 794-803	8.7	171
66	Exploring the relationship between big data analytics capability and competitive performance: The mediating roles of dynamic and operational capabilities. <i>Information and Management</i> , 2020 , 57, 103169	6.6	125
65	Moderating effects of online shopping experience on customer satisfaction and repurchase intentions. <i>International Journal of Retail and Distribution Management</i> , 2014 , 42, 187-204	3.5	116
64	Fuzzy-set Qualitative Comparative Analysis (fsQCA): Guidelines for research practice in Information Systems and marketing. <i>International Journal of Information Management</i> , 2021 , 58, 102310	16.4	110
63	The interplay of online shopping motivations and experiential factors on personalized e-commerce: A complexity theory approach. <i>Telematics and Informatics</i> , 2017 , 34, 730-742	8.1	81
62	User experience in personalized online shopping: a fuzzy-set analysis. <i>European Journal of Marketing</i> , 2018 , 52, 1679-1703	4.4	73
61	Shiny happy people buying: the role of emotions on personalized e-shopping. <i>Electronic Markets</i> , 2014 , 24, 193-206	4.8	71
60	Multimodal data as a means to understand the learning experience. <i>International Journal of Information Management</i> , 2019 , 48, 108-119	16.4	56
59	Software startup engineering: A systematic mapping study. <i>Journal of Systems and Software</i> , 2018 , 144, 255-274	3.3	50
58	Fuzzy set analysis as a means to understand users of 21st-century learning systems: The case of mobile learning and reflections on learning analytics research. <i>Computers in Human Behavior</i> , 2019 , 92, 646-659	7.7	44
57	Sense and sensibility in personalized e-commerce: How emotions rebalance the purchase intentions of persuaded customers. <i>Psychology and Marketing</i> , 2017 , 34, 972-986	3.9	43
56	Designing social commerce platforms based on consumers' intentions. <i>Behaviour and Information Technology</i> , 2017 , 36, 1308-1327	2.4	41
55	Explaining travellers online information satisfaction: A complexity theory approach on information needs, barriers, sources and personal characteristics. <i>Information and Management</i> , 2017 , 54, 814-824	6.6	31
54	Identifying the combinations of motivations and emotions for creating satisfied users in SNSs: An fsQCA approach. <i>International Journal of Information Management</i> , 2020 , 53, 102128	16.4	30
53	Understanding student retention in computer science education: The role of environment, gains, barriers and usefulness. <i>Education and Information Technologies</i> , 2017 , 22, 2365-2382	3.6	28
52	AI-enabled adaptive learning systems: A systematic mapping of the literature. <i>Computers and Education Artificial Intelligence</i> , 2021 , 2, 100017	4.8	28

51	Cultural and Personality Predictors of Facebook Intrusion: A Cross-Cultural Study. <i>Frontiers in Psychology</i> , 2016 , 7, 1895	3.4	27
50	Explaining user experience in mobile gaming applications: an fsQCA approach. <i>Internet Research</i> , 2019 , 29, 293-314	4.8	22
49	Fitbit for learning: Towards capturing the learning experience using wearable sensing. <i>International Journal of Human Computer Studies</i> , 2020 , 136, 102384	4.6	21
48	An integrative adoption model of video-based learning. <i>International Journal of Information and Learning Technology</i> , 2016 , 33, 219-235	1.9	19
47	Investigating students' use and adoption of with-video assignments: lessons learnt for video-based open educational resources. <i>Journal of Computing in Higher Education</i> , 2017 , 29, 160-177	3.5	17
46	Assessing Student Behavior in Computer Science Education with an fsQCA Approach. <i>ACM Transactions on Computing Education</i> , 2017 , 17, 1-23	2.1	17
45	An international perspective on Facebook intrusion. <i>Psychiatry Research</i> , 2016 , 242, 385-387	9.9	17
44	Investigating Factors Influencing Students' Intention to Dropout Computer Science Studies 2016 ,		17
43	Cultural Correlates of Internet Addiction. <i>Cyberpsychology, Behavior, and Social Networking</i> , 2019 , 22, 258-263	4.4	14
42	The human side of big data: Understanding the skills of the data scientist in education and industry 2018 ,		13
41	Investigating teachers' confidence on technological pedagogical and content knowledge: an initial validation of TPACK scales in K-12 computing education context. <i>Journal of Computers in Education</i> , 2015 , 2, 43-59	3	12
40	Explaining learning performance using response-time, self-regulation and satisfaction from content 2018 ,		12
39	Utilizing Multimodal Data Through fsQCA to Explain Engagement in Adaptive Learning. <i>IEEE Transactions on Learning Technologies</i> , 2020 , 13, 689-703	4	12
38	Rethinking Learning Design in IT Education During a Pandemic. <i>Frontiers in Education</i> , 2021 , 6,	2.1	12
37	Assessing Emotions Related to Privacy and Trust in Personalized Services. <i>IFIP Advances in Information and Communication Technology</i> , 2013 , 38-49	0.5	11
36	Achieving agility and quality in product development - an empirical study of hardware startups. <i>Journal of Systems and Software</i> , 2020 , 167, 110599	3.3	9
35	Information Governance in the Big Data Era: Aligning Organizational Capabilities 2018 ,		9
34	Identifying the Direct Effect of Experience and the Moderating Effect of Satisfaction in the Greek Online Market. <i>International Journal of E-Services and Mobile Applications</i> , 2011 , 3, 39-58	1.1	8

33	Systematic Literature Review of E-Learning Capabilities to Enhance Organizational Learning. <i>Information Systems Frontiers</i> , 2021 , 1-17	4	8
32	Visual Aesthetics of E-Commerce Websites: An Eye-Tracking Approach 2018 ,		7
31	Identifying dropout factors in information technology education: A case study 2017 ,		6
30	Seeking Information on Social Commerce: An Examination of the Impact of User- and Marketer-generated Content Through an Eye-tracking Study. <i>Information Systems Frontiers</i> , 2020 , 1	4	6
29	Empowering social innovators through collaborative and experiential learning 2018 ,		6
28	Consumer Intentions on Social Media: A fsQCA Analysis of Motivations. <i>Lecture Notes in Computer Science</i> , 2016 , 371-386	0.9	6
27	Applying and Understanding an Advanced, Novel Deep Learning Approach: A Covid 19, Text Based, Emotions Analysis Study. <i>Information Systems Frontiers</i> , 2021 , 1-35	4	6
26	Absolute price as a determinant of perceived service quality in hotels: a qualitative analysis of online customer reviews. <i>International Journal of Hospitality and Event Management</i> , 2014 , 1, 62	0	5
25	Online Reviews or Marketer Information? An Eye-Tracking Study on Social Commerce Consumers. <i>Lecture Notes in Computer Science</i> , 2017 , 388-399	0.9	5
24	The Role of Data Analytics in Startup Companies: Exploring Challenges and Barriers. <i>Lecture Notes in Computer Science</i> , 2018 , 205-216	0.9	4
23	An Exploratory Study on the Influence of Cognitive and Affective Characteristics in Programming-Based Making Activities 2017 ,		3
22	Employee-driven digital innovation: A systematic review and a research agenda. <i>Journal of Business Research</i> , 2022 , 143, 255-271	8.7	3
21	Organizational Culture Challenges of Adopting Big Data: A Systematic Literature Review. <i>Lecture Notes in Computer Science</i> , 2019 , 164-176	0.9	3
20	Mobile learning adoption through the lens of complexity theory and fsQCA 2017 ,		2
19	Emotions in Motion. <i>International Journal of Online Marketing</i> , 2017 , 7, 64-78	0.4	2
18	Developing a Social Innovation Methodology in the Web 2.0 Era. <i>Lecture Notes in Computer Science</i> , 2018 , 168-183	0.9	2
17	Experimenting a Digital Collaborative Platform for Supporting Social Innovation in Multiple Settings. <i>Communications in Computer and Information Science</i> , 2018 , 142-157	0.3	2
16	How Quickly Can We Predict Users' Ratings on Aesthetic Evaluations of Websites? Employing Machine Learning on Eye-Tracking Data. <i>Lecture Notes in Computer Science</i> , 2020 , 429-440	0.9	2

15	Affordances in Human-Chatbot Interaction: A Review of the Literature. <i>Lecture Notes in Computer Science</i> , 2021 , 3-17	0.9	2
14	Tension in the data environment: How organisations can meet the challenge. <i>Technological Forecasting and Social Change</i> , 2021 , 175, 121315	9.5	1
13	Toward Employee-Driven Digital Innovation in Public Organizations Through the Use of Action Design Research. <i>Lecture Notes in Computer Science</i> , 2020 , 39-45	0.9	1
12	Investigating Aid Effectiveness in Developing Countries: The Case of Nepal. <i>Lecture Notes in Computer Science</i> , 2020 , 338-344	0.9	1
11	Social Media and Analytics for Competitive Performance: A Conceptual Research Framework. <i>Lecture Notes in Business Information Processing</i> , 2017 , 209-218	0.6	1
10	Investigating Determinants of Video-Based Learning Acceptance. <i>Lecture Notes in Educational Technology</i> , 2016 , 483-491	0.4	1
9	Determining Consumer Engagement in Word-of-Mouth: Trust and Network Ties in a Social Commerce Setting. <i>Lecture Notes in Computer Science</i> , 2017 , 351-362	0.9	1
8	Motivations and Emotions in Social Media: Explaining Users' Satisfaction with FsQCA. <i>Lecture Notes in Computer Science</i> , 2017 , 375-387	0.9	1
7	Goalkeeper: A Zero-Sum Exergame for Motivating Physical Activity. <i>Lecture Notes in Computer Science</i> , 2021 , 65-86	0.9	1
6	The Role of Contemporary Skills in Information Technology Professionals: An FsQCA Approach. <i>Lecture Notes in Computer Science</i> , 2017 , 485-496	0.9	
5	The Role of Big Data in Addressing Societal Challenges: A Systematic Mapping Study. <i>Lecture Notes in Computer Science</i> , 2019 , 151-163	0.9	
4	Technology-Enhanced Organizational Learning: A Systematic Literature Review. <i>Lecture Notes in Computer Science</i> , 2019 , 573-584	0.9	
3	Revisiting the Trust-Commitment and Export Performance Link: A Qualitative Comparative Analysis (QCA) Approach. <i>IFIP Advances in Information and Communication Technology</i> , 2020 , 556-568	0.5	
2	Big Data Analytics Affordances for Social Innovation: A Theoretical Framework. <i>Lecture Notes in Computer Science</i> , 2021 , 144-149	0.9	
1	Understanding Civic Engagement on Social Media Based on Users' Motivation to Contribute. <i>Lecture Notes in Computer Science</i> , 2021 , 27-39	0.9	