

Athanasios Mazarakis

List of Publications by Year in descending order

Source: <https://exaly.com/author-pdf/2367174/publications.pdf>

Version: 2024-02-01

25
papers

121
citations

1874746

5
h-index

1637695

9
g-index

26
all docs

26
docs citations

26
times ranked

120
citing authors

#	ARTICLE	IF	CITATIONS
1	Gamification is Working, but Which One Exactly? Results from an Experiment with Four Game Design Elements. <i>International Journal of Human-Computer Interaction</i> , 2023, 39, 612-627.	3.3	11
2	“Alexa, can we design gamification without a screen?” Implementing cooperative and competitive audio-gamification for intelligent virtual assistants. <i>Computers in Human Behavior</i> , 2022, 135, 107362.	5.1	7
3	Conjoint analysis of researchers' hidden preferences for bibliometrics, altmetrics, and usage metrics. <i>Journal of the Association for Information Science and Technology</i> , 2021, 72, 777-792.	1.5	9
4	Gamification Reloaded. <i>I-com</i> , 2021, 20, 279-294.	0.9	12
5	Open science practices in higher education: Discussion of survey results from research and teaching staff in Germany. <i>Education for Information</i> , 2020, 36, 301-323.	0.2	13
6	Which visual elements make texts appear scientific?. , 2020, , .		2
7	“When You Use Social Media You Are Not Working” Barriers for the Use of Metrics in Social Sciences. <i>Frontiers in Research Metrics and Analytics</i> , 2019, 3, .	0.9	5
8	Introduction to the Minitrack on Collaboration Via Social Media. , 2019, , .		0
9	Gamification is working, but which one exactly?. , 2018, , .		3
10	Are there different types of online research impact?. <i>Proceedings of the Association for Information Science and Technology</i> , 2018, 55, 282-289.	0.3	0
11	Can We Count on Social Media Metrics?. , 2018, , .		3
12	Editorial of the Special Issue on Following User Pathways: Key Contributions and Future Directions in Cross-Platform Social Media Research. <i>International Journal of Human-Computer Interaction</i> , 2018, 34, 895-912.	3.3	18
13	Crowd Dynamics. , 2016, , .		1
14	Toward a Typology of Participation in Crowdwork. , 2016, , .		2
15	Following User Pathways. , 2016, , .		8
16	Social Media und deren Nutzung in den Wirtschaftswissenschaften. <i>WiSt - Wirtschaftswissenschaftliches Studium</i> , 2015, 44, 469-472.	0.0	0
17	Organizational Learning from the Perspective of Knowledge Maturing Activities. <i>IEEE Transactions on Learning Technologies</i> , 2013, 6, 158-176.	2.2	5
18	Steering through Incentives in Large-Scale Lean Software Development. <i>Communications in Computer and Information Science</i> , 2013, , 32-48.	0.4	0

#	ARTICLE	IF	CITATIONS
19	Like diamonds in the sky: how feedback can boost the amount of available data for learning analytics. International Journal of Technology Enhanced Learning, 2013, 5, 107.	0.4	2
20	Process Redesign for Liquidity Planning in Practice: An Empirical Assessment. Notes on Numerical Fluid Mechanics and Multidisciplinary Design, 2012, , 581-596.	0.2	0
21	Technological and Organizational Arrangements Sparking Effects on Individual, Community and Organizational Learning. Lecture Notes in Computer Science, 2012, , 180-193.	1.0	2
22	Feedback in social semantic applications. International Journal of Knowledge Engineering and Data Mining, 2011, 1, 291.	0.0	1
23	Feedback mechanisms and their impact on motivation to contribute to wikis in higher education. , 2011, , .		1
24	Knowledge Maturing Activities and Practices Fostering Organisational Learning: Results of an Empirical Study. Lecture Notes in Computer Science, 2010, , 151-166.	1.0	8
25	Revisions of the Split-Attention Effect. Lecture Notes in Computer Science, 2009, , 615-620.	1.0	0