

# Subhasish Dasgupta

## List of Publications by Year in descending order

Source: <https://exaly.com/author-pdf/2682411/publications.pdf>

Version: 2024-02-01

15  
papers

849  
citations

1040056

9  
h-index

940533

16  
g-index

16  
all docs

16  
docs citations

16  
times ranked

597  
citing authors

#	ARTICLE	IF	CITATIONS
1	Adoption of ICT in a government organization in a developing country: An empirical study. <i>Journal of Strategic Information Systems</i> , 2008, 17, 140-154.	5.9	357
2	User Acceptance of E-Collaboration Technology: An Extension of the Technology Acceptance Model. <i>Group Decision and Negotiation</i> , 2002, 11, 87-100.	3.3	125
3	Determinants of Information Technology Adoption. <i>Journal of Global Information Management</i> , 1999, 7, 30-40.	2.8	107
4	Modeling use of enterprise resource planning systems: a path analytic study. <i>European Journal of Information Systems</i> , 2003, 12, 142-158.	9.2	70
5	Influence of information technology investment on firm productivity: a cross-sectional study. <i>Logistics Information Management</i> , 1999, 12, 120-129.	0.8	49
6	Privacy on the Web: an Examination of User Concerns, Technology, and Implications for Business Organizations and Individuals. <i>Information Systems Management</i> , 2003, 20, 8-18.	5.7	48
7	Espoused organizational culture values as antecedents of internet technology adoption in an emerging economy. <i>Information and Management</i> , 2019, 56, 103142.	6.5	34
8	Geospatial information utility: an estimation of the relevance of geospatial information to users. <i>Decision Support Systems</i> , 2004, 38, 47-63.	5.9	25
9	Information Technology Adoption in the Greek Banking Industry. <i>Journal of Global Information Technology Management</i> , 2000, 3, 32-51.	1.2	9
10	The role of controlled and dynamic process environments in group decision making: An exploratory study. <i>Simulation and Gaming</i> , 2003, 34, 54-68.	1.9	7
11	Guest Editorial: Internet Simulation/Gaming. <i>Simulation and Gaming</i> , 1999, 30, 20-22.	1.9	5
12	Research Note: Group Decision Making Using Knowledge-Based Systems—An Experimental Study. <i>Simulation and Gaming</i> , 2000, 31, 536-544.	1.9	3
13	Guest editorial: Internet-mediated simulation and gaming. <i>Simulation and Gaming</i> , 2003, 34, 8-9.	1.9	3
14	Individual Differences and Conceptual Modeling Task Performance: Examining the Effects of Cognitive Style, Self-efficacy, and Application Domain Knowledge. <i>Lecture Notes in Business Information Processing</i> , 2011, , 483-496.	1.0	3
15	Globalization and E-Commerce. <i>Advances in Global Information Management</i> , 2006, , 128-148.	0.0	3