## Sreejesh S

## List of Publications by Year

 in descending orderSource: https:/|exaly.com/author-pdf/2807176/publications.pdf
Version: 2024-02-01

| 36 |
| :---: | :---: | :---: | :---: | :---: |
| papers |
| all docs |

Service quality versus service experience: An empirical examination of the consequential effects in
7 Examining the Deferred Effects of Gaming Platform and Game Speed of Advergames on Memory,Attitude, and Purchase Intention. Journal of Interactive Marketing, 2021, 55, 52-66.Effect of nature of the game on ad-persuasion in online gaming context. Internet Research, 2017, 27,8 52-73.
9 What we know and need to know about the gamification of advertising. European Journal of Marketing, 2019, 53, 607-634. ..... 1.7 ..... 29$4.3 \quad 33$
62.732
10 You are so embarrassing, still, I hate you less! Investigating consumersâ $€^{\text {TM }}$ brand embarrassment andbrand hate. Journal of Brand Management, 2020, 27, 93-107.
$2.0 \quad 28$
11 Investigating the effects of product innovation and ingredient branding strategies on brand equity of
food products. British Food Journal, 2015, 117, 523-537.
1.6 ..... 25The impact of other customer perception on consumer-brand relationships. Journal of Service Theory1.925and Practice, 2018, 28, 130-146.
$1.0 \quad 25$The differential association of workplace conflicts on employee well-being. International Journal of1.02513 Conflict Management, 2019, 30, 680-705.Investigating the Process Through which E-Servicescape Creates E-Loyalty in Travel and Tourism3.124Websites. Journal of Travel and Tourism Marketing, 2017, 34, 20-39.
2.5 ..... 24Effect of information quality of employment website on attitude toward the website. InternationalJournal of Manpower, 2017, 38, 729-745.

Effects of cognition demand, mode of interactivity and brand anthropomorphism on gamersâ€ ${ }^{\text {TM }}$ brand attention and memory in advergames. Computers in Human Behavior, 2017, 70, 575-588.

Process conflict and employee well-being. International Journal of Conflict Management, 2019, 30,

Managing customersâ€ ${ }^{\text {TM }}$ undesirable responses towards hospitality service brands during service
22 failure: The moderating role of other customer perception. International Journal of Hospitality Management, 2021, 94, 102873.
Impact of nature of advergames on brand recall and brand attitude among young Indian gamers:
moderating roles of game-product congruence and persuasion knowledge. Young Consumers, 2015,

$454-467$.$\quad$| Digital healthcare retail: role of presence in creating patients' experience. International Journal of |
| :--- |
| Retail and Distribution Management, 2021, ahead-of-print, . |

            454-467.
    26 CSR through social media: examining the intervening factors. Marketing Intelligence and Planning,

[^0]
[^0]:    Does Better Corporate Governance and Legal Framework Result in Ethical Behaviour of Firms in
    35 Emerging Markets? An Examination Using Partial Least Square Estimation. Indian Journal of Corporate

