

Carlos J Costa

List of Publications by Year in descending order

Source: <https://exaly.com/author-pdf/2891628/publications.pdf>

Version: 2024-02-01

113
papers

1,219
citations

840776

11
h-index

580821

25
g-index

116
all docs

116
docs citations

116
times ranked

691
citing authors

#	ARTICLE	IF	CITATIONS
1	Playing seriously – How gamification and social cues influence bank customers to use gamified e-business applications. Computers in Human Behavior, 2016, 63, 392-407.	8.5	111
2	Does ease-of-use contributes to the perception of enjoyment? A case of gamification in e-banking. Computers in Human Behavior, 2016, 61, 114-126.	8.5	107
3	Enterprise resource planning adoption and satisfaction determinants. Computers in Human Behavior, 2016, 63, 659-671.	8.5	93
4	How does the web game design influence the behavior of e-banking users?. Computers in Human Behavior, 2017, 74, 163-174.	8.5	55
5	Blockchain technology in the auditing environment. , 2018, , .		51
6	Gamification: A framework for designing software in e-banking. Computers in Human Behavior, 2016, 62, 620-634.	8.5	48
7	Gamification and reputation: key determinants of e-commerce usage and repurchase intention. Heliyon, 2021, 7, e06383.	3.2	47
8	Robotic Process Automation: A Case Study in the Banking Industry. , 2019, , .		46
9	Determinants of the management learning performance in ERP context. Heliyon, 2020, 6, e03689.	3.2	27
10	Determinants adoption of computer-assisted auditing tools (CAATs). Cognition, Technology and Work, 2020, 22, 565-583.	3.0	24
11	Computer programming and novice programmers. , 2012, , .		23
12	Boosting Sustainability through Digital Transformation’s Domains and Resilience. Sustainability, 2022, 14, 1822.	3.2	23
13	Assessing consumer literacy on financial complex products. Journal of Behavioral and Experimental Finance, 2019, 22, 93-104.	3.8	21
14	Secure deduplication on mobile devices. , 2011, , .		19
15	Adoption of cloud computing systems. , 2014, , .		17
16	POST-DS: A Methodology to Boost Data Science. , 2020, , .		17
17	Cloud services evaluation framework. , 2012, , .		15
18	The adoption of gamification in e-banking. , 2013, , .		15

#	ARTICLE	IF	CITATIONS
19	A solution to support student learning of programming. , 2012, , .		14
20	Validation of an e-Learning 3.0 Critical Success Factors Framework: A Qualitative Research. Journal of Information Technology Education:Research, 0, 16, 339-363.	0.0	13
21	Organizational wiki as a knowledge management tool. , 2010, , .		12
22	How gamification can influence the web design and the customer to use the e-banking systems. , 2014, , .		12
23	From genre analysis to the design of meetingware. , 2003, , .		11
24	Gamification usage ecology. , 2017, , .		11
25	Data Science and AI: Trends Analysis. , 2019, , .		10
26	Factors influencing charter flight departure delay. Research in Transportation Business and Management, 2020, 34, 100413.	2.9	10
27	A CONCEPTUAL FRAMEWORK TO IMPLEMENT GAMIFICATION ON ONLINE COURSES OF COMPUTER PROGRAMMING LEARNING: IMPLEMENTATION. , 2017, , .		10
28	Wiki content evaluation framework. , 2008, , .		9
29	ERP localization: exploratory study in translation. , 2008, , .		9
30	New trends on CAATTs. , 2014, , .		9
31	RPA in Finance: supporting portfolio management : Applying a software robot in a portfolio optimization problem. , 2020, , .		9
32	Financial auditing and surveys: how are financial auditors using information technology?. , 2012, , .		8
33	ERP measure success model; a new perspective. , 2013, , .		8
34	Evaluating success of a programming learning tool. , 2014, , .		8
35	Motivations and limitations on the use of information technology on statutory auditors' work: An exploratory study. , 2015, , .		8
36	Use of information technology on statutory auditors' work: New profiles beyond Spreadsheets' users. , 2015, , .		8

#	ARTICLE	IF	CITATIONS
37	Learning Programming Using Educational Robotics. , 2019, , .		8
38	Emotion analysis of Portuguese Political Parties Communication over the covid-19 Pandemic. , 2021, , .		8
39	Testing usability of ERP open source systems. , 2010, , .		7
40	Health Portal. International Journal of Web Portals, 2012, 4, 1-18.	1.1	7
41	ERP OS localization framework. , 2013, , .		7
42	Gamification: Conceptual framework to online courses of learning computer programming. , 2017, , .		7
43	Artificial Intelligence as the core technology for the Digital Transformation process. , 2021, , .		7
44	Macroeconomics leverage trough open source. , 2012, , .		6
45	S.I. success models, 25 years of evolution. , 2017, , .		6
46	A virtual robot solution to support programming learning an open source approach. , 2018, , .		6
47	Perceived Value: A Low-Cost Approach to Evaluate Meetingware. Lecture Notes in Computer Science, 2003, , 109-125.	1.3	6
48	Evaluating web usability using small display devices. , 2007, , .		5
49	Integrating Two Organizational Systems through Communication Genres. Lecture Notes in Computer Science, 2002, , 125-132.	1.3	5
50	Handheld CSCW in the Meeting Environment. Lecture Notes in Computer Science, 2002, , 47-60.	1.3	5
51	Sentiment Analysis of Portuguese Political Parties Communication. , 2021, , .		5
52	CANOE e Fluxo: Determinantes na adoção de curso de programa online gamificado. RISTI - Revista Iberica De Sistemas E Tecnologias De Informacao, 2017, 25, 34-53.	0.2	5
53	Digital Evolution: blockchain field research. , 2022, , .		5
54	Predicting Bitcoin prices : The effect of interest rate, search on the internet, and energy prices. , 2022, , .		5

#	ARTICLE	IF	CITATIONS
55	Wemoga. , 2010, , .		4
56	Analysis of e-learning processes. , 2011, , .		4
57	A peace war game application. , 2011, , .		4
58	Proposing a system to support crowdsourcing. , 2012, , .		4
59	Web-Based Graphic Environment to Support Programming in the Beginning Learning Process. Lecture Notes in Computer Science, 2012, , 413-416.	1.3	4
60	IO-SECI. , 2013, , .		4
61	WEB 2.0 Technologies Supporting Students and Scholars in Higher Education. Lecture Notes in Computer Science, 2013, , 191-200.	1.3	4
62	From Information Systems to e-Learning 3.0 Systemsâ€™s Critical Success Factors: A Framework Proposal. Lecture Notes in Computer Science, 2014, , 180-191.	1.3	4
63	Tools for Online Collaboration: Do they contribute to Improve Teamwork?. Mediterranean Journal of Social Sciences, 2015, , .	0.2	4
64	Gamification to support programming learning. , 2017, , .		4
65	Research trends in CISTI's unveiled through text mining. , 2017, , .		4
66	Visualization of balanced scorecard on PDAs. , 2005, , .		3
67	Webstorm. , 2008, , .		3
68	Social networks and design of communication. , 2010, , .		3
69	Open source isometric browser games framework. , 2010, , .		3
70	Training and Interface Features in technology acceptance. , 2011, , .		3
71	Using open source for forensic purposes. , 2012, , .		3
72	Collaborative systems. , 2012, , .		3

#	ARTICLE	IF	CITATIONS
73	METAVERSIA. , 2013, , .		3
74	Statutory auditor's profile and computer assisted audit tools and techniques' acceptance. , 2014, , .		3
75	Forecasting real estate prices in Portugal : A data science approach. , 2021, , .		3
76	Open Source Software in Financial Auditing. Advances in Finance, Accounting, and Economics, 2019, , 188-202.	0.3	3
77	E-Learning 3.0 Framework Adoption: Expertsâ€™ Views. Lecture Notes in Computer Science, 2016, , 356-367.	1.3	3
78	A Machine Learning approach for shared bicycle demand forecasting. , 2022, , .		3
79	WebStorm. , 2007, , .		2
80	Market game. , 2010, , .		2
81	Medieval guild as metaphor to a knowledge sharing community. , 2011, , .		2
82	Market Game. , 2011, , .		2
83	Gamification. , 2014, , .		2
84	ERP usage in higher education learning context. , 2018, , .		2
85	A Model for Organisational Integration of Meeting Outcomes. , 2001, , 303-313.		2
86	Using Communication Genre for searching with Small Display Devices. , 2006, , .		1
87	OSS in the Portuguese public administration. , 2010, , .		1
88	Patient health portal. , 2012, , .		1
89	Perspectives on design of communication. , 2014, , .		1
90	Learning programming: A continuance model. , 2017, , .		1

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91	Modelo de competitive intelligence (CI) competitive intelligence (CI) model. , 2017, , .		1
92	Social CRM analytics. , 2018, , .		1
93	Games and Business: Human Factors in Gamified Applications. Advances in Intelligent Systems and Computing, 2019, , 318-324.	0.6	1
94	Free and open source bibliometric study. , 2019, , .		1
95	ERP Conceptual Ecology. Advances in Intelligent Systems and Computing, 2019, , 351-360.	0.6	1
96	Success Prediction of Leads – A Machine Learning Approach. , 2020, , .		1
97	Open Source Software in Financial Auditing. , 2021, , 504-518.		1
98	Fitting EMS to Organizations. , 2002, , 203-214.		1
99	Ba: Um Fator Determinante no Uso de Sistemas de Gestão do conhecimento. RISTI - Revista Iberica De Sistemas E Tecnologias De Informacao, 2017, , 1-19.	0.2	1
100	Communication genre for describing information using small display devices. , 2006, , .		0
101	Group Decision Process Supported by Web Enabled Small Screen Devices. , 2006, , .		0
102	Web application and design of communication. , 2008, , .		0
103	Supporting ERP open source customization with UML. , 2010, , .		0
104	Educational computer programming tools. , 2012, , .		0
105	Information aggregation in an entrepreneurship portal. , 2012, , .		0
106	Brainstorming reconsidered in computer-mediated communication and group support system context. , 2012, , .		0
107	Design of communication. , 2012, , .		0
108	Patient Health Portal: user calendar perspective. Procedia Technology, 2012, 5, 849-858.	1.1	0

#	ARTICLE	IF	CITATIONS
109	Developing a game in the context of an open source community. , 2013, , .		0
110	Software open source em auditoria software open source in audit. , 2018, , .		0
111	Training and management support as determinants of ERP success. , 2019, , .		0
112	Integrating Meeting Results in Organizations. , 2001, , 215-220.		0
113	Comparing Process Mining Tools and Algorithms. , 2022, , .		0