

Carlos J Costa

List of Publications by Year in descending order

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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	Boosting Sustainability through Digital Transformationâ€™s Domains and Resilience. Sustainability, 2022, 14, 1822.	3.2	23
2	Digital Evolution: blockchain field research. , 2022, , .		5
3	Predicting Bitcoin prices : The effect of interest rate, search on the internet, and energy prices. , 2022, , .		5
4	A Machine Learning approach for shared bicycle demand forecasting. , 2022, , .		3
5	Comparing Process Mining Tools and Algorithms. , 2022, , .		0
6	Gamification and reputation: key determinants of e-commerce usage and repurchase intention. Heliyon, 2021, 7, e06383.	3.2	47
7	Artificial Intelligence as the core technology for the Digital Transformation process. , 2021, , .		7
8	Forecasting real estate prices in Portugal : A data science approach. , 2021, , .		3
9	Emotion analysis of Portuguese Political Parties Communication over the covid-19 Pandemic. , 2021, , .		8
10	Open Source Software in Financial Auditing. , 2021, , 504-518.		1
11	Sentiment Analysis of Portuguese Political Parties Communication. , 2021, , .		5
12	Determinants adoption of computer-assisted auditing tools (CAATs). Cognition, Technology and Work, 2020, 22, 565-583.	3.0	24
13	Factors influencing charter flight departure delay. Research in Transportation Business and Management, 2020, 34, 100413.	2.9	10
14	Success Prediction of Leads â€™ A Machine Learning Approach. , 2020, , .		1
15	RPA in Finance: supporting portfolio management : Applying a software robot in a portfolio optimization problem. , 2020, , .		9
16	POST-DS: A Methodology to Boost Data Science. , 2020, , .		17
17	Determinants of the management learning performance in ERP context. Heliyon, 2020, 6, e03689.	3.2	27
18	Games and Business: Human Factors in Gamified Applications. Advances in Intelligent Systems and Computing, 2019, , 318-324.	0.6	1

#	ARTICLE	IF	CITATIONS
19	Free and open source bibliometric study. , 2019, , .		1
20	Robotic Process Automation: A Case Study in the Banking Industry. , 2019, , .		46
21	Data Science and AI: Trends Analysis. , 2019, , .		10
22	Learning Programming Using Educational Robotics. , 2019, , .		8
23	ERP Conceptual Ecology. <i>Advances in Intelligent Systems and Computing</i> , 2019, , 351-360.	0.6	1
24	Assessing consumer literacy on financial complex products. <i>Journal of Behavioral and Experimental Finance</i> , 2019, 22, 93-104.	3.8	21
25	Training and management support as determinants of ERP success. , 2019, , .		0
26	Open Source Software in Financial Auditing. <i>Advances in Finance, Accounting, and Economics</i> , 2019, , 188-202.	0.3	3
27	A virtual robot solution to support programming learning an open source approach. , 2018, , .		6
28	ERP usage in higher education learning context. , 2018, , .		2
29	Social CRM analytics. , 2018, , .		1
30	Blockchain technology in the auditing environment. , 2018, , .		51
31	Software open source em auditoria software open source in audit. , 2018, , .		0
32	How does the web game design influence the behavior of e-banking users?. <i>Computers in Human Behavior</i> , 2017, 74, 163-174.	8.5	55
33	Gamification usage ecology. , 2017, , .		11
34	S.I. success models, 25 years of evolution. , 2017, , .		6
35	Learning programming: A continuance model. , 2017, , .		1
36	Modelo de competitive intelligence (CI) competitive intelligence (CI) model. , 2017, , .		1

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37	Gamification: Conceptual framework to online courses of learning computer programming. , 2017, , .		7
38	Gamification to support programming learning. , 2017, , .		4
39	Research trends in CISTI's unveiled through text mining. , 2017, , .		4
40	A CONCEPTUAL FRAMEWORK TO IMPLEMENT GAMIFICATION ON ONLINE COURSES OF COMPUTER PROGRAMMING LEARNING: IMPLEMENTATION. , 2017, , .		10
41	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
42	CANOE e Fluxo: Determinantes na adoção de curso de programação online gamificado. RISTI - Revista Iberica De Sistemas E Tecnologias De Informacao, 2017, 25, 34-53.	0.2	5
43	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
44	Gamification: A framework for designing software in e-banking. Computers in Human Behavior, 2016, 62, 620-634.	8.5	48
45	Enterprise resource planning adoption and satisfaction determinants. Computers in Human Behavior, 2016, 63, 659-671.	8.5	93
46	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
47	E-Learning 3.0 Framework Adoption: Experts' Views. Lecture Notes in Computer Science, 2016, , 356-367.	1.3	3
48	Tools for Online Collaboration: Do they contribute to Improve Teamwork?. Mediterranean Journal of Social Sciences, 2015, , .	0.2	4
49	Motivations and limitations on the use of information technology on statutory auditors' work: An exploratory study. , 2015, , .		8
50	Use of information technology on statutory auditors' work: New profiles beyond Spreadsheets' users. , 2015, , .		8
51	Perspectives on design of communication. , 2014, , .		1
52	Gamification. , 2014, , .		2
53	New trends on CAATTs. , 2014, , .		9
54	Statutory auditor's profile and computer assisted audit tools and techniques' acceptance. , 2014, , .		3

#	ARTICLE	IF	CITATIONS
55	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
56	Evaluating success of a programming learning tool. , 2014, , .		8
57	Adoption of cloud computing systems. , 2014, , .		17
58	How gamification can influence the web design and the customer to use the e-banking systems. , 2014, , .		12
59	The adoption of gamification in e-banking. , 2013, , .		15
60	IO-SECI. , 2013, , .		4
61	ERP OS localization framework. , 2013, , .		7
62	METAVERSIA. , 2013, , .		3
63	WEB 2.0 Technologies Supporting Students and Scholars in Higher Education. Lecture Notes in Computer Science, 2013, , 191-200.	1.3	4
64	ERP measure success model; a new perspective. , 2013, , .		8
65	Developing a game in the context of an open source community. , 2013, , .		0
66	Educational computer programming tools. , 2012, , .		0
67	Information aggregation in an entrepreneurship portal. , 2012, , .		0
68	A solution to support student learning of programming. , 2012, , .		14
69	Using open source for forensic purposes. , 2012, , .		3
70	Macroeconomics leverage trough open source. , 2012, , .		6
71	Patient health portal. , 2012, , .		1
72	Proposing a system to support crowdsourcing. , 2012, , .		4

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73	Computer programming and novice programmers. , 2012, , .		23
74	Web-Based Graphic Environment to Support Programming in the Beginning Learning Process. Lecture Notes in Computer Science, 2012, , 413-416.	1.3	4
75	Brainstorming reconsidered in computer-mediated communication and group support system context. , 2012, , .		0
76	Design of communication. , 2012, , .		0
77	Patient Health Portal: user calendar perspective. Procedia Technology, 2012, 5, 849-858.	1.1	0
78	Cloud services evaluation framework. , 2012, , .		15
79	Financial auditing and surveys: how are financial auditors using information technology?. , 2012, , .		8
80	Collaborative systems. , 2012, , .		3
81	Health Portal. International Journal of Web Portals, 2012, 4, 1-18.	1.1	7
82	Secure deduplication on mobile devices. , 2011, , .		19
83	Analysis of e-learning processes. , 2011, , .		4
84	A peace war game application. , 2011, , .		4
85	Training and Interface Features in technology acceptance. , 2011, , .		3
86	Medieval guild as metaphor to a knowledge sharing community. , 2011, , .		2
87	Market Game. , 2011, , .		2
88	Social networks and design of communication. , 2010, , .		3
89	Market game. , 2010, , .		2
90	Wemoga. , 2010, , .		4

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91	Open source isometric browser games framework. , 2010, , .		3
92	Supporting ERP open source customization with UML. , 2010, , .		0
93	Testing usability of ERP open source systems. , 2010, , .		7
94	OSS in the Portuguese public administration. , 2010, , .		1
95	Organizational wiki as a knowledge management tool. , 2010, , .		12
96	Wiki content evaluation framework. , 2008, , .		9
97	Web application and design of communication. , 2008, , .		0
98	ERP localization: exploratory study in translation. , 2008, , .		9
99	Webstorm. , 2008, , .		3
100	Evaluating web usability using small display devices. , 2007, , .		5
101	WebStorm. , 2007, , .		2
102	Communication genre for describing information using small display devices. , 2006, , .		0
103	Group Decision Process Supported by Web Enabled Small Screen Devices. , 2006, , .		0
104	Using Communication Genre for searching with Small Display Devices. , 2006, , .		1
105	Visualization of balanced scorecard on PDAs. , 2005, , .		3
106	From genre analysis to the design of meetingware. , 2003, , .		11
107	Perceived Value: A Low-Cost Approach to Evaluate Meetingware. Lecture Notes in Computer Science, 2003, , 109-125.	1.3	6
108	Integrating Two Organizational Systems through Communication Genres. Lecture Notes in Computer Science, 2002, , 125-132.	1.3	5

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109	Handheld CSCW in the Meeting Environment. Lecture Notes in Computer Science, 2002, , 47-60.	1.3	5
110	Fitting EMS to Organizations. , 2002, , 203-214.		1
111	A Model for Organisational Integration of Meeting Outcomes. , 2001, , 303-313.		2
112	Integrating Meeting Results in Organizations. , 2001, , 215-220.		0
113	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