

Leif Marcusson

List of Publications by Year in descending order

Source: <https://exaly.com/author-pdf/3349792/publications.pdf>

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8
papers

56
citations

1937685

4
h-index

2053705

5
g-index

8
all docs

8
docs citations

8
times ranked

34
citing authors

| # | ARTICLE | IF | CITATIONS |
|---|--|-----|-----------|
| 1 | SMEs' online channel expansion: value creating activities. <i>Electronic Markets</i> , 2017, 27, 49-66. | 8.1 | 18 |
| 2 | Gamification in a servicescape context: a conceptual framework. <i>International Journal of Internet Marketing and Advertising</i> , 2019, 13, 22. | 0.2 | 18 |
| 3 | Applying a Core Competence Model on Swedish Job Advertisements for IT Project Managers. <i>International Journal of Information Technology Project Management</i> , 2015, 6, 1-17. | 0.5 | 11 |
| 4 | The Role of Mechanics in Gamification. <i>International Journal of Virtual and Augmented Reality</i> , 2019, 3, 18-41. | 0.8 | 8 |
| 5 | Swedish IT Project Managers' Personality Traits Mirrored in the Big Five. <i>International Journal of Information Technology Project Management</i> , 2016, 7, 1-14. | 0.5 | 1 |
| 6 | Core Competencies' Core Context!. <i>Advances in Educational Technologies and Instructional Design Book Series</i> , 2019, , 75-95. | 0.2 | 0 |
| 7 | Gamification Is. <i>Advances in Business Strategy and Competitive Advantage Book Series</i> , 2020, , 24-50. | 0.3 | 0 |
| 8 | Teachers' View of Servicescape. <i>Advances in Business Strategy and Competitive Advantage Book Series</i> , 2020, , 224-251. | 0.3 | 0 |