

# Leif Marcusson

## List of Publications by Year in descending order

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

Version: 2024-02-01

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