

# Emil R Kaburuan

## List of Publications by Year in descending order

Source: <https://exaly.com/author-pdf/468437/publications.pdf>

Version: 2024-02-01

34  
papers

156  
citations

2682572

2  
h-index

2272923

4  
g-index

34  
all docs

34  
docs citations

34  
times ranked

76  
citing authors

#	ARTICLE	IF	CITATIONS
1	The IKEA Catalogue. , 2016, , .		55
2	Sentiment Analysis about E-Commerce from Tweets Using Decision Tree, K-Nearest Neighbor, and Naïve Bayes. , 2018, , .		28
3	Monitoring of Electrical Output Power-Based Internet of Things for Micro-Hydro Power Plant. , 2018, , .		12
4	Usability Study and Usersâ€™ Perception of Smartwatch: Study on Indonesian Customer. Procedia Computer Science, 2019, 161, 1266-1274.	2.0	9
5	Gamification for Employee Training Platform in Banking Industries. , 2019, , .		7
6	User interface (UI) design of scheduling activity apps for autistic children. , 2017, , .		6
7	Designing an interactive learning application for ADHD children. MATEC Web of Conferences, 2018, 197, 16008.	0.2	5
8	Designing Enterprise Architecture in Hospitals Group. , 2019, , .		4
9	User interface model for Indonesian Animal apps to kid using Augmented Reality. , 2017, , .		3
10	Business Intelligence for Construction Company Acknowledgement Reporting System. , 2018, , .		3
11	The Collaboration of DevOps Automation and SOA to Accelerate Software Development Culture. , 2018, , .		3
12	Financial Technology Integration Based on Service Oriented Architecture. , 2018, , .		3
13	Analysis Of E-Commerce System In Marketplace (Shopee Indonesia). , 2020, , .		3
14	Gamified SCRUM Design in Software Development Projects. , 2018, , .		2
15	Factors of Web Design, Application Design and Service Quality on Satisfaction of E-Billing Users in Indonesia. , 2018, , .		2
16	Information System Audit in SaaS Start-Up Company using COBIT 4.1 Focus on Deliver and Support Domain. , 2018, , .		2
17	Play and pray: Spiritual enlightenment in virtual worlds. , 2013, , .		1
18	Developing Garuda Smart City Model With Big Data Framework. , 2018, , .		1

#	ARTICLE	IF	CITATIONS
19	Implementation SCRUM Method in Warehouse Receipt System Development. , 2018, , .		1
20	The user interface design for natural science learning media for elementary school. MATEC Web of Conferences, 2018, 197, 16006.	0.2	1
21	Designing user interface on monopoly game application for learning fraction in elementary school by using goal directed design method. MATEC Web of Conferences, 2018, 197, 16009.	0.2	1
22	Analysis of Shopping Online Influence Factor through Personal Social Media and Market Place. , 2019, , .		1
23	User Experience Evaluation on University's Learning Management System (LMS). , 2019, , .		1
24	Technology Drive Entrepreneurial Digital Business Transformation. , 2020, , .		1
25	Isnâ€™t It Real?. , 0, , 270-287.		1
26	Development of 3D Solar System Application Using RAD Model for Elementary Schools. , 2018, , .		0
27	Customer Acceptance Factors Against Internet Banking Analysis. , 2018, , .		0
28	Motion Gesture Game for Measure Kinesthetic Level. , 2018, , .		0
29	Analysis of Factors Affecting the Use of Go-Pay Feature as a Means of Payment. , 2019, , .		0
30	Identification of E-Commerce Business Approaches to Improve Customer Satisfaction. , 2020, , .		0
31	Business Process Management for Startup in Indonesia. , 2020, , .		0
32	Increasing IS Security using Risk Management on Fintech. , 2020, , .		0
33	Entrepreneur of Internet of Things (IoT) in Portable Hydroponic. , 2020, , .		0
34	Digital Batik Museum Website Design using User Centred Design (UCD) Method. , 2020, , .		0