Juho Hamari

List of Publications by Citations

120 papers	9,883 citations	45 h-index	99 g-index
143 ext. papers	12,839 ext. citations	5.7 avg, IF	7.63 L-index

#	Paper	IF	Citations
120	The sharing economy: Why people participate in collaborative consumption. *Journal of the Association for Information Science and Technology*, **2016**, 67, 2047-2059	2.7	1405
119	Does Gamification Work? -- A Literature Review of Empirical Studies on Gamification **2014**,		1326
118	Challenging games help students learn: An empirical study on engagement, flow and immersion in game-based learning. *Computers in Human Behavior*, **2016**, 54, 170-179	7.7	615
117	Defining gamification **2012**,		452
116	Transforming homo economicus into homo ludens: A field experiment on gamification in a utilitarian peer-to-peer trading service. *Electronic Commerce Research and Applications*, **2013**, 12, 236-245	4.6	384
115	Demographic differences in perceived benefits from gamification. *Computers in Human Behavior*, **2014**, 35, 179-188	7.7	382
114	The rise of motivational information systems: A review of gamification research. *International Journal of Information Management*, **2019**, 45, 191-210	16.4	345
113	What is eSports and why do people watch it?. *Internet Research*, **2017**, 27, 211-232	4.8	310
112	A definition for gamification: anchoring gamification in the service marketing literature. *Electronic Markets*, **2017**, 27, 21-31	4.8	304
111	Do badges increase user activity? A field experiment on the effects of gamification. *Computers in Human Behavior*, **2017**, 71, 469-478	7.7	275
110	Why do people use gamification services?. *International Journal of Information Management*, **2015**, 35, 419-431	16.4	244
109	Working out for likes An empirical study on social influence in exercise gamification. *Computers in Human Behavior*, **2015**, 50, 333-347	7.7	208
108	Social motivations of live-streaming viewer engagement on Twitch. *Computers in Human Behavior*, **2018**, 84, 58-67	7.7	197
107	Why do people watch others play video games? An empirical study on the motivations of Twitch users. *Computers in Human Behavior*, **2017**, 75, 985-996	7.7	194
106	Does gamification satisfy needs? A study on the relationship between gamification features and intrinsic need satisfaction. *International Journal of Information Management*, **2019**, 46, 210-221	16.4	151
105	Why do people play games? A meta-analysis. *International Journal of Information Management*, **2017**, 37, 125-141	16.4	141
104	Why do people buy virtual goods? Attitude toward virtual good purchases versus game enjoyment. *International Journal of Information Management*, **2015**, 35, 299-308	16.4	131

67	Gameful civic engagement: A review of the literature on gamification of e-participation. *Government Information Quarterly*, **2020**, 37, 101461	7.6	21
66	Is it a tool or a toy? How users conception of a system purpose affects their experience and use. *International Journal of Information Management*, **2019**, 49, 461-474	16.4	20
65	The Sharing Economy: Why People Participate in Collaborative Consumption. *SSRN Electronic Journal*, **2013**,	1	19
64	Shopping in virtual reality: A literature review and future agenda. *Journal of Business Research*, **2021**, 134, 37-58	8.7	18
63	An icon that everyone wants to click: How perceived aesthetic qualities predict app icon successfulness. *International Journal of Human Computer Studies*, **2019**, 130, 73-85	4.6	17
62	Seek, share, or withhold: information trading in MMORPGs. *Journal of Documentation*, **2015**, 71, 1119-1134	3.3	17
61	Empathy machine how virtual reality affects human rights attitudes. *Internet Research*, **2020**, 30, 1407-1425	4.8	17
60	A picture is worth a thousand words: an empirical study on the influence of content visibility on diffusion processes within a virtual world. *Behaviour and Information Technology*, **2016**, 35, 926-945	2.4	17
59	Why Do Teachers Use Game-Based Learning Technologies? The Role of Individual and Institutional ICT Readiness **2015**,		13
58	Archetypes of Gamification: Analysis of mHealth Apps. *JMIR MHealth and UHealth*, **2020**, 8, e19280	5.5	13
57	The Relationship Between Gamification, Brand Engagement and Brand Equity **2019**,		13
56	Fame and fortune, or just fun? A study on why people create content on video platforms. *Internet Research*, **2019**, 30, 165-190	4.8	13
55	What predicts esports betting? A study on consumption of video games, esports, gambling and demographic factors. *New Media and Society*, **2021**, 23, 1481-1505	3.8	13
54	Gamification of the work floor: A literature review of gamifying production and logistics operations **2018**,		12
53	Gamification of E-Participation: A Literature Review **2019**,		12
52	Digital athletics in analogue stadiums. *Internet Research*, **2020**, 30, 713-735	4.8	12
51	Avatar capital: The relationships between player orientation and their avatar's social, symbolic, economic and cultural capital. *Computers in Human Behavior*, **2020**, 102, 14-21	7.7	12
50	Getting Healthy by Catching Them All: A Study on the Relationship Between Player Orientations and Perceived Health Benefits in an Augmented Reality Game **2019**,		11

31	Gamification of The Future: An Experiment on Gamifying Education of Forecasting **2019**,		5
30	Streamers: the new wave of digital entrepreneurship? Extant corpus and research agenda. *Electronic Commerce Research and Applications*, **2021**, 46, 101027	4.6	5
29	Gamification for climate change engagement: review of corpus and future agenda. *Environmental Research Letters*, **2021**, 16, 063004	6.2	5
28	Convergence between the real and the augmented: Experiences and perceptions in location-based games. *Telematics and Informatics*, **2021**, 65, 101716	8.1	5
27	The Rise of Motivational Information Systems: A Review of Gamification Research. *SSRN Electronic Journal*, **2017**,	1	4
26	Liking the Game **2018**,		4
25	Content versus community focus in live streaming services: how to drive engagement in synchronous social media. *Journal of Service Management*, **2021**, ahead-of-print,	7.4	4
24	Flow in VR: A Study on the Relationships Between Preconditions, Experience and Continued Use **2020**,		4
23	View, Play and Pay? The Relationship between Consumption of Gaming Video Content and Video Game Playing and Buying **2020**,		4
22	What determines the successfulness of a crowdsourcing campaign: A study on the relationships between indicators of trustworthiness, popularity, and success. *Journal of Business Research*, **2022**, 139, 484-495	8.7	4
21	Gamification in freight transportation: extant corpus and future agenda. *International Journal of Physical Distribution and Logistics Management*, **2021**, 51, 685-710	5.2	4
20	Gamification to avoid cognitive biases: An experiment of gamifying a forecasting course. *Technological Forecasting and Social Change*, **2021**, 167, 120725	9.5	4
19	Seven Points to Reappropriate Gamification **2021**, 11-28		4
18	Teaching within a Story: Understanding storification of pedagogy. *International Journal of Educational Research*, **2021**, 106, 101728	2.1	4
17	Esports Scholarship Review: Synthesis, Contributions, and Future Research. *Journal of Sport Management*, **2022**, 1-12	2.1	4
16	Gamblification: A definition. *New Media and Society*,146144482210839	3.8	4
15	Satisfaction and willingness to consume immersive journalism **2020**,		3
14	The role of interactive practice in business performance. *Industrial Management and Data Systems*, **2020**, 120, 1521-1542	3.6	3

13	The relationship between user types and gamification designs. *User Modeling and User-Adapted Interaction*, 1	3.9	3
12	Gamification of backcasting for sustainability: The development of the gameful backcasting framework (GAMEBACK). *Journal of Cleaner Production*, **2021**, 302, 126609	10.3	2
11	Demographic factors have little effect on aesthetic perceptions of icons: a study of mobile game icons. *Internet Research*, **2021**, ahead-of-print,	4.8	2
10	Frontline employees compliance with fuzzy requests: A request appraisal behavior perspective. *Journal of Business Research*, **2021**, 131, 55-68	8.7	2
9	Gamifying the city: E-scooters and the critical tensions of playful urban mobility. *Mobilities*, 1-17	1.5	1
8	Empathizing with the End User: Effect of Empathy and Emotional Intelligence on Ideation. *Creativity Research Journal*, **2021**, 33, 191-201	1.8	1
7	Psychometric investigation of the gamification Hexad user types scale in Brazilian Portuguese.. *Scientific Reports*, **2022**, 12, 4920	4.9	1
6	Playing it safe: A literature review and research agenda on motivational technologies in transportation safety. *Reliability Engineering and System Safety*, **2022**, 108514	6.3	1
5	From the Hands of an Early Adopter Avatar to Virtual Junkyards: Analysis of Virtual Goods Lifetime Survival. *Applied Sciences (Switzerland)*, **2019**, 9, 1268	2.6	0
4	Internet-of-Gamification: A Review of Literature on IoT-enabled Gamification for User Engagement. *International Journal of Human-Computer Interaction*, 1-25	3.6	0
3	Crowdsourcing approaches for knowledge organization systems: Crowd collaboration or crowd work?. *Proceedings of the Association for Information Science and Technology*, **2016**, 53, 1-6	0.4	0
2	Space Pace: Method for Creating Augmented Reality Tours Based on 360 Videos. *Lecture Notes of the Institute for Computer Sciences, Social-Informatics and Telecommunications Engineering*, **2021**, 119-138	0.2	0
1	What is Gameful Experience? Towards a Conceptual Definition. *Proceedings - Academy of Management*, **2021**, 2021, 14337	0.1	