

Juho Hamari

List of Publications by Year in Descending Order

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The third column is the impact factor (IF) of the journal, and the fourth column is the number of citations of the article.

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 challenges of entering the metaverse: An experiment on the effect of extended reality on workload.. <i>Information Systems Frontiers</i> , 2022 , 1-22	4	24
119	What determines the successfulness of a crowdsourcing campaign: A study on the relationships between indicators of trustworthiness, popularity, and success. <i>Journal of Business Research</i> , 2022 , 139, 484-495	8.7	4
118	Esports Scholarship Review: Synthesis, Contributions, and Future Research. <i>Journal of Sport Management</i> , 2022 , 1-12	2.1	4
117	Psychometric investigation of the gamification Hexad user types scale in Brazilian Portuguese.. <i>Scientific Reports</i> , 2022 , 12, 4920	4.9	1
116	Playing it safe: A literature review and research agenda on motivational technologies in transportation safety. <i>Reliability Engineering and System Safety</i> , 2022 , 108514	6.3	1
115	Content versus community focus in live streaming services: how to drive engagement in synchronous social media. <i>Journal of Service Management</i> , 2021 , ahead-of-print,	7.4	4
114	Virtual technologies in supporting sustainable consumption: From a single-sensory stimulus to a multi-sensory experience. <i>International Journal of Information Management</i> , 2021 , 102455	16.4	6
113	Streamers: the new wave of digital entrepreneurship? Extant corpus and research agenda. <i>Electronic Commerce Research and Applications</i> , 2021 , 46, 101027	4.6	5
112	Gamification in freight transportation: extant corpus and future agenda. <i>International Journal of Physical Distribution and Logistics Management</i> , 2021 , 51, 685-710	5.2	4
111	Gamification to avoid cognitive biases: An experiment of gamifying a forecasting course. <i>Technological Forecasting and Social Change</i> , 2021 , 167, 120725	9.5	4
110	Gamification for climate change engagement: review of corpus and future agenda. <i>Environmental Research Letters</i> , 2021 , 16, 063004	6.2	5
109	Augmented Virtual Reality Meditation. <i>ACM Transactions on Social Computing</i> , 2021 , 4, 1-19	1.7	6
108	Gamification of backcasting for sustainability: The development of the gameful backcasting framework (GAMEBACK). <i>Journal of Cleaner Production</i> , 2021 , 302, 126609	10.3	2
107	Demographic factors have little effect on aesthetic perceptions of icons: a study of mobile game icons. <i>Internet Research</i> , 2021 , ahead-of-print,	4.8	2
106	Frontline employees' compliance with fuzzy requests: A request appraisal behavior perspective. <i>Journal of Business Research</i> , 2021 , 131, 55-68	8.7	2
105	What predicts esports betting? A study on consumption of video games, esports, gambling and demographic factors. <i>New Media and Society</i> , 2021 , 23, 1481-1505	3.8	13
104	Empathizing with the End User: Effect of Empathy and Emotional Intelligence on Ideation. <i>Creativity Research Journal</i> , 2021 , 33, 191-201	1.8	1

103	Seven Points to Reappropriate Gamification 2021 , 11-28		4
102	Space Pace: Method for Creating Augmented Reality Tours Based on 360 Videos. <i>Lecture Notes of the Institute for Computer Sciences, Social-Informatics and Telecommunications Engineering</i> , 2021 , 119-138	0.2	0
101	What is Gameful Experience? Towards a Conceptual Definition. <i>Proceedings - Academy of Management</i> , 2021 , 2021, 14337		0.1
100	Shopping in virtual reality: A literature review and future agenda. <i>Journal of Business Research</i> , 2021 , 134, 37-58	8.7	18
99	Convergence between the real and the augmented: Experiences and perceptions in location-based games. <i>Telematics and Informatics</i> , 2021 , 65, 101716	8.1	5
98	Teaching within a Story: Understanding storification of pedagogy. <i>International Journal of Educational Research</i> , 2021 , 106, 101728	2.1	4
97	Tailored gamification: A review of literature. <i>International Journal of Human Computer Studies</i> , 2020 , 144, 102495	4.6	46
96	The effect of challenge-based gamification on learning: An experiment in the context of statistics education. <i>International Journal of Human Computer Studies</i> , 2020 , 144, 102496	4.6	47
95	Gameful civic engagement: A review of the literature on gamification of e-participation. <i>Government Information Quarterly</i> , 2020 , 37, 101461	7.6	21
94	Development of measurement instrument for visual qualities of graphical user interface elements (VISQUAL): a test in the context of mobile game icons. <i>User Modeling and User-Adapted Interaction</i> , 2020 , 30, 949-982	3.9	8
93	Satisfaction and willingness to consume immersive journalism 2020 ,		3
92	Archetypes of Gamification: Analysis of mHealth Apps. <i>JMIR MHealth and UHealth</i> , 2020 , 8, e19280	5.5	13
91	How Game Features Give Rise to Altruism and Collective Action? Implications for Cultivating Cooperation by Gamification 2020 ,		7
90	Flow in VR: A Study on the Relationships Between Preconditions, Experience and Continued Use 2020 ,		4
89	View, Play and Pay? The Relationship between Consumption of Gaming Video Content and Video Game Playing and Buying 2020 ,		4
88	GamCog: A measurement instrument for miscognitions related to gamblification, gambling, and video gaming. <i>Psychology of Addictive Behaviors</i> , 2020 , 34, 242-256	3.4	7
87	Does gamification affect brand engagement and equity? A study in online brand communities. <i>Journal of Business Research</i> , 2020 , 109, 449-460	8.7	81
86	"Why pay premium in freemium services?" A study on perceived value, continued use and purchase intentions in free-to-play games. <i>International Journal of Information Management</i> , 2020 , 51, 102040	16.4	37

85	How does mobility affect social media advertising effectiveness? A study in WeChat. <i>Industrial Management and Data Systems</i> , 2020 , 120, 2081-2101	3.6	6
84	Empathy machine—how virtual reality affects human rights attitudes. <i>Internet Research</i> , 2020 , 30, 1407-1425	4.25	17
83	The role of interactive practice in business performance. <i>Industrial Management and Data Systems</i> , 2020 , 120, 1521-1542	3.6	3
82	Digital athletics in analogue stadiums. <i>Internet Research</i> , 2020 , 30, 713-735	4.8	12
81	Understanding continuance intention to play online games: roles of self-expressiveness, self-congruity, self-efficacy, and perceived risk. <i>Behaviour and Information Technology</i> , 2020 , 1-17	2.4	11
80	Does esports spectating influence game consumption?. <i>Behaviour and Information Technology</i> , 2020 , 1-17	2.4	11
79	Gamification of production and logistics operations: Status quo and future directions. <i>Journal of Business Research</i> , 2020 , 106, 331-340	8.7	48
78	How players across gender and age experience Pok�hon Go?. <i>Universal Access in the Information Society</i> , 2020 , 19, 799-812	2.5	10
77	Avatar capital: The relationships between player orientation and their avatar's social, symbolic, economic and cultural capital. <i>Computers in Human Behavior</i> , 2020 , 102, 14-21	7.7	12
76	From the Hands of an Early Adopter—Avatar to Virtual Junkyards: Analysis of Virtual Goods—Lifetime Survival. <i>Applied Sciences (Switzerland)</i> , 2019 , 9, 1268	2.6	0
75	An icon that everyone wants to click: How perceived aesthetic qualities predict app icon successfulness. <i>International Journal of Human Computer Studies</i> , 2019 , 130, 73-85	4.6	17
74	Live, Love, Juul: User and Content Analysis of Twitter Posts about Juul. <i>American Journal of Health Behavior</i> , 2019 , 43, 326-336	1.9	21
73	Gameful Experience Questionnaire (GAMEFULQUEST): an instrument for measuring the perceived gamefulness of system use. <i>User Modeling and User-Adapted Interaction</i> , 2019 , 29, 619-660	3.9	58
72	eSports, skins and loot boxes: Participants, practices and problematic behaviour associated with emergent forms of gambling. <i>New Media and Society</i> , 2019 , 21, 20-41	3.8	81
71	Uses and Gratifications of Pok�hon Go: Why do People Play Mobile Location-Based Augmented Reality Games?. <i>International Journal of Human-Computer Interaction</i> , 2019 , 35, 804-819	3.6	72
70	Is it a tool or a toy? How user's conception of a system's purpose affects their experience and use. <i>International Journal of Information Management</i> , 2019 , 49, 461-474	16.4	20
69	The Relationship Between Gamification, Brand Engagement and Brand Equity 2019 ,		13
68	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

67	Five-Factor Inventory of Intrinsic Motivations to Gameplay (IMG) 2019 ,		9
66	Play, Playbour or Labour? The Relationships between Perception of Occupational Activity and Outcomes among Streamers and YouTubers 2019 ,		7
65	Gamification of E-Participation: A Literature Review 2019 ,		12
64	Gamification of The Future: An Experiment on Gamifying Education of Forecasting 2019 ,		5
63	Fame and fortune, or just fun? A study on why people create content on video platforms. <i>Internet Research</i> , 2019 , 30, 165-190	4.8	13
62	Gamification 2019 , 1-3		26
61	Evoking Physiological Synchrony and Empathy Using Social VR with Biofeedback. <i>IEEE Transactions on Affective Computing</i> , 2019 , 1-1	5.7	8
60	The Gamification of Work: Lessons From Crowdsourcing. <i>Journal of Management Inquiry</i> , 2019 , 28, 145-148	4.8	29
59	How motivational feedback increases users' benefits and continued use: A study on gamification, quantified-self and social networking. <i>International Journal of Information Management</i> , 2019 , 46, 151-162	16.4	56
58	The rise of motivational information systems: A review of gamification research. <i>International Journal of Information Management</i> , 2019 , 45, 191-210	16.4	345
57	Does gamification satisfy needs? A study on the relationship between gamification features and intrinsic need satisfaction. <i>International Journal of Information Management</i> , 2019 , 46, 210-221	16.4	151
56	Strengthening gamification studies: Current trends and future opportunities of gamification research. <i>International Journal of Human Computer Studies</i> , 2019 , 127, 1-6	4.6	71
55	Why do people play location-based augmented reality games: A study on Pokémon GO. <i>Computers in Human Behavior</i> , 2019 , 93, 114-122	7.7	54
54	A gradual approach for maximising user conversion without compromising experience with high visual intensity website elements. <i>Internet Research</i> , 2019 , 29, 194-217	4.8	35
53	The ingredients of Twitch streaming: Affordances of game streams. <i>Computers in Human Behavior</i> , 2019 , 92, 20-28	7.7	59
52	Cooperation or competition ¶When do people contribute more? A field experiment on gamification of crowdsourcing. <i>International Journal of Human Computer Studies</i> , 2019 , 127, 7-24	4.6	45
51	Social motivations of live-streaming viewer engagement on Twitch. <i>Computers in Human Behavior</i> , 2018 , 84, 58-67	7.7	197
50	Gamification, quantified-self or social networking? Matching users' goals with motivational technology. <i>User Modeling and User-Adapted Interaction</i> , 2018 , 28, 35-74	3.9	46

49	How to design gamification? A method for engineering gamified software. <i>Information and Software Technology</i> , 2018 , 95, 219-237	3.4	121
48	Liking the Game 2018 ,		4
47	Gamification of the work floor: A literature review of gamifying production and logistics operations 2018 ,		12
46	Investigating relationships between video gaming, spectating esports, and gambling. <i>Computers in Human Behavior</i> , 2018 , 80, 344-353	7.7	69
45	Do badges increase user activity? A field experiment on the effects of gamification. <i>Computers in Human Behavior</i> , 2017 , 71, 469-478	7.7	275
44	A definition for gamification: anchoring gamification in the service marketing literature. <i>Electronic Markets</i> , 2017 , 27, 21-31	4.8	304
43	Why do people buy virtual goods: A meta-analysis. <i>Computers in Human Behavior</i> , 2017 , 71, 59-69	7.7	60
42	Why do people play games? A meta-analysis. <i>International Journal of Information Management</i> , 2017 , 37, 125-141	16.4	141
41	What is eSports and why do people watch it?. <i>Internet Research</i> , 2017 , 27, 211-232	4.8	310
40	Why do people watch others play video games? An empirical study on the motivations of Twitch users. <i>Computers in Human Behavior</i> , 2017 , 75, 985-996	7.7	194
39	Gamified crowdsourcing: Conceptualization, literature review, and future agenda. <i>International Journal of Human Computer Studies</i> , 2017 , 106, 26-43	4.6	122
38	Content structure is king: An empirical study on gratifications, game genres and content type on Twitch. <i>Computers in Human Behavior</i> , 2017 , 73, 161-171	7.7	74
37	Why do players buy in-game content? An empirical study on concrete purchase motivations. <i>Computers in Human Behavior</i> , 2017 , 68, 538-546	7.7	82
36	The Rise of Motivational Information Systems: A Review of Gamification Research. <i>SSRN Electronic Journal</i> , 2017 ,	1	4
35	What Is eSports and Why Do People Watch It?. <i>SSRN Electronic Journal</i> , 2017 ,	1	6
34	How games induce cooperation? A study on the relationship between game features and we-intentions in an augmented reality game. <i>Computers in Human Behavior</i> , 2017 , 77, 169-183	7.7	69
33	Service quality explains why people use freemium services but not if they go premium: An empirical study in free-to-play games. <i>International Journal of Information Management</i> , 2017 , 37, 1449-1459	16.4	69
32	Computer Games and Organization Studies. <i>Organization Studies</i> , 2017 , 38, 273-284	3.6	65

31	How to Gamify? A Method For Designing Gamification 2017 ,		61
30	Challenging games help students learn: An empirical study on engagement, flow and immersion in game-based learning. <i>Computers in Human Behavior</i> , 2016 , 54, 170-179	7.7	615
29	Fictional Game Elements 2016 ,		5
28	Why do People Buy Virtual Goods? A Literature Review 2016 ,		9
27	Introduction to Gamification: Motivations, Effects and Analytics Minitrack 2016 ,		5
26	Gamification in Crowdsourcing: A Review 2016 ,		70
25	The sharing economy: Why people participate in collaborative consumption. <i>Journal of the Association for Information Science and Technology</i> , 2016 , 67, 2047-2059	2.7	1405
24	Crowdsourcing approaches for knowledge organization systems: Crowd collaboration or crowd work?. <i>Proceedings of the Association for Information Science and Technology</i> , 2016 , 53, 1-6	0.4	0
23	A picture is worth a thousand words: an empirical study on the influence of content visibility on diffusion processes within a virtual world. <i>Behaviour and Information Technology</i> , 2016 , 35, 926-945	2.4	17
22	Why do people use gamification services?. <i>International Journal of Information Management</i> , 2015 , 35, 419-431	16.4	244
21	Working out for likes—An empirical study on social influence in exercise gamification. <i>Computers in Human Behavior</i> , 2015 , 50, 333-347	7.7	208
20	Why Do Teachers Use Game-Based Learning Technologies? The Role of Individual and Institutional ICT Readiness 2015 ,		13
19	Why Do People Play Games? A Review of Studies on Adoption and Use 2015 ,		9
18	Seek, share, or withhold: information trading in MMORPGs. <i>Journal of Documentation</i> , 2015 , 71, 1119-1134	1.4	17
17	Why do people buy virtual goods? Attitude toward virtual good purchases versus game enjoyment. <i>International Journal of Information Management</i> , 2015 , 35, 299-308	16.4	131
16	Does Gamification Work? -- A Literature Review of Empirical Studies on Gamification 2014 ,		1326
15	Measuring flow in gamification: Dispositional Flow Scale-2. <i>Computers in Human Behavior</i> , 2014 , 40, 133-143	1.4	124
14	Transparency of intentions decreases privacy concerns in ubiquitous surveillance. <i>Cyberpsychology, Behavior, and Social Networking</i> , 2014 , 17, 633-8	4.4	32

13	Demographic differences in perceived benefits from gamification. <i>Computers in Human Behavior</i> , 2014 , 35, 179-188	7.7	382
12	Player Types: A Meta-synthesis. <i>Transactions of the Digital Games Research Association</i> , 2014 , 1,	3	117
11	Do Persuasive Technologies Persuade? - A Review of Empirical Studies. <i>Lecture Notes in Computer Science</i> , 2014 , 118-136	0.9	126
10	Transforming homo economicus into homo ludens: A field experiment on gamification in a utilitarian peer-to-peer trading service. <i>Electronic Commerce Research and Applications</i> , 2013 , 12, 236-245	4.6	384
9	Social Network Games: Players' Perspectives. <i>Simulation and Gaming</i> , 2013 , 44, 794-820	1.9	67
8	The Sharing Economy: Why People Participate in Collaborative Consumption. <i>SSRN Electronic Journal</i> , 2013 ,	1	19
7	Defining gamification 2012 ,		452
6	Gamifying the city: E-scooters and the critical tensions of playful urban mobility. <i>Mobilities</i> ,1-17	1.5	1
5	Internet-of-Gamification: A Review of Literature on IoT-enabled Gamification for User Engagement. <i>International Journal of Human-Computer Interaction</i> ,1-25	3.6	0
4	Building Customer Relationship through Game Mechanics in Social Games348-365		23
3	The Use of Augmented Reality in Retail: A Review of Literature		6
2	The relationship between user types and gamification designs. <i>User Modeling and User-Adapted Interaction</i> ,1	3.9	3
1	Gamblification: A definition. <i>New Media and Society</i> ,146144482210839	3.8	4