

Jonna Koivisto

List of Publications by Year in descending order

Source: <https://exaly.com/author-pdf/5569116/publications.pdf>

Version: 2024-02-01

19
papers

5,181
citations

840119

11
h-index

996533

15
g-index

19
all docs

19
docs citations

19
times ranked

3613
citing authors

#	ARTICLE	IF	CITATIONS
1	Does Gamification Work? – A Literature Review of Empirical Studies on Gamification. , 2014, , .		2,119
2	The rise of motivational information systems: A review of gamification research. International Journal of Information Management, 2019, 45, 191-210.	10.5	779
3	Demographic differences in perceived benefits from gamification. Computers in Human Behavior, 2014, 35, 179-188.	5.1	557
4	Why do people use gamification services?. International Journal of Information Management, 2015, 35, 419-431.	10.5	402
5	“Working out for likes”: An empirical study on social influence in exercise gamification. Computers in Human Behavior, 2015, 50, 333-347.	5.1	312
6	Measuring flow in gamification: Dispositional Flow Scale-2. Computers in Human Behavior, 2014, 40, 133-143.	5.1	196
7	Gamified crowdsourcing: Conceptualization, literature review, and future agenda. International Journal of Human Computer Studies, 2017, 106, 26-43.	3.7	184
8	Why do players buy in-game content? An empirical study on concrete purchase motivations. Computers in Human Behavior, 2017, 68, 538-546.	5.1	132
9	Gamification in Crowdsourcing: A Review. , 2016, , .		108
10	Service quality explains why people use freemium services but not if they go premium: An empirical study in free-to-play games. International Journal of Information Management, 2017, 37, 1449-1459.	10.5	107
11	Gamification of production and logistics operations: Status quo and future directions. Journal of Business Research, 2020, 106, 331-340.	5.8	96
12	"Why pay premium in freemium services?" A study on perceived value, continued use and purchase intentions in free-to-play games. International Journal of Information Management, 2020, 51, 102040.	10.5	84
13	Gamification for Older Adults: A Systematic Literature Review. Gerontologist, The, 2021, 61, e360-e372.	2.3	61
14	Gameful Self-Regulation: A Study on How Gamified Self-Tracking Features Evoke Gameful Experiences. , 2020, , .		20
15	Identified opportunities for gamification in the elective primary fast-track total hip and knee arthroplasty journey: Secondary analysis of healthcare professionals'™ interviews. Journal of Clinical Nursing, 2020, 29, 2338-2351.	1.4	8
16	The Rise of Motivational Information Systems: A Review of Gamification Research. SSRN Electronic Journal, 0, , .	0.4	7
17	The digital patient journey solution for patients undergoing elective hip and knee arthroplasty: Protocol for a pragmatic randomized controlled trial. Journal of Advanced Nursing, 2020, 76, 1436-1448.	1.5	3
18	A gamified mobile health intervention for children in day surgery care: Protocol for a randomized controlled trial. Nursing Open, 2022, 9, 1465-1476.	1.1	3

#	ARTICLE	IF	CITATIONS
19	Identified gamification opportunities for digital patient journey solution during an arthroplasty journey: secondary analysis of patients' interviews. Nursing Open, 2022, 9, 2044-2053.	1.1	3