

Thomas Leclercq

List of Publications by Year in descending order

Source: <https://exaly.com/author-pdf/671259/publications.pdf>

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7
papers

373
citations

1478505

6
h-index

1872680

6
g-index

7
all docs

7
docs citations

7
times ranked

272
citing authors

#	ARTICLE	IF	CITATIONS
1	The Boundaries of Gamification for Engaging Customers: Effects of Losing a Contest in Online Co-creation Communities. <i>Journal of Interactive Marketing</i> , 2018, 44, 82-101.	6.2	100
2	Smart technologies and shopping experience: Are gamification interfaces effective? The case of the Smartstore. <i>Technological Forecasting and Social Change</i> , 2017, 124, 320-331.	11.6	83
3	Uncovering the dark side of gamification at work: Impacts on engagement and well-being. <i>Journal of Business Research</i> , 2021, 122, 256-269.	10.2	76
4	When gamification backfires: the impact of perceived justice on online community contributions. <i>Journal of Marketing Management</i> , 2020, 36, 550-577.	2.3	51
5	Opening the black box of gameful experience: Implications for gamification process design. <i>Journal of Retailing and Consumer Services</i> , 2020, 52, 101882.	9.4	45
6	It is Really Not a Game: An Integrative Review of Gamification for Service Research. <i>Journal of Service Research</i> , 2023, 26, 3-20.	12.2	18
7	No pain, no gain! The uncertainty-to-win effect on customer experience quality through gamified interaction. <i>Recherche Et Applications En Marketing</i> , 0, , 205157072210782.	0.5	0