

Kingsley Ofosu-Ampong

List of Publications by Year in descending order

Source: <https://exaly.com/author-pdf/7449757/publications.pdf>

Version: 2024-02-01

6
papers

127
citations

1683934

5
h-index

1872570

6
g-index

6
all docs

6
docs citations

6
times ranked

46
citing authors

#	ARTICLE	IF	CITATIONS
1	The Shift to Gamification in Education: A Review on Dominant Issues. Journal of Educational Technology Systems, 2020, 49, 113-137.	3.6	55
2	Gamification of E-Learning in African Universities. Advances in Human and Social Aspects of Technology Book Series, 2022, , 73-96.	0.3	27
3	Are we ready for Gamification? An exploratory analysis in a developing country. Education and Information Technologies, 2020, 25, 1723-1742.	3.5	24
4	Adoption of contactless technologies for remote work in Ghana post-Covid-19: Insights from technology-organisation-environment framework. Digital Business, 2022, 2, 100023.	2.3	10
5	Determinants, Barriers and Strategies of Digital Transformation Adoption in a Developing Country Covid-19 era. Journal of Digital Science, 2021, 3, 67-83.	0.6	10
6	Gamification Research. Advances in Information Quality and Management, 2020, , 397-412.	0.3	1