Kitti Puritat

List of Publications by Year
in descending order

10 papers	92 citations	2258059 3 h-index	2272923 4 g-index
10 all docs	10 docs citations	10 times ranked	39 citing authors

#	ARTICLE	IF	CITATIONS
1	A gamified mobile application for first-year student orientation to promote library services. Journal of Librarianship and Information Science, 2023, 55, 137-150.	2.4	3
2	Designing a gamified e-learning environment for teaching undergraduate ERP course based on big five personality traits. Education and Information Technologies, 2021, 26, 4049-4067.	5.7	30
3	The Multi-Criteria Decision Model using ANP approach for selection ERP Software of SMEs in the Upper North Region of Thailand. , 2020, , .		0
4	Development of an Open Source Automated Library System with Book Recommedation System for Small Libraries. , 2020, , .		14
5	Knowledge expert co-creation-based conceptual framework for educational game. , 2019, , .		2
6	Enhanced Knowledge and Engagement of Students Through the Gamification Concept of Game Elements. International Journal of Engineering Pedagogy, 2019, 9, 41.	1.1	22
7	A Gamified Mobile-Based Approach with Web Monitoring for a Crowdsourcing Framework Designed for Urban Problems Related Smart Government: A Case Study of Chiang Mai, Thailand. International Journal of Interactive Mobile Technologies, 2019, 13, 55.	1.2	8
8	Short Term prediction of statistics for Bigdata in video surveillance. , 2018, , .		2
9	Enhancing Assistive Technology by the modification of the Thai word prediction application to improve the usability of students with learning disabilities. , 2017, , .		0
10	Enhancing user performance and engagement through gamification: Case study of aqua republica. , 2016, , .		11