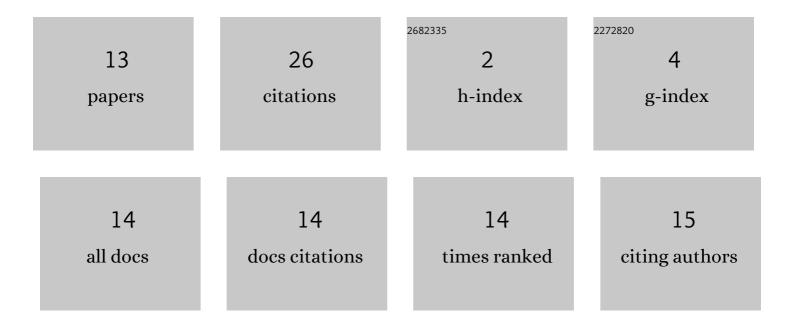
Adam Palmquist

List of Publications by Year in descending order

Source: https://exaly.com/author-pdf/7633078/publications.pdf Version: 2024-02-01



#	Article	IF	CITATIONS
1	Conceptualizing Embodied Automation to Increase Transfer of Tacit knowledge in the Learning Factory. , 2018, , .		6
2	Broader Understanding of Gamification by Addressing Ethics and Diversity. Lecture Notes in Computer Science, 2020, , 688-699.	1.0	6
3	A product to gamify other products; implementing gamification in existing software. , 2019, , .		3
4	Factors Related to the Use and Perception of a Gamified Application for Employee Onboarding. Advances in Intelligent Systems and Computing, 2021, , 653-661.	0.5	3
5	"l Think It's Quite Subtle, So It Doesn't Disturb Me†Employee Perceptions of Levels, Points and Bad in Corporate Training. Lecture Notes in Networks and Systems, 2022, , 44-52.	ges 0.5	2
6	Gamification Design Predicaments for E-learning. Lecture Notes in Computer Science, 2021, , 245-255.	1.0	1
7	Influence of Gender, Age, and Frequency of Use on Users' Attitudes on Gamified Online Learning. Advances in Intelligent Systems and Computing, 2021, , 177-185.	0.5	1
8	To What Extent is Gamification an Effective Tool for Onboarding Users into a DHM Tool. Lecture Notes in Computer Science, 2021, , 48-66.	1.0	1
9	â€~Gamification was not the problem'. , 2021, , .		1
10	Eye of the Beholder. Advances in Business Strategy and Competitive Advantage Book Series, 2020, , 86-118.	0.2	1
11	Knowledge Strategies for Organization 4.0 – A Workforce Centric Approach. IFIP Advances in Information and Communication Technology, 2020, , 31-36.	0.5	0
12	ADULT EDUCATION TEACHERâ \in TM S PERCEPTION OF GAMIFICATION IMPLEMENTED IN DISTANCE EDUCATION. , 2021, , .		0
13	A Practical View of Gamifying Information Systems for the Future. International Journal of Gaming and Computer-Mediated Simulations, 2022, 13, 48-60.	0.9	0