

Adam Palmquist

List of Publications by Year in descending order

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13
papers

26
citations

2682572

2
h-index

2272923

4
g-index

14
all docs

14
docs citations

14
times ranked

15
citing authors

#	ARTICLE	IF	CITATIONS
1	â€œI Think Itâ€™s Quite Subtle, So It Doesnâ€™t Disturb Meâ€• Employee Perceptions of Levels, Points and Badges in Corporate Training. Lecture Notes in Networks and Systems, 2022, , 44-52.	0.7	2
2	A Practical View of Gamifying Information Systems for the Future. International Journal of Gaming and Computer-Mediated Simulations, 2022, 13, 48-60.	1.1	0
3	Gamification Design Predicaments for E-learning. Lecture Notes in Computer Science, 2021, , 245-255.	1.3	1
4	Influence of Gender, Age, and Frequency of Use on Usersâ€™ Attitudes on Gamified Online Learning. Advances in Intelligent Systems and Computing, 2021, , 177-185.	0.6	1
5	Factors Related to the Use and Perception of a Gamified Application for Employee Onboarding. Advances in Intelligent Systems and Computing, 2021, , 653-661.	0.6	3
6	To What Extent is Gamification an Effective Tool for Onboarding Users into a DHM Tool. Lecture Notes in Computer Science, 2021, , 48-66.	1.3	1
7	â€œGamification was not the problemâ€™. , 2021, , .		1
8	ADULT EDUCATION TEACHERâ€™S PERCEPTION OF GAMIFICATION IMPLEMENTED IN DISTANCE EDUCATION. , 2021, , .		0
9	Broader Understanding of Gamification by Addressing Ethics and Diversity. Lecture Notes in Computer Science, 2020, , 688-699.	1.3	6
10	Knowledge Strategies for Organization 4.0 â€œ A Workforce Centric Approach. IFIP Advances in Information and Communication Technology, 2020, , 31-36.	0.7	0
11	Eye of the Beholder. Advances in Business Strategy and Competitive Advantage Book Series, 2020, , 86-118.	0.3	1
12	A product to gamify other products; implementing gamification in existing software. , 2019, , .		3
13	Conceptualizing Embodied Automation to Increase Transfer of Tacit knowledge in the Learning Factory. , 2018, , .		6