Enric Serradell-Lopez

List of Publications by Year in Descending Order

40 papers	306 citations
10 h-index	17 g-index
54 ext. papers	381 ext. citations
1.9 avg, IF	4.22 L-index

#	Paper	IF	Citations
40	Developing entrepreneurial competencies in higher education: a structural model approach. *Education and Training*, **2021**, 63, 720-743	2.2	10
39	Sustainable Innovation in Higher Education: The Impact of Gender on Innovation Competences. *Sustainability*, **2021**, 13, 5004	3.6	7
38	Competencies in business degrees: A face-to-face and online comparative study. *Journal of Education for Business*, **2021**, 96, 71-81	1.1	5
37	A PLS-SEM Approach in Evaluating a Virtual Teamwork Model in Online Higher Education: Why and How?. *Springer Proceedings in Complexity*, **2021**, 217-232	0.3	1
36	Key Factors that Boost the Effectiveness of Virtual Teamwork in Online Higher Education. *Springer Proceedings in Complexity*, **2021**, 183-198	0.3	
35	An Integrative Framework for Startups at Early Stage: Promoting Evidence-Based Design and Evaluation in Early Stage Startups. *Springer Proceedings in Complexity*, **2021**, 445-458	0.3	
34	Analysing Competencies by Gender in Internships. *Springer Proceedings in Complexity*, **2021**, 411-419	0.3	0
33	Competency assessment and learning results in tourism internships: is gender a relevant factor?. *Higher Education, Skills and Work-based Learning*, **2021**, ahead-of-print,	1.2	1
32	An Evaluation of Virtual Teamwork Model in Online Higher Education. *Springer Proceedings in Complexity*, **2021**, 199-216	0.3	
31	Gender and learning results: a study on their relationship in entrepreneurship education and business plans. *Studies in Higher Education*, **2020**, 1-16	2.6	7
30	Entrepreneurial competences in a higher education business plan course. *Education and Training*, **2019**, 61, 850-869	2.2	20
29	Students perception of the impact of competences on learning: An analysis with business simulations. *Computers in Human Behavior*, **2019**, 101, 311-319	7.7	11
28	Gender and Learning Outcomes in Entrepreneurship Education. *Springer Proceedings in Complexity*, **2019**, 91-99	0.3	
27	Competences in higher education tourism internships. *Education and Training*, **2019**, 62, 64-80	2.2	12
26	Applying learning analytics to students interaction in business simulation games. The usefulness of learning analytics to know what students really learn. *Computers in Human Behavior*, **2019**, 92, 600-612	7.7	33
25	Student interactions in online discussion forums: their perception on learning with business simulation games. *Behaviour and Information Technology*, **2018**, 37, 419-429	2.4	21
24	Do business games foster skills? A cross-cultural study from learners' views. *Intangible Capital*, **2018**, 14, 315	1.6	10

23	The effect of competences on learning results an educational experience with a business simulator. *Computers in Human Behavior*, **2015**, 51, 910-914	7.7	27
22	An analysis of the determinants of students performance in e-learning. *Computers in Human Behavior*, **2014**, 30, 476-484	7.7	63
21	Comparing student competences in a face-to-face and online business game. *Computers in Human Behavior*, **2014**, 30, 452-459	7.7	43
20	E-learning in Economics and Business. *RUSC Universities and Knowledge Society Journal*, **2014**, 11, 3		6
19	Understanding Culture and its Implications for E-Learning **2014**, 133-149		
18	The Impact of Corporate Culture on the Absorptive Capacity and Innovative Capacity of Companies. *International Journal of Knowledge Society Research*, **2013**, 4, 36-51		
17	Understanding Culture and its Implications for E-Learning **2013**, 144-159		2
16	Evolución de los repositorios documentales. El caso SocialNet. *Profesional De La Informacion*, **2013**, 22, 432-439	3.7	
15	Higher Education Scenario from a Cross-Cultural Perspective. *International Journal of Distance Education Technologies*, **2012**, 10, 44-55	1.1	
14	The Implementation of Process Management. *International Journal of Knowledge Society Research*, **2012**, 3, 14-25		4
13	Location Guided System of Training Solutions and Learning Itineraries Based on Competences Adapted to Users Needs. *International Journal of Knowledge Society Research*, **2011**, 2, 37-46		
12	New Human Resources Practices, Technology and Their Impact on SMEs' Efficiency. *Information Systems Management*, **2010**, 27, 267-273	3.1	7
11	Marketing and ICT integration as product innovation key factors. *International Journal of Technology Enhanced Learning*, **2010**, 2, 183	1.2	
10	How Do ICT Uses and New Human Resources Practices Affect SMEs Efficiency?. *Communications in Computer and Information Science*, **2010**, 69-78	0.3	
9	Confidence-Based Learning in Investment Analysis. *Communications in Computer and Information Science*, **2010**, 28-35	0.3	
8	Subcultures in Large Companies: An Exploratory Analysis. *Communications in Computer and Information Science*, **2010**, 8-18	0.3	
7	Computer Sciences Applied to Management at Open University of Catalonia: Development of Competences of Teamworks. *Communications in Computer and Information Science*, **2010**, 237-243	0.3	
6	Which Are the Determinants of Online Students Efficiency in Higher Education?. *Communications in Computer and Information Science*, **2010**, 209-215	0.3	1

5	National culture and the secrecy of innovations. *International Journal of Knowledge and Learning*, **2009**, 5, 222	0.9	4
4	Usage des technologies de l'information et de la communication dans l'enseignement supérieur. *Réseaux*, **2009**, n° 155, 55	0.8	4
3	Success Factors in IT-Innovative Product Companies: A Conceptual Framework. *Communications in Computer and Information Science*, **2009**, 366-376	0.3	4
2	Cultural Aspects of Secrecy in Global Economy. *Communications in Computer and Information Science*, **2009**, 190-199	0.3	
1	Location Guided System of Training Solutions and Learning Itineraries Based on Competences Adapted to Users Needs251-259		