Arief Ramadhan

List of Publications by Year
in descending order

30 papers	167 citations	1306789 7 h-index	1372195 10 g-index
30 all docs	30 docs citations	30 times ranked	66 citing authors

#	Article	IF	Citations
1	Assessment of GIS implementation in Indonesian e-Government system. , 2011, , .		14
2	Modeling e-Livestock Indonesia. Heliyon, 2021, 7, e07754.	1.4	12
3	Synthesizing Success Factors for e-Government Initiative. Research Journal of Applied Sciences, Engineering and Technology, 2013, 6, 1685-1702.	0.1	11
4	Structural Path Analysis of the Influences from Smallholder Oil Palm Plantation Toward Household Income: One Aspect of e-Government Initative. Advanced Science Letters, 2014, 20, 352-356.	0.2	11
5	Developing E-government maturity framework based on COBIT 5 and implementing in city level: Case study Depok city and South Tangerang city. , 2017, , .		10
6	Decision Support System for Agribusiness Investment as e-Government Service Using Computable General Equilibrium Model. Advances in Intelligent and Soft Computing, 2012, , 157-162.	0.2	10
7	Decision Support System for Agricultural Appraisal in Dryland Areas. Advanced Science Letters, 2014, 20, 1980-1986.	0.2	9
8	e-Livestock as a new paradigm in e-Government. , 2011, , .		8
9	Decision support system for inventory management in pharmacy using fuzzy analytic hierarchy process and sequential pattern analysis approach. , 2015, , .		8
10	Antecedent factors of consumer attitudes toward SMS, E-mail and social media for advertising. , 2016, , .		8
11	The effect of usability on the intention to use the e-learning system in a sustainable way: A case study at Universitas Indonesia. Education and Information Technologies, 2022, 27, 1489-1522.	3.5	8
12	e-Government Ethics : a Synergy of Computer Ethics, Information Ethics, and Cyber Ethics. International Journal of Advanced Computer Science and Applications, 2011, 2, .	0.5	8
13	Data Capital A Systematic Literature Review. DESIDOC Journal of Library and Information Technology, 2022, 42, 119-129.	0.3	8
14	A Sales Prediction Model Adopted the Recency-Frequency-Monetary Concept. Indonesian Journal of Electrical Engineering and Computer Science, 2017, 6, 711.	0.7	6
15	Influencing factors of consumer purchase intention based on social commerce paradigm. , 2017, , .		5
16	Analysing Signal Strength and Connection Speed in Cloud Networks for Enterprise Business Intelligence. Telkomnika (Telecommunication Computing Electronics and Control), 2018, 16, 1779.	0.6	5
17	Energy saving on IoT using LoRa: a systematic literature review. International Journal of Reconfigurable and Embedded Systems (IJRES), 2022, 11, 25.	0.3	5
18	Mobile Application for the Blind and Their Family. TEM Journal, 2021, , 1039-1044.	0.4	4

#	Article	IF	Citations
19	Trends and Characteristics of Career Recommendation Systems for Fresh Graduated Students. , 2022, , .		3
20	SUCCESS FACTORS FOR E-LIVESTOCK: AN E-GOVERNMENT INITIATIVE. Journal of Computer Science, 2013, 9, 383-390.	0.5	2
21	GIS-based DSS in e-Livestock Indonesia. , 2014, , .		2
22	Understanding continuance intention to use mobile commerce: A case of urban transportation service. , 2017, , .		2
23	Using Knowledge Management System: A Taxonomy of SME Strategies. International Journal of Psychosocial Rehabilitation, 2020, 24, 1001-1005.	0.1	2
24	The Relationships of Soft Systems Methodology (SSM), Business Process Modeling and e-Government. International Journal of Advanced Computer Science and Applications, 2012, 3, .	0.5	2
25	IT Blueprint for an Effective Online Learning System with a Blended Approach for Upper Secondary Education System During COVID-19 Pandemic. TEM Journal, 2022, , 446-453.	0.4	2
26	Investigating factors of purchase intention based on social commerce, trust and follower in social media. , 2017, , .		1
27	Learning Math for 1st Grade Primary School Students using Intelligent Tutoring Systems. Turkish Journal of Computer and Mathematics Education, 2021, 12, 2020-2030.	0.4	1
28	Factors influencing repurchase intention in online marketplace through the perspective of DeLone and McLean IS success model and trust. , 2017, , .		0
29	Augmented Reality Mobile Application as Learning Media in Science Subject for the Post Gen Z Generation. Turkish Journal of Computer and Mathematics Education, 2021, 12, 2012-2019.	0.4	0
30	Mobile Apps for Healthy Life Education for Young People. , 2022, , .		0