Sport Experience Design: Wearable Fitness Technology

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Citation Report

#	Article	IF	CITATIONS
1	Sensemaking of novelty: the dynamic nature of integrating esports within a traditional sport organization. Sport Management Review, 2022, 25, 383-405.	2.9	12
2	Gamified Wearable Fitness Tracker for Physical Activity: A Comprehensive Literature Review. Sustainability, 2021, 13, 7017.	3.2	12
3	Strategic sport marketing in the society of the spectacle. Journal of Strategic Marketing, 0, , 1-18.	5.5	3
4	The strategic advantage of mature-stage firms: Digitalization and the diversification of professional sport into esports. Journal of Business Research, 2022, 139, 257-266.	10.2	14
5	Validity and Reliability of a Wearable Fitness Technology Scale in Portugal. International Journal of Environmental Research and Public Health, 2022, 19, 5927.	2.6	1
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7	Comprehensive Quantification and Model Optimization of Sports Industry Layout Structure under the Guidance of Location Entropy Intelligent Sensor. Journal of Sensors, 2022, 2022, 1-11.	1.1	1
8	Analogous Forecasting for Predicting Sport Innovation Diffusion: From Business Analytics to Natural Language Processing. Journal of Sport Management, 2023, 37, 191-202.	1.4	1
9	The Mediating Role of e-Lifestyles to Use the Fitness Center App. International Journal of Human-Computer Interaction, 0, , 1-10.	4.8	2
10	Customer Experience in Sports Centres: Adaptation and Validation of a Measurement Scale. Sustainability, 2023, 15, 5954.	3.2	2
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12	Towards an inductive model of customer experience in fitness clubs: a structural topic modeling approach. European Sport Management Quarterly, 0, , 1-23.	3.8	2
13	The evolution of psychological involvement and customer loyalty: a longitudinal analysis of fitness facility members. Sport Management Review, 2023, 26, 744-765.	2.9	3
14	The impact of healthcare industry convergence on the performance of the public health system: a geospatial modeling study of provincial panel data from China. Frontiers in Public Health, 0, 11, .	2.7	0
15	SPOR İŞLETMECİLİĞİNDE GÜNCEL SORUNLAR VE ÇÖZÜM ÖNERİLERİ. Ankara Üniversitesi B Yüksekokulu SPORMETRE Beden Eğitimi Ve Spor Bilimleri Dergisi, 2023, 21, 173-189.	eden EÄŸi	timi Ve Spor
16	The Relationship between Gamified Physical Exercise and Mental Health in Adolescence: An Example of Open Innovation in Gamified Learning. Healthcare (Switzerland), 2024, 12, 124.	2.0	0
17	Dimensions and outcomes ofÂexperiential quality in the fitness industry: the case of Turkey. International Journal of Sports Marketing and Sponsorship, 2024, 25, 396-418.	1.4	0
18	Development of a Multidimensional Scale for Measuring the Perceived Value of a Fitness Service. Journal of Global Sport Management, 0, , 1-23.	2.0	0