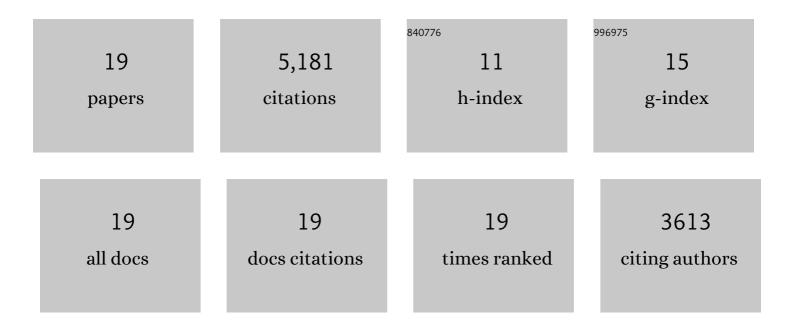
## Jonna Koivisto

List of Publications by Year in descending order

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IONNA KOIVISTO

| #  | Article  | IF   | CITATIONS |
|----|--|------|-----------|
| 1  | Does Gamification Work? A Literature Review of Empirical Studies on Gamification. , 2014, , .  |      | 2,119     |
| 2  | The rise of motivational information systems: A review of gamification research. International Journal of Information Management, 2019, 45, 191-210.   | 17.5 | 779       |
| 3  | Demographic differences in perceived benefits from gamification. Computers in Human Behavior, 2014, 35, 179-188.   | 8.5  | 557       |
| 4  | Why do people use gamification services?. International Journal of Information Management, 2015, 35, 419-431.  | 17.5 | 402       |
| 5  | "Working out for likes― An empirical study on social influence in exercise gamification. Computers in<br>Human Behavior, 2015, 50, 333-347.  | 8.5  | 312       |
| 6  | Measuring flow in gamification: Dispositional Flow Scale-2. Computers in Human Behavior, 2014, 40, 133-143.  | 8.5  | 196       |
| 7  | Gamified crowdsourcing: Conceptualization, literature review, and future agenda. International<br>Journal of Human Computer Studies, 2017, 106, 26-43.   | 5.6  | 184       |
| 8  | Why do players buy in-game content? An empirical study on concrete purchase motivations. Computers<br>in Human Behavior, 2017, 68, 538-546.  | 8.5  | 132       |
| 9  | Gamification in Crowdsourcing: A Review. , 2016, , .   |      | 108       |
| 10 | Service quality explains why people use freemium services but not if they go premium: An empirical study in free-to-play games. International Journal of Information Management, 2017, 37, 1449-1459.                                      | 17.5 | 107       |
| 11 | Gamification of production and logistics operations: Status quo and future directions. Journal of<br>Business Research, 2020, 106, 331-340.  | 10.2 | 96        |
| 12 | "Why pay premium in freemium services?" A study on perceived value, continued use and purchase<br>intentions in free-to-play games. International Journal of Information Management, 2020, 51, 102040.                                     | 17.5 | 84        |
| 13 | Gamification for Older Adults: A Systematic Literature Review. Gerontologist, The, 2021, 61, e360-e372.  | 3.9  | 61        |
| 14 | Gameful Self-Regulation: A Study on How Gamified Self-Tracking Features Evoke Gameful Experiences. ,<br>2020, , .  |      | 20        |
| 15 | Identified opportunities for gamification in the elective primary fastâ€ŧrack total hip and knee<br>arthroplasty journey: Secondary analysis of healthcare professionals' interviews. Journal of Clinical<br>Nursing, 2020, 29, 2338-2351. | 3.0  | 8         |
| 16 | The Rise of Motivational Information Systems: A Review of Gamification Research. SSRN Electronic<br>Journal, 0, , .  | 0.4  | 7         |
| 17 | The digital patient journey solution for patients undergoing elective hip and knee arthroplasty:<br>Protocol for a pragmatic randomized controlled trial. Journal of Advanced Nursing, 2020, 76,<br>1436-1448.                             | 3.3  | 3         |
| 18 | A gamified mobile health intervention for children in day surgery care: Protocol for a randomized controlled trial. Nursing Open, 2022, 9, 1465-1476.  | 2.4  | 3         |

| #  | Article  | IF  | CITATIONS |
|----|--|-----|-----------|
| 19 | Identified gamification opportunities for digital patient journey solution during an arthroplasty journey: secondary analysis of patients' interviews. Nursing Open, 2022, 9, 2044-2053. | 2.4 | 3         |