

Jonna Koivisto

List of Publications by Year in descending order

Source: <https://exaly.com/author-pdf/5569116/publications.pdf>

Version: 2024-02-01

19
papers

5,181
citations

840776

11
h-index

996975

15
g-index

19
all docs

19
docs citations

19
times ranked

3613
citing authors

#	ARTICLE	IF	CITATIONS
1	A gamified mobile health intervention for children in day surgery care: Protocol for a randomized controlled trial. <i>Nursing Open</i> , 2022, 9, 1465-1476.	2.4	3
2	Identified gamification opportunities for digital patient journey solution during an arthroplasty journey: secondary analysis of patients' interviews. <i>Nursing Open</i> , 2022, 9, 2044-2053.	2.4	3
3	Gamification for Older Adults: A Systematic Literature Review. <i>Gerontologist</i> , The, 2021, 61, e360-e372.	3.9	61
4	Gamification of production and logistics operations: Status quo and future directions. <i>Journal of Business Research</i> , 2020, 106, 331-340.	10.2	96
5	"Why pay premium in freemium services?" A study on perceived value, continued use and purchase intentions in free-to-play games. <i>International Journal of Information Management</i> , 2020, 51, 102040.	17.5	84
6	The digital patient journey solution for patients undergoing elective hip and knee arthroplasty: Protocol for a pragmatic randomized controlled trial. <i>Journal of Advanced Nursing</i> , 2020, 76, 1436-1448.	3.3	3
7	Identified opportunities for gamification in the elective primary fast-track total hip and knee arthroplasty journey: Secondary analysis of healthcare professionals' interviews. <i>Journal of Clinical Nursing</i> , 2020, 29, 2338-2351.	3.0	8
8	Gameful Self-Regulation: A Study on How Gamified Self-Tracking Features Evoke Gameful Experiences. , 2020, , .		20
9	The rise of motivational information systems: A review of gamification research. <i>International Journal of Information Management</i> , 2019, 45, 191-210.	17.5	779
10	Gamified crowdsourcing: Conceptualization, literature review, and future agenda. <i>International Journal of Human Computer Studies</i> , 2017, 106, 26-43.	5.6	184
11	Why do players buy in-game content? An empirical study on concrete purchase motivations. <i>Computers in Human Behavior</i> , 2017, 68, 538-546.	8.5	132
12	Service quality explains why people use freemium services but not if they go premium: An empirical study in free-to-play games. <i>International Journal of Information Management</i> , 2017, 37, 1449-1459.	17.5	107
13	Gamification in Crowdsourcing: A Review. , 2016, , .		108
14	Why do people use gamification services?. <i>International Journal of Information Management</i> , 2015, 35, 419-431.	17.5	402
15	"Working out for likes": An empirical study on social influence in exercise gamification. <i>Computers in Human Behavior</i> , 2015, 50, 333-347.	8.5	312
16	Demographic differences in perceived benefits from gamification. <i>Computers in Human Behavior</i> , 2014, 35, 179-188.	8.5	557
17	Does Gamification Work? -- A Literature Review of Empirical Studies on Gamification. , 2014, , .		2,119
18	Measuring flow in gamification: Dispositional Flow Scale-2. <i>Computers in Human Behavior</i> , 2014, 40, 133-143.	8.5	196

#	ARTICLE	IF	CITATIONS
19	The Rise of Motivational Information Systems: A Review of Gamification Research. SSRN Electronic Journal, 0, , .	0.4	7