

- 
- **Gamifying communities of practice: blending the modes of human-machine identification**

[Spanellis, A.](#) & Pyrko, I., 25 Feb 2021, *Organizational Gamification: Theories and Practices of Ludified Work in Late Modernity*. Vesa, M. (ed.). London: [Routledge](#), p. 90-108  
*Research output: Chapter in Book/Report/Conference proceeding › Chapter (peer-reviewed) › peer-review*

- Field Of Study
- Learning
- Management
- Literature
- Time
- **Transforming Society and Organizations through Gamification: From the Sustainable Development Goals to Inclusive Workplaces**

[Spanellis, A. \(ed.\)](#) & Harviainen, J. T. (ed.), 2021, [Palgrave Macmillan](#). 384 p.  
*Research output: Book/Report › Book*

- Sustainable Development
- Social Change
- Workplace
- UNO

- Sustainability
- [Using gamification to develop shared understanding of the pandemic: COVID-19 in indigenous communities of Choco, Colombia](#)

[Spanellis, A.](#), Zapata-Ramirez, P. A., Golovátina-Mora, P., Borzenkova, A. & Hernández-Sarmiento, J. M., 5 Apr 2021, *5th International GamiFIN Conference 2021* .

*Research output: Chapter in Book/Report/Conference proceeding › Conference contribution*

Open Access

File

- Colombia
- Traditional Medicine
- Expert Knowledge
- Broadcasting
- Research Method
- **2020**

[A dynamic model of knowledge management in innovative technology companies: a case from the energy sector](#)

[Spanellis, A.](#), MacBryde, J. & Dörfler, V., 10 Nov 2020, In: [European Journal of Operational Research](#). n/a, n/a, p. n/a n/a.

*Research output: Contribution to journal › Article › peer-review*

- Knowledge Management
- Innovative Technologies
- Energy Sector

- Management Capability
- Causal Mapping
- [Can Classification Of Player Types Inform The Gamification Design Of A Marketing Intervention? ASOS Case](#)

Zilinskaite, A. & [Spanellis, A.](#), 20 May 2020, (Accepted/In press). 22 p.  
*Research output: Contribution to conference › Paper › peer-review*

- Gamification
- Marketing
- Electronic Commerce
- Loyalty Schemes
- Millennials
- [Engaging with indigenous communities during COVID-19 pandemic: the case of Tribugá- Choco region in Colombia](#)

Golovatina, P., Zapata-Ramirez, P. A., [Spanellis, A.](#), Borzenkova, G. & Hernandez-Sarmiento, J. M., 24 Sep 2020.  
*Research output: Contribution to conference › Abstract › peer-review*

Open Access

File

- Colombia

- Event
- Remedies
- Travel
- Animal

14Downloads (Pure)

- [Gamification in organisational communities: identity and materiality of game elements](#)

[Spanellis, A.](#) & [Pyrko, I.](#), 19 Mar 2020, (Accepted/In press).

*Research output: Contribution to conference › Paper › peer-review*

- Gamification
- Materiality
- Textures
- Communities Of Practice
- Organizational Processes

- [Gamifying the process of innovating](#)

[Shpakova, A.](#), [Dörfler, V.](#) & [MacBryde, J. C.](#), 1 Oct 2020, In: [Innovation : Organization and Management](#). 22, 4, p. 488-502 15 p.

*Research output: Contribution to journal › Article › peer-review*

Open Access

File

- Gamification

- Marketing

- Mindset

- Industry

- Innovation

3 Citations (Scopus)

1 Downloads (Pure)



- Investigating the potential for using gamification to empower knowledge workers

Spanellis, A., Dorfler, V. & Macbryde, J., 1 Dec 2020, In: [Expert Systems with Applications](#). 160, 113694.

*Research output: Contribution to journal › Article › peer-review*

- Intelligent Systems

- Marketing

- Expert Systems

- Education

1 Citation (Scopus)

- 2019

## Gamifying innovation and innovating through gamification

Shpakova, A., Dörfler, V. & MacBryde, J., 5 Apr 2019, *Subsistence Entrepreneurship: The Interplay of Collaborative Innovation, Sustainability and Social Goals*. Ratten, V., Jones, P., Braga, V. & Marques, C. S. (eds.). Springer, p. 183-194 12 p. (Contributions to Management Science).  
Research output: Chapter in Book/Report/Conference proceeding › Chapter

- Gamification
  - Electric Sparks
  - Marketing
  - Education
  - Innovation
- Transforming community engagement in credit unions: the potential for gamification to enable change

Shpakova, A., Mochrie, R. I. & Waite, K., 9 May 2019, *Proceedings of the 3rd International GamiFIN Conference*. Koivisto, J. & Hamari, J. (eds.). Vol. 2359. p. 179-192 (CEUR Workshop Proceedings; vol. 2359).  
Research output: Chapter in Book/Report/Conference proceeding › Conference contribution

Open Access

File

- Chemical Activation

1Citation (Scopus)

32Downloads (Pure)

- **2018**

[Designing an optimised supply network for sustainable conversion of waste agricultural plastics into higher value products](#)

Rentizelas, A., [Shpakova, A.](#) & Mašek, O., 10 Jul 2018, In: [Journal of Cleaner Production](#). 189, p. 683-700 18 p.

*Research output: Contribution to journal › Article › peer-review*

Open Access

- Agricultural Waste
- Plastic Waste
- Plastic
- Circular Economy
- Pyrolysis

12Citations (Scopus)

- [Gamifying knowledge sharing: networks, communities, and emotions](#)

[Shpakova, A.](#), Dörfler, V. & Pyrko, I., 5 Jul 2018.

*Research output: Contribution to conference › Paper › peer-review*

- [The role of technology support in knowledge management evolution in innovative companies](#)

[Shpakova, A.](#), Dörfler, V. & MacBryde, J., 22 Jun 2018, p. 1-33. 33 p.

*Research output: Contribution to conference › Paper › peer-review*

## Open Access

- Knowledge Management
- Wikis
- Knowledge Management Practice
- Explicit Knowledge
- Repository
- **2017**

## Changing the game: a case for gamifying knowledge management

Shpakova, A., Dörfler, V. & MacBryde, J., 31 Mar 2017, In: [World Journal of Science, Technology and Sustainable Development](#). 14, 2/3, p. 143-154 12 p.  
*Research output: Contribution to journal › Article › peer-review*

## Open Access

- Knowledge Management
- Gamification
- Literature Review
- Knowledge Workers
- Theorizing





- [Designing a supply network for sustainable conversion of agriplastics into higher value products](#)

Rentizelas, A. & [Shpakova, A.](#), 5 Jul 2017.

*Research output: Contribution to conference › Paper › peer-review*

Open Access

- Plastic Waste
- Waste Reduction
- Product
- Viability
- Pyrolysis
- [Maturity models as an appropriate approach for knowledge management?](#)

[Shpakova, A.](#), Dörfler, V. & MacBryde, J. C., 22 Jun 2017, p. 1-39. 39 p.

*Research output: Contribution to conference › Paper › peer-review*

- Knowledge Management
- Maturity Model
- Case-Based Reasoning
- Software Development

- Expert System
- [The organic roadmap of knowledge management in innovative companies](#)

[Shpakova, A.](#), Dörfler, V. & MacBryde, J. C., 22 Jun 2017.

*Research output: Contribution to conference › Paper › peer-review*

- Knowledge Management
- Roadmap
- Explicit Knowledge
- Organizational Characteristics
- Energy Sector
- **2016**

### [Gamification and innovation: a mutually beneficial union](#)

[Shpakova, A.](#), Dörfler, V. & MacBryde, J., 8 Sep 2016.

*Research output: Contribution to conference › Paper › peer-review*

- Education
- Marketing
- [The role\(s\) of gamification in knowledge management](#)

[Shpakova, A.](#), Dörfler, V. & MacBryde, J., 1 Jun 2016, p. 1-40. 40 p.

*Research output: Contribution to conference › Paper › peer-review*

Open Access

- Knowledge Management

- Gamification
- Knowledge Workers
- Literature Review
- Marketing
- **2015**

### [Mapping innovative companies by their organisational characteristics](#)

Shpakova, A., Jun 2015.

*Research output: Contribution to conference › Paper › peer-review*

- Organizational Characteristics
- Taxonomy
- Innovativeness
- Innovation
- Age Structure