Special Issue

Enterprise Systems & Gamification

Message from the Guest Editors

This Special Issue seeks to attract researchers' work presenting novel approaches to inquiry into the technical, operational, economical, and social impact of gamification emerging technologies with regards to their connection to and impact on enterprise systems. The special issue is open to all types of research methodologies and especially encourages a diversity of theoretical and empirical approaches. Basically, we are looking for theoretically well-defined research problems, which are relevant the topics intertwined in this Special Issue, with the objective to advance a theory, methods, or open the door for future knowledge to unfold. With that being explained, we differentiate between interesting and important research problems using the scholarly, as well as the utility. As a result, we expect manuscripts to be able to demonstrate scholarly value and in the meantime illustration of how the research contributes to businesses and the society in general. * Note: submissions need to show the link to the two subject areas: enterprise systems & gamification, in whichever article/topic submitted to this SI.

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Deadline for manuscript submissions

closed (30 August 2019)



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About the Journal

Message from the Editor-in-Chief

Systems is a leading venue for the quick and global dissemination of results of cutting-edge research in various areas of systems science and systems-related fields. An increasing number of researchers are realizing the enormous potential of systems thinking in managing the many unprecedented and complex issues in all areas of need. The Systems journal provides a home of exceptional quality for the manuscripts of these researchers who often find it difficult to publish their work in conventional discipline focused journals.

Editor-in-Chief

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