

Game on! How gamified loyalty programs boost customer engagement value

Hollebeek, Linda Desiree; Das, Kallol; Shukla, Yupal International journal of information management 2021 / art. 102308, 10 p. : ill
<https://doi.org/10.1016/j.ijinfomgt.2021.102308> [Journal metrics at Scopus](#) [Article at Scopus](#) [Journal metrics at WOS](#) [Article at WOS](#)

In-game content purchase motivations (IGCPMs) : Conceptualization, scale development, and validation

Hussain, Ali; **Hollebeek, Linda Desiree;** Marder, Ben; Ting, Ding Hooi Information and management 2025 / art. 104207
<https://doi.org/10.1016/j.im.2025.104207>

Relationships between immediate manager's leadership style, work motivation and psychological resilience

Kamdron, Tiiu; Randmann, Liina 2023 EAWOP Congress: The future is now: The changing world of work: Book of abstracts 2023 / art. P190, 2 p https://eawop2023.org/static/sites/tcekd_eawop_2022/DRAFT-book-of-abstract.pdf