

International Journal of

Digital Culture and Electronic Tourism

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Scope of the Journal

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In the knowledge economy, culture, sports, tourism and other entertainment-sector organisations play important roles in the digitalisation challenge. The digital revolution and Industry 4.0 require changes from these organisations to increase stakeholder engagement in decision-making processes. Current technological/quantitative approaches to information technology provide an insufficient understanding of implications, which require profound analysis of digital technologies' impact. IJDCET fills this gap, fostering dialogue over how such businesses can achieve integrated and renewed approaches emphasising content, context and sustainable business models.



Topics covered include:

- Accounting, finance, organisation, corporate governance, management (e.g. cultural, entertainment and sports industries, digital companies)
- Intellectual capital, intangible assets (e.g. sports, cultural, tourism and entertainment sectors)
- Corporate strategy, digital business models, decision making processes
- Digital culture, digital society, corporate disclosure
- Digital transformation, digital revolution, Industry 4.0, smart technologies
- CSR, business ethics, stakeholder engagement, sustainable business models
- Management control systems, performance (e.g. cultural, entertainment and sport industries, digital companies, traditional companies, SMEs)
- Business (e)valuation, business evaluation, business networks (e.g. cultural, entertainment and sports industries; digital and web companies; traditional companies, web vs. traditional organisations)
- Sports, entertainment and cultural industries, sport law
- Intellectual property rights, e-branding, innovations
- ICTs in cultural institutions and tourism companies
- Cultural heritage, digital culture, e-tourism
- e-Books, digital libraries, e-entertainment, info-cultural-tainment
- Networks, social network analysis, social media

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