Enhancing Basketball Performance through Dance Culture Application Modeling in Sports Science and Enterprise Contexts

Xiaolei LIU[1]*

Abstract

This paper explores the innovative integration of dance culture application modeling within the context of basketball, with a dual emphasis on sports science and enterprise applications. The convergence of dance and basketball offers a unique opportunity to enhance player performance, promote physical conditioning, and facilitate dynamic teamwork.In sports science, the infusion of dance-inspired exercises and routines into basketball training regimens has proven instrumental in enhancing athletes' agility, coordination, and balance. These fundamental attributes are essential for basketball players to excel in dribbling, shooting, and defensive maneuvers. Furthermore, dance culture application modeling contributes to optimal physical conditioning, bolstering cardiovascular endurance and muscular strength, and basketball players maintain peak performance levels throughout the game. Beyond the court, the marriage of dance and basketball presents exciting prospects for enterprises within the sports industry. Team cohesion and motivation are vital for success, and dance culture modeling fosters teamwork, synchronization, and camaraderie among players. Such attributes translate into better on-court performance and contribute to a more marketable and engaging sports product. This approach can be a potent tool for branding, fan engagement, and marketing initiatives within the basketball ecosystem. Additionally, dance culture application modeling can play a pivotal role in injury prevention and rehabilitation, safeguarding players' physical well-being and prolonging their careers. It also offers a refreshing avenue for player wellness during off-seasons and recovery periods. This abstract showcases the promising intersection of dance culture application modeling with basketball, transcending conventional training methodologies. Through its amalgamation of sports science and enterprise applications, it not only elevates player performance but also enhances the appeal and viability of basketball as a dynamic and marketable sport.

Keyword: Dance Culture Construction; Basketball Player's Improvement; Sports Science

1. Introduction

In sports science and sports enterprise, where the dynamic synergy between culture, technology, and market adaptability is paramount, we find a unique and promising fusion of dance culture and basketball. This convergence has the potential to redefine player performance and extend its transformative influence into the sports enterprise realm. As discussed, integrating dance culture application modeling into basketball training offers a multifaceted approach to improving player skills and physical attributes. It enhances agility, coordination, and overall conditioning, equipping basketball players with the tools needed for peak on-court performance. Importantly, these benefits align seamlessly with the principles of sports enterprise culture construction, which seeks to empower and enhance the capabilities of employees (Lee et al., 2020; Lin, Ma, & Huang, 2020). Moreover, the introduction of dance culture tailored to the sports enterprise setting catalyzes numerous health and wellness benefits. This includes strengthening musculoskeletal systems to reduce the risk of injuries, improving cardiovascular health, and mitigating the chances of chronic health conditions like heart disease and hypertension. The stress-relief and overall well-being benefits of music-infused dance further

[1] Music and Dance College of Xinyang Normal University, Xinyang, 464000, Henan.

* Correspondence: Xiaolei LIU, Email: xiaolei_liu163@163.com

contribute to a healthier and more engaged workforce " (Haseeb et al., 2020; Hebing, Neymann, & Engell, 2020). In parallel, the integration of dance culture into enterprise culture construction theory has far-reaching implications. It positions dance culture as a key component in the enhancement of corporate culture, fostering a sense of unity and purpose among employees. Just as teamwork and synchronization are vital in basketball, they are equally essential in the corporate world, driving improved performance and economic benefits (Adham et al., 2022; He et al., 2019). The rapid evolution of the Internet platform economy further amplifies the significance of corporate culture construction, with dance culture emerging as a potent tool to enhance employee engagement. This not only reshapes the value creation dynamics within the enterprise but also elevates innovation capacity. Dance culture fosters collaboration and business acumen, aligning with the demands of the platform service supply chain in the digital age (Na, Kim, & Chang, 2020; Sharma et al., 2020). In the contemporary landscape of enterprise competition, the battleground has shifted from traditional factors like equipment and quality to encompass the cultural fabric of an organization. Dance culture integration becomes instrumental in securing employee loyalty, driving innovation, and enhancing operational efficiency, ultimately contributing to an enterprise's competitive advantage (van de Wetering, Kurnia, & Kotusev, 2020). This paper embarks on a journey to explore the application modeling of dance culture construction in both sports science and enterprise contexts, providing a comprehensive understanding of its impact on player performance and enterprise success. Through a scientific and numerical exploration, it highlights the tangible benefits of this innovative fusion, where the world of dance meets the world of basketball, transforming not only players but also enterprises, and reshaping the way we perceive the synergy between culture, technology, and market adaptability (Stuart & Ward, 2019; Wan, Liu, & Wang, 2020).

Dance and basketball, seemingly disparate in nature, share a compelling relationship that transcends the surface. When combined, these two disciplines create a dynamic synergy that can elevate basketball performance. Dance's emphasis on physical conditioning, coordination, agility, and footwork aligns seamlessly with the demands of basketball, enhancing players' athletic capabilities. Moreover, dance fosters self-expression and confidence, attributes that can empower basketball players to perform at their best under pressure. The teamwork and communication skills inherent in dance routines also translate to the basketball court, where cooperation is paramount (FRICKE, 2019). Beyond the game itself, the fusion of dance and basketball enriches the sport's culture and entertainment value, drawing in a wider audience and offering commercial opportunities for athletes. In essence, the incorporation of dance into basketball is more than just aesthetics; it's a strategic choice that enhances every aspect of the sport, from player performance to fan engagement (Ji, Yan, & Yu, 2020). Moreover, the influence of dance culture has a significant impact on the commercial aspects of basketball. Athletes who possess strong dance skills can leverage their talents in various ways, from endorsing fashion brands to participating in dance-related media projects. This diversification of opportunities not only enhances the financial prospects of individual players but also contributes to the growth and profitability of the sport as a whole (Zhou et al., 2020).

2. Application modeling analysis of dance culture construction in sports enterprise work performance improvement

2.1 On the target of dance culture construction

When refining the goal of dance culture construction, we take the dance propagation variables as the index parameters, and give the weight value to the index that affects the sports enterprise culture construction (Gomes & da Cunha Frota, 2020). Corresponding to the actual goal of culture construction, we define the influence relationship between the indexes, as shown in the table below:

Table 1

Impact levels of cultural construction objectives

Serial number	Index name	Impact level
1	Scale of cultural construction	Class A
2	The effectiveness of cultural construction	Class B
3	Dance Culture Construction Department	Class A
4	Time of cultural construction	Class A
5	Behavior frequency of dance culture construction	Class A
6	The effectiveness of enterprise work performance	Class C
7	Staff's enthusiasm for dance culture construction	Class B
8	Enterprise work performance growth level	Class A
9	Dance Level of enterprise employees	Class C
10	Strength of staff culture construction	Class B
11	Safety and effectiveness of dance culture construction site	Class C
12	Predict the degree of dance injury	Class B
13	Number of effective dance culture construction	Class A
14	Cultural construction risk	Class C

In order to control the accuracy of the indicators, exclude the influence of non explanatory variables on the explained variables, and eliminate the factors unrelated to the research object [14]. The processing process can be expressed as follows:

$$Y = \frac{\beta_i + a_i}{SY} \quad (1)$$

In the formula, β_i is the function of dance construction, a_i is the function of cultural construction time, and SY is the function of performance. The calculated parameter values can verify that the constructed model can more accurately reflect the actual fitting degree, and the explanatory variable can more accurately reflect its effect on the explained variable. In general, the control variables often choose other factors that will affect the explained variables in addition to the explanatory variables. Combined with the selected control variables and the current situation, when dealing with the target of cultural construction, we choose sports enterprise scale, enterprise nature, asset liability ratio and year-on-year growth rate of revenue as the control variables in the regression process of cultural construction concentration and enterprise work performance, and choose sports enterprise scale, asset liability ratio and year-on-year growth rate of revenue as the control variables in the empirical process of cultural construction and sports enterprise work performance Variable (Wang & Li, 2019; Zhou et al., 2019). The scale of an enterprise often represents the position of the enterprise in its industry, and also represents the strength of its financial strength and dance construction ability. The construction of large-scale corporate culture is relatively scattered, while the construction of small-scale corporate culture is relatively concentrated, which has a certain impact on enterprise operations and cultural construction structure. The treatment process can be expressed as follows:

$$S = \frac{1}{1+|x_i - A|} \quad (2)$$

In the formula, x_i is the index driving function, and A is the moderate parameter. After the index data tends to be assimilated, only the indicators with different directions are summed up in the same direction. However, due to the different things measured, the dimensional units of each indicator are also quite different. In order to eliminate the influence of dimensional differences between different indicators, it is necessary to carry out dimensionless processing for each different indicator data. The common dimensionless processing method is as follows Standardization method (Sinnen, Li, & Teh, 2019). SPSS19.0 software can automatically process the data according to the standardization method. After the target of dance culture construction is dealt with by indicators, the numerical relationship of dance culture construction in

the application of performance improvement is constructed.

2.2 Building the numerical relationship of dance culture construction in the application of performance improvement

After using the target of dance culture construction after the index processing, a numerical relationship is constructed for the output value generated by the application service process:

$$I = \frac{1-\varphi_i}{K} \quad (3)$$

In the formula, φ_i represents the investment elasticity of dance culture construction in the application of performance improvement, and K represents the adaptability of culture construction. Considering the external variables generated in the application process of cultural construction, under the control of the above numerical relationship, the variables generated in the application process are regarded as potential derivative variables, which are only affected by other potential variables. Exogenous potential variable refers to the potential variable affected by external factors of the system, which is not affected by other potential variables. The observation variable describing endogenous potential variable is also called endogenous observation variable, and the observation variable describing exogenous potential variable is also called exogenous observation variable (Mallika, 2023). Within the observable range, a measurement equation of potential variables is established, which can be expressed as:

$$C = \frac{A+\lambda}{e} \quad (4)$$

In the formula, λ is the external derived variable, e is the error parameter of the external derived variable, and the meaning of other parameters remains unchanged. Corresponding to the calculated parameters. Establish a robustness test process, which can be expressed as:

$$T = \frac{\alpha_0+I}{C_i} \quad (5)$$

In the formula, α_0 is the dilution variable parameter, C_i is the changeable influence, and the meaning of other parameters remains unchanged. Under the control of the above robustness parameters, a numerical relationship is established between the potential variables and the index variables, it can be expressed as:

$$\kappa = \frac{\Gamma+BI}{T} \quad (6)$$

In the formula, Γ represents the influence relationship between the external potential variable and the internal potential variable, B represents the residual term of the internal potential variable, and the meaning of other parameters remains unchanged. Taking the variable control parameters calculated above as the fixed parameters of the application modeling process, an application modeling process is constructed.

2.3 Complete the application modeling

Based on the above assumptions, the model parameters are estimated by AMOS17.0, and confirmatory factor analysis (CFA) is used to verify the correctness of the measurement model and structural model assumptions (de Kinderen & Kaczmarek-Heß, 2020). In the preliminary verification of the process of factor analysis modeling and fitting, the first-order CFA is used The line structure model is partially fitted and further optimized in the model fitting analysis to determine the measurement parameters in the process of model establishment. In the preliminary confirmatory factor analysis, the evaluation standard of the measurement model is used to optimize the measurement model according to the standardized path coefficient criterion between the observed variables and potential variables in the parameter estimation. Then, the common fitting criterion of structural equation model is used to determine the measurement model and structural equation of dance culture construction and sports enterprise work performance improvement (Xu et al., 2020). The verification program is used to continuously calculate the standardized path coefficient between the observed variables and the potential variables. The model is optimized according to the judgment criteria of the standardized path coefficient between the observed variables and the potential variables. The observed variables whose values are less than 0 are eliminated. The above calculation formula (6) is used to continuously modify the criterion parameters between the variables, and the common fitting criteria of

structural equation model are used to construct the model The model structure is shown in the figure below:

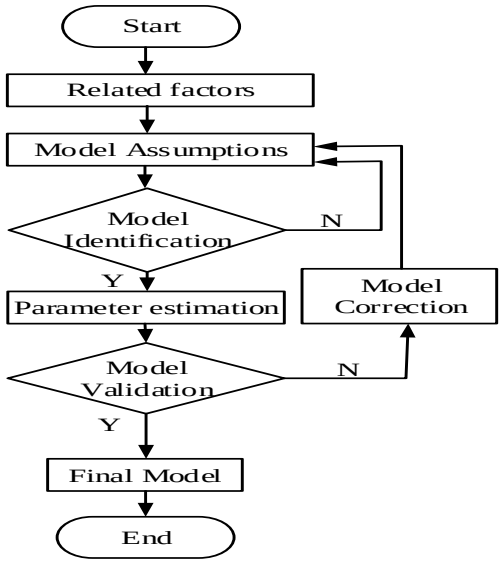

Figure. 1 The structure of the model

Under the model structure shown in the figure above, the significance test of each path standard error and each error variable standard error is obtained through operation. According to several judgment indexes in the common fitting criteria of structural equation model, the specific values of these indexes are extracted from the operation results of the modified model to form a model verification process (Jarvis et al., 2021). When the verification result is not ideal, the original hypothesis needs to be changed. When considering the basic theoretical knowledge, the negative impact path parameters of dance culture construction on performance improvement are deleted, and the final application modeling process is completed. Based on the above analysis, the application modeling analysis of dance culture construction in sports enterprise work performance improvement is finally completed.

3. Simulation Experiment

3.1 Experiment content

This paper studies the sports enterprise work performance of the previous quarter as a standard data comparison. The statistical analysis software IBM SPSS 19.0 for Windows and AMOS7.0 are used for descriptive statistics, multiple regression analysis and reliability and validity of measurement variables. AMOS7.0 is used for confirmatory factor analysis and structural equation modeling. Test the hypothesis, set the variables that can affect the sports enterprise work performance, and refine the items corresponding to the variables, the results of refinement are as follows:

Table 2

Items corresponding to detailed variables

Serial number	Variable name	Enterprise item
1	Enterprise work performance	Sales go up Return on investment Customer retention Profit margin
2	Information strategy	Leaders take it seriously Strategic matching Reasonable investment Department cooperation
3	Technological innovation	Employee innovation Development design Process improvement R & D investment
4	Management process	Supplier Business synchronization Operation effect Professional management
5	Management innovation	Update information Strategic adjustment Organization structure System process
6	Human resources	Employee application Talent recruitment Incentives Training and learning
7	IT architecture	Facility function Hardware and software matching Software standards Hardware equipment

Under the variables obtained from the above table, this paper mainly constructs four first-order factor models of cultural construction, including strategy, process, human resources and its architecture, based on 16 measurement items of sports enterprise informatization construction characteristic dimension, and analyzes the effects of these four first-order factors on sports enterprise management

innovation and technological innovation. In this model, the causal relationship between management innovation and technological innovation is not one-way, but mutual causal relationship. After assuming that management innovation and technological innovation have the same influence on each other, an environment supporting application modeling is built. Prepare the software and hardware parameters as shown in the following table:

Table 3

Computer software and hardware parameters

Serial number	Name	Parameter
1	Carrying system	Windows 10
2	CPU	Core i5-10400
3	Memory	8GB DDR4-2666MHz
4	Hard disk	1TB
5	Network card	802.11ac-WIFI

Using the software and hardware parameters shown in the above table, build the running environment of the model, debug the hardware and software environment of the model, prepare two traditional modeling methods and the designed modeling methods for experiments, and compare the performance of the three modeling methods.

3.2 Experimental result

Under the above experimental preparation, the model structure with the help of Anylogic simulation software, the initial time of simulation is 1, the end time is 40, assuming that the original knowledge base of the platform is 100, the original knowledge base of dance culture construction demander is 50, and the original knowledge base of sports enterprise employee's demander is 10. In terms of the characteristics of dance knowledge, the uncertainty of market demand, the intensity of competition, the demand for value-added services, investment elasticity, user scale, user stickiness and other constants, the constant between 0 and 1 indicates the strength of the parameter. The input table functions of cultural construction are assigned according to the input characteristics of different periods to simulate a reasonable input curve, and three modeling methods are used. Finally, the service output value generated by the three modeling methods in the sports enterprise platform is taken as the comparison result. The results of service output value are as follows:

Table 4

Service output value results of three modeling methods

	Service output value parameters		
Business cycle	**Traditional modeling method 1**	**Traditional modeling method 2**	**The modeling method is designed**
Cycle 1	608.8	872.2	1037.6
Cycle 2	522.6	827.9	1063.7
Cycle 3	663.3	830.8	1071.1
Cycle 4	659.5	897.5	1082.8
Cycle 5	544.5	886.9	1064.9
Cycle 6	533.7	826.7	1096.3
Cycle 7	650.3	871.8	1037.4
Cycle 8	688.7	885.9	1049.4
Cycle 9	548.7	806.3	1087.6
Cycle 10	513.6	808.9	1054.7
Cycle 11	579.6	898.1	1090.8
Cycle 12	633.9	889.9	1058.4
Cycle 13	508.4	899.9	1041.9
Cycle 14	610.2	820.1	1020.5
Cycle 15	649.7	822.1	1053.1

Control the three modeling methods to deal with the dance culture construction process, take the value of service output value on the enterprise platform as the contrast object, the service difference parameter of traditional modeling method 1 is about 650, and the output value of sports enterprise service process is larger. Compared with the two traditional modeling methods, the designed modeling method can produce the largest service output value.

In the above experimental environment, three kinds of modeling methods are used to explore the change of cultural sharing threshold. The uncertainty of market demand is the key factor that leads to knowledge sharing behavior. Supplier's willingness to share, platform and supplier's knowledge elimination rate are all affected by the uncertainty of market demand, and the uncertainty of market demand is related to the width of sports enterprise's external knowledge acquisition The higher the uncertainty, the easier it is to participate in knowledge sharing activities to acquire knowledge. Therefore, we take it as an important parameter to explore its impact on the service supply chain knowledge sharing system. The shared threshold data set is established with other parameters unchanged. The shared threshold results of the three modeling methods are shown in the following table:

Table 5

Shared threshold results of three modeling methods

	Sharing threshold		
Business cycle	**Traditional modeling method 1**	**Traditional modeling method 2**	**The modeling method is designed**
Cycle 1	0.39	0.76	0.91
Cycle 2	0.21	0.67	0.94
Cycle 3	0.31	0.61	0.95
Cycle 4	0.32	0.63	0.97
Cycle 5	0.39	0.77	0.94
Cycle 6	0.38	0.74	0.92
Cycle 7	0.25	0.68	0.92
Cycle 8	0.21	0.64	0.99
Cycle 9	0.33	0.78	0.91
Cycle 10	0.33	0.72	0.97
Cycle 11	0.33	0.68	0.93
Cycle 12	0.25	0.69	0.97
Cycle 13	0.27	0.68	0.92
Cycle 14	0.24	0.78	0.94
Cycle 15	0.36	0.76	0.99

Control the three modeling methods to deal with the dance culture construction process under the same business cycle, and take the sharing parameters obtained by the three modeling methods as the comparison index. The sharing threshold of the traditional modeling method 1 is about 0.3. In the process of sports enterprise dance culture construction, the communication of culture construction is weak. The sharing threshold of traditional modeling method 2 is about 0.7, so it has a strong ability of cultural communication in the process of building corporate culture. Compared with the two modeling methods, the sharing threshold obtained by the designed modeling method is the largest, and the communication effect of cultural construction in sports enterprise publicity is the best.

Keep the above experimental environment unchanged, take the performance improvement value obtained by the sports enterprise as the processing object, call three modeling methods to process the performance improvement value, and take 15 performance statistical cycles as the result cycle. The final processing time results of the three modeling methods on the performance improvement value are as follows:

Table 6

Processing time results of three modeling methods

	Response time /s		
Business cycle	**Traditional modeling method 1**	**Traditional modeling method 2**	**Traditional modeling method**
Cycle 1	48.5	25.6	11.3
Cycle 2	42.1	29.9	11.7
Cycle 3	45.6	26.2	12.7
Cycle 4	46.1	21.1	14.5
Cycle 5	44.8	24.8	13.7
Cycle 6	44.4	20.9	14.7
Cycle 7	42.7	20.7	11.8
Cycle 8	48.9	25.7	12.7
Cycle 9	46.6	21.2	13.2
Cycle 10	44.1	26.5	13.2
Cycle 11	47.9	26.2	10.9
Cycle 12	49.5	23.8	14.1
Cycle 13	45.1	28.6	11.5
Cycle 14	44.2	23.5	12.4
Cycle 15	40.8	21.7	11.4

Under the control of the three modeling methods, the sports enterprise work performance improvement data within 15 cycles are called, and the actual response time of the modeling method is taken as the comparison index. According to the values in the table, the response time of the traditional modeling method 1 is about 45s, and the modeling method takes the longest time. The response time of traditional modeling method 2 is about 25s, the modeling process takes a short time, while the designed modeling method takes about 12s. Compared with the two traditional modeling methods, the designed modeling method takes the shortest time to process data, which is suitable for the actual analysis work.

4. Conclusion

the integration of dance culture into the realm of sports science and enterprise contexts has proven to be a dynamic and innovative approach to enhancing basketball performance. Through the application of modeling techniques, athletes and teams have reaped numerous benefits, both on and off the court. This fusion of disciplines has improved physical attributes such as agility,

coordination, and endurance and fostered a sense of unity, self-expression, and creativity among athletes. The synergy between dance culture and basketball performance extends beyond the court, permeating business and entertainment realms. Incorporating dance-inspired elements into marketing strategies, halftime shows, and fan engagement has contributed to basketball's growth and commercial success as a sport. Furthermore, this interdisciplinary approach has opened up new avenues for research and innovation in sports science. The study of movement patterns, biomechanics, and the psychological aspects of performance has been enriched by the infusion of dance culture principles.

As we move forward, we must continue exploring and refining the application of dance culture modeling in sports science and enterprise contexts. This dynamic synergy has the potential to revolutionize not only basketball but also other sports, offering athletes, teams, and businesses exciting opportunities for growth, development, and success. In doing so, we can look forward to a future where the fusion of dance and sports science becomes integral to athletic performance enhancement and enterprise endeavors.

Reference

Adham, A. A., Othman, A. M., Karim, S., George, A., Natalie, S., Rabih, A. C., & Efthymios, D. A. (2022). Acute Deep Vein Thrombosis Involving the Inferior Vena Cava: Interventional Perspectives. *Vascular & Endovascular Review, 5*.

de Kinderen, S., & Kaczmarek-Heß, M. (2020). On model-based analysis of organizational structures: an assessment of current modeling approaches and application of multi-level modeling in support of design and analysis of organizational structures. *Software and Systems Modeling, 19*, 313-343. https://doi.org/10.1007/s10270-019-00767-4

FRICKE, R. (2019). Cynoglossus westraliensis, a new species of tonguesole from Western Australia (Teleostei: Cynoglossidae). *FishTaxa, 4*(2), 31-40. https://www.biotaxa.org/ft/article/view/4-2-3

Gomes, P., & da Cunha Frota, M. G. (2020). Knowledge organization from a social perspective: Thesauri and the commitment to cultural diversity. *KO KNOWLEDGE ORGANIZATION, 46*(8), 639-646. https://doi.org/10.5771/0943-7444-2019-8

Haseeb, J., Ahmad, N., Malik, S. U., & Anjum, A. (2020). Application of formal methods to modelling and analysis aspects of business process reengineering. *Business Process Management Journal, 26*(2), 548-569. https://doi.org/10.1108/BPMJ-02-2019-0078

He, L., Wu, C., Yang, X., & Liu, J. (2019). Corporate social responsibility, green credit, and corporate performance: an empirical analysis based on the mining, power, and steel industries of China. *Natural Hazards, 95*, 73-89. https://doi.org/10.1007/s11069-018-3440-7

Hebing, L., Neymann, T., & Engell, S. (2020). Application of dynamic metabolic flux analysis for process modeling: Robust flux estimation with regularization, confidence bounds, and selection of elementary modes. *Biotechnology and Bioengineering, 117*(7), 2058-2073. https://doi.org/10.1002/bit.27340

Jarvis, D. N., Sigward, S. M., Lerch, K., & Kulig, K. (2021). What goes up must come down, part II: consequences of jump strategy modification on dance leap landing biomechanics. *Journal of Sports Sciences, 39*(4), 446-452. https://doi.org/10.1080/02640414.2020.1825059

Ji, P., Yan, X., & Yu, G. (2020). The impact of information technology investment on enterprise financial performance in China. *Chinese Management Studies, 14*(3), 529-542. https://doi.org/10.1108/CMS-04-2019-0123

Lee, J. Y., Taras, V., Jiménez, A., Choi, B., & Pattnaik, C. (2020). Ambidextrous knowledge sharing within R&D teams and multinational enterprise performance: The moderating effects of cultural distance in uncertainty avoidance. *Management International Review, 60*, 387-425. https://doi.org/10.1007/s11575-020-00416-9

Lin, S., Ma, Y., & Huang, Z. (2020). Advanced stratification analyses in molecular association meta-analysis: methodology and application. *BMC Medical Research Methodology, 20*(1), 1-14. https://doi.org/10.1186/s12874-020-01020-z

Mallika, S. S. (2023). *Mutation testing and its analysis On web applications*. http://hdl.handle.net/10603/452914

Na, G. S., Kim, H. W., & Chang, H. (2020). Costless performance improvement in machine learning for graph-based molecular analysis. *Journal of Chemical Information and Modeling, 60*(3), 1137-1145. https://doi.org/10.1021/acs.jcim.9b00816

Sharma, G., Omkar, S., Kumar, H. S., & Narendra, S. (2020). Design, modeling, analysis and development of deployable tubular metallic booms for space application. *Materials Today: Proceedings, 28*, 2463-2470. https://doi.org/10.1016/j.matpr.2020.04.794

Sinnen, M., Li, K. H., & Teh, K. C. (2019). Modelling and analysis for two-tier HCNs with co-tier and cross-tier separation dependencies. *IET Communications, 13*(17), 2639-2648. https://doi.org/10.1049/iet-com.2018.5195

Stuart, J., & Ward, C. (2019). Exploring everyday experiences of cultural diversity: The construction, validation, and application of the normative multiculturalism scale. *European Journal of Social Psychology, 49*(2), 313-332. https://doi.org/10.1002/ejsp.2542

van de Wetering, R., Kurnia, S., & Kotusev, S. (2020). The effect of enterprise architecture deployment practices on organizational benefits: a dynamic capability perspective. *Sustainability, 12*(21), 8902. https://doi.org/10.3390/su12218902

Wan, W., Liu, L., & Wang, X. (2020). How user-driven innovation and employee intrapreneurship promote platform enterprise performance. *Management Decision, 58*(12), 2705-2723. https://doi.org/10.1108/MD-06-2019-0701

Wang, B., & Li, J.-Y. (2019). Model for evaluating the enterprise financial performance with interval-valued intuitionistic uncertain linguistic information. *Journal of Intelligent & Fuzzy Systems, 37*(2), 1587-1596. https://doi.org/10.3233/JIFS-179222

Xu, H., Mei, Q., Shahzad, F., Liu, S., Long, X., & Zhang, J. (2020). Untangling the impact of green finance on the enterprise green performance: a meta-analytic approach. *Sustainability, 12*(21), 9085. https://doi.org/10.3390/su12219085

Zhou, H., Lang, M., Hu, P., Su, Z., & Chen, J. (2019). The modeling, analysis, and application of the in-process machining data for CNC machining. *The International Journal of Advanced Manufacturing Technology, 102*, 1051-1066. https://doi.org/10.1007/s00170-018-2963-0

Zhou, Z., Liu, Y., Yu, H., & Ren, L. (2020). The influence of machine learning-based knowledge management model on enterprise organizational capability innovation and industrial development. *Plos one, 15*(12), e0242253. https://doi.org/10.1371/journal.pone.0242253