

Martin Schreier

List of Publications by Year in descending order

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Version: 2024-02-01

32
papers

5,683
citations

279487

23
h-index

433756

31
g-index

32
all docs

32
docs citations

32
times ranked

3059
citing authors

#	ARTICLE	IF	CITATIONS
1	Connecting to Place, People, and Past: How Products Make Us Feel Grounded. Journal of Marketing, 2022, 86, 1-16.	7.0	17
2	Sales and Self: The Noneconomic Value of Selling the Fruits of One's Labor. Journal of Marketing, 2022, 86, 40-58.	7.0	6
3	The value of making producers personal. Journal of Retailing, 2022, 98, 486-495.	4.0	7
4	Facial mask personalization encourages facial mask wearing in times of COVID-19. Scientific Reports, 2022, 12, 891.	1.6	8
5	Making the World a Better Place: How Crowdfunding Increases Consumer Demand for Social-Good Products. Journal of Marketing Research, 2021, 58, 363-376.	3.0	24
6	The Signal Value of Crowdfunded Products. Journal of Marketing Research, 2021, 58, 644-661.	3.0	22
7	Innovation in the digital economy: a broader view of its scope, antecedents, and consequences. Journal of the Academy of Marketing Science, 2021, 49, 627-631.	7.2	31
8	Earmarking Donations to Charity: Cross-cultural Evidence on Its Appeal to Donors Across 25 Countries. Management Science, 2020, 66, 4820-4842.	2.4	12
9	Customization in Luxury Brands: Can Valentino Get Personal?. Journal of Marketing Research, 2020, 57, 937-947.	3.0	33
10	The Power of Personal. Journal of Retailing, 2020, 96, 88-100.	4.0	24
11	The Self-Expressive Customization of a Product Can Improve Performance. Journal of Marketing Research, 2017, 54, 816-831.	3.0	45
12	The Value of Marketing Crowdsourced New Products as Such: Evidence from Two Randomized Field Experiments. Journal of Marketing Research, 2017, 54, 525-539.	3.0	81
13	User Design through Self-Customization. , 2015, , 233-254.		6
14	The Handmade Effect: What's Love Got to Do with It?. Journal of Marketing, 2015, 79, 98-110.	7.0	204
15	Why and When Consumers Prefer Products of User-Driven Firms: A Social Identification Account. Management Science, 2015, 61, 1978-1988.	2.4	76
16	Integrating Problem Solvers from Analogous Markets in New Product Ideation. Management Science, 2014, 60, 1063-1081.	2.4	113
17	User-generated versus designer-generated products: A performance assessment at Muji. International Journal of Research in Marketing, 2013, 30, 160-167.	2.4	165
18	All That is Users Might Not be Gold: How Labeling Products as User Designed Backfires in the Context of Luxury Fashion Brands. Journal of Marketing, 2013, 77, 75-91.	7.0	164

#	ARTICLE	IF	CITATIONS
19	The Innovation Effect of User Design: Exploring Consumers'™ Innovation Perceptions of Firms Selling Products Designed by Users. <i>Journal of Marketing</i> , 2012, 76, 18-32.	7.0	199
20	The Value of Crowdsourcing: Can Users Really Compete with Professionals in Generating New Product Ideas?. <i>Journal of Product Innovation Management</i> , 2012, 29, 245-256.	5.2	864
21	Customer Empowerment in New Product Development*. <i>Journal of Product Innovation Management</i> , 2011, 28, 17-32.	5.2	386
22	Why Customers Value Self-Designed Products: The Importance of Process Effort and Enjoyment*. <i>Journal of Product Innovation Management</i> , 2010, 27, 1020-1031.	5.2	260
23	The Psychological Effects of Empowerment Strategies on Consumers'™ Product Demand. <i>Journal of Marketing</i> , 2010, 74, 65-79.	7.0	476
24	The "I Designed It Myself" Effect in Mass Customization. <i>Management Science</i> , 2010, 56, 125-140.	2.4	593
25	Product uniqueness as a driver of customer utility in mass customization. <i>Marketing Letters</i> , 2008, 19, 93-107.	1.9	245
26	Extending Lead-User Theory: Antecedents and Consequences of Consumers' Lead Userness*. <i>Journal of Product Innovation Management</i> , 2008, 25, 331-346.	5.2	251
27	Complementing Mass Customization Toolkits with User Communities: How Peer Input Improves Customer Self-Design*. <i>Journal of Product Innovation Management</i> , 2008, 25, 546-559.	5.2	161
28	Lead users and the adoption and diffusion of new products: Insights from two extreme sports communities. <i>Marketing Letters</i> , 2007, 18, 15-30.	1.9	156
29	Learning from leading-edge customers at The Sims: opening up the innovation process using toolkits. <i>R and D Management</i> , 2006, 36, 237-250.	3.0	157
30	Finding Commercially Attractive User Innovations: A Test of Lead-User Theory*. <i>Journal of Product Innovation Management</i> , 2006, 23, 301-315.	5.2	624
31	The value increment of mass-customized products: an empirical assessment. <i>Journal of Consumer Behaviour</i> , 2006, 5, 317-327.	2.6	201
32	Entrepreneurial opportunities with toolkits for user innovation and design. <i>JMM International Journal on Media Management</i> , 2002, 4, 225-234.	0.4	72