

# Jungpil Hahn

## List of Publications by Year in descending order

Source: <https://exaly.com/author-pdf/1623372/publications.pdf>

Version: 2024-02-01

31  
papers

1,017  
citations

706676

14  
h-index

993246

17  
g-index

31  
all docs

31  
docs citations

31  
times ranked

984  
citing authors

#	ARTICLE	IF	CITATIONS
1	How Rewarding Are Your Rewards? A Value-Based View of Crowdfunding Rewards and Crowdfunding Performance. <i>Entrepreneurship Theory and Practice</i> , 2021, 45, 562-599.	7.1	29
2	The Complex Effects of Cross-Domain Knowledge on IS Development: A Simulation-Based Theory Development. <i>MIS Quarterly: Management Information Systems</i> , 2021, 45, 2023-2054.	3.1	4
3	Scarcity Strategy in Crowdfunding: An Empirical Exploration of Reward Limits. <i>Information Systems Research</i> , 2020, 31, 1107-1131.	2.2	32
4	Learning Effects of Domain, Technology, and Customer Knowledge in Information Systems Development: An Empirical Study. <i>Information Systems Research</i> , 2017, 28, 797-811.	2.2	20
5	The Role of Prior Experience in Entrepreneurial Learning. <i>Proceedings - Academy of Management</i> , 2017, 2017, 15565.	0.0	2
6	Big data and analytics in healthcare: Introduction to the special section. <i>Information Systems Frontiers</i> , 2016, 18, 233-235.	4.1	107
7	Research Note“Leader Influence on Sustained Participation in Online Collaborative Work Communities: A Simulation-Based Approach. <i>Information Systems Research</i> , 2016, 27, 383-402.	2.2	29
8	Strategies of Effective Reward Scheme Design on Crowdfunding Platforms. <i>Proceedings - Academy of Management</i> , 2016, 2016, 15229.	0.0	1
9	Impact of social features implemented in open collaboration platforms on volunteer self-organization. , 2013, , .		2
10	How old are you really? Cognitive age in technology acceptance. <i>Decision Support Systems</i> , 2013, 56, 122-130.	3.5	62
11	Research Note“Continued Participation in Online Innovation Communities: Does Community Response Matter Equally for Everyone?. <i>Information Systems Research</i> , 2013, 24, 1112-1130.	2.2	89
12	Momentum and Organizational Risk Taking: Evidence from the National Football League. <i>Management Science</i> , 2013, 59, 852-868.	2.4	66
13	GitHub developers use rockstars to overcome overflow of news. , 2013, , .		16
14	Herding in open source software development. , 2013, , .		2
15	The Dynamics of the Performance“Risk Relationship Within a Performance Period: The Moderating Role of Deadline Proximity. <i>Organization Science</i> , 2011, 22, 1613-1630.	3.0	54
16	Information Technology Spillover and Productivity: The Role of Information Technology Intensity and Competition. <i>Journal of Management Information Systems</i> , 2011, 28, 115-146.	2.1	52
17	MOMENTUM AND THE PERFORMANCE-RISK RELATIONSHIP: EVIDENCE FROM PROFESSIONAL FOOTBALL. <i>Proceedings - Academy of Management</i> , 2011, 2011, 1-6.	0.0	0
18	The role of innovation in value creation after spin-off in the USA. <i>International Journal of Business and Globalisation</i> , 2010, 5, 63.	0.1	0

#	ARTICLE	IF	CITATIONS
19	Developing and validating a methodology for discount usability evaluation of collaboration technologies. <i>Theoretical Issues in Ergonomics Science</i> , 2010, 11, 174-196.	1.0	0
20	Knowledge management systems and organizational knowledge processing challenges: A field experiment. <i>Decision Support Systems</i> , 2009, 47, 332-342.	3.5	28
21	Emergence of New Project Teams from Open Source Software Developer Networks: Impact of Prior Collaboration Ties. <i>Information Systems Research</i> , 2008, 19, 369-391.	2.2	250
22	The impact of technology on the quality of information. , 2007, , .		0
23	Impact of Social Ties on Open Source Project Team Formation. , 2006, , 307-317.		13
24	The dynamics of mass online marketplaces. , 2001, , .		15
25	How Do We Understand a System with (So) Many Diagrams? Cognitive Integration Processes in Diagrammatic Reasoning. <i>Information Systems Research</i> , 2000, 11, 284-303.	2.2	91
26	Why are some diagrams easier to work with? Effects of diagrammatic representation on the cognitive intergration process of systems analysis and design. <i>ACM Transactions on Computer-Human Interaction</i> , 1999, 6, 181-213.	4.6	42
27	How is the designer different from the user?â€”Focusing on a software development methodology. , 1997, , .		0
28	Learning from Prior Experience: An Empirical Study of Serial Entrepreneurs in IT-Enabled Crowdfunding. <i>SSRN Electronic Journal</i> , 0, , .	0.4	7
29	A cognitive engineering study on the development of an object oriented process modeling formalism. , 0, , .		2
30	The Complex Effects of Shared Domain Knowledge on IS Development: A Simulation-Based Theory Development. <i>SSRN Electronic Journal</i> , 0, , .	0.4	0
31	Handling Missing Values in Information Systems Research: A Review of Methods and Assumptions. <i>Information Systems Research</i> , 0, , .	2.2	2