Jan Marco Leimeister

List of Publications by Year
in descending order

157 papers	5,740 citations	117571 34 h-index	102432 66 g-index
200 all docs	200 docs citations	200 times ranked	3395 citing authors

#	Article	IF	Citations
1	Leveraging Crowdsourcing: Activation-Supporting Components for IT-Based Ideas Competition. Journal of Management Information Systems, 2009, 26, 197-224.	2.1	583
2	Community engineering for innovations: the ideas competition as a method to nurture a virtual community for innovations. R and D Management, 2009, 39, 342-356.	3.0	308
3	Business Models. Business and Information Systems Engineering, 2014, 6, 45-53.	4.0	257
4	Gamification. Business and Information Systems Engineering, 2013, 5, 275-278.	4.0	255
5	Determinants of physicians' technology acceptance for e-health in ambulatory care. International Journal of Medical Informatics, 2012, 81, 746-760.	1.6	235
6	Hybrid Intelligence. Business and Information Systems Engineering, 2019, 61, 637-643.	4.0	189
7	Design, Implementation, and Evaluation of Trust-Supporting Components in Virtual Communities for Patients. Journal of Management Information Systems, 2005, 21, 101-131.	2.1	175
8	Not just an ego-trip: Exploring backers' motivation for funding in incentive-based crowdfunding. Journal of Strategic Information Systems, 2017, 26, 246-260.	3.3	170
9	Service Systems Engineering. Business and Information Systems Engineering, 2014, 6, 73-79.	4.0	144
10	Collective Intelligence. Business and Information Systems Engineering, 2010, 2, 245-248.	4.0	124
11	Dienstleistungsengineering und -management. , 2012, , .		120
12	Creating Shared Understanding in Heterogeneous Work Groups: Why It Matters and How to Achieve It. Journal of Management Information Systems, 2014, 31, 111-144.	2.1	119
13	Why different trust relationships matter for information systems users. European Journal of Information Systems, 2016, 25, 274-287.	5.5	106
14	The Effect of Rating Scales on Decision Quality and User Attitudes in Online Innovation Communities. International Journal of Electronic Commerce, 2013, 17, 7-36.	1.4	93
15	Managing crowdsourced software testing: a case study based insight on the challenges of a crowdsourcing intermediary. Journal of Business Economics, 2014, 84, 375-405.	1.3	88
16	Anatomy of Successful Business Models for Complex Services: Insights from the Telemedicine Field. Journal of Management Information Systems, 2015, 32, 75-104.	2.1	86
17	Crowd Work. Business and Information Systems Engineering, 2016, 58, 281-286.	4.0	84
18	Does collaboration among participants lead to better ideas in IT-based idea competitions? An empirical investigation. International Journal of Networking and Virtual Organisations, 2011, 9, 106.	0.2	81

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19	Massive Open Online Courses. Business and Information Systems Engineering, 2014, 6, 111-114.	4.0	74
20	How to Manage Crowdsourcing Platforms Effectively?. California Management Review, 2018, 60, 122-149.	3.4	71
21	Leveraging virtual business model innovation: a framework for designing business model development tools. Information Systems Journal, 2016, 26, 519-550.	4.1	67
22	Rate or Trade? Identifying Winning Ideas in Open Idea Sourcing. Information Systems Research, 2016, 27, 27-48.	2.2	62
23	Future Work and Enterprise Systems. Business and Information Systems Engineering, 2018, 60, 357-366.	4.0	60
24	A cross-national comparison of perceived strategic importance of RFID for CIOs in Germany and Italy. International Journal of Information Management, 2009, 29, 37-47.	10.5	55
25	Requirements Engineering for Product Service Systems. Business and Information Systems Engineering, 2011, 3, 369-380.	4.0	55
26	Sara, the Lecturer: Improving Learning in Online Education with a Scaffolding-Based Conversational Agent. , 2020, , .		55
27	A requirements data model for product service systems. Requirements Engineering, 2014, 19, 161-186.	2.1	51
28	Reaching into patientsâ€™ homes â€" participatory designed AAL services. Electronic Markets, 2011, 21, 63-76.	4.4	50
29	Towards a competency model for requirements analysts. Information Systems Journal, 2012, 22, 475-503.	4.1	49
30	User, Use & Utility Research. Business and Information Systems Engineering, 2014, 6, 55-61.	4.0	49
31	EinfÃ¼hrung in die Wirtschaftsinformatik. , 2015, , .		47
32	Classifying Smart Personal Assistants: An Empirical Cluster Analysis. , 2019, , .		46
33	Design principles for a hybrid intelligence decision support system for business model validation. Electronic Markets, 2019, 29, 423-441.	4.4	45
34	Leveraging the Power of the Crowd for Software Testing. IEEE Software, 2017, 34, 62-69.	2.1	44
35	Crowdfunding: Outlining the New Era of Fundraising. FGF Studies in Small Business and Entrepreneurship, 2016, , 7-23.	0.5	42
36	Dienstleistungsengineering und -management. , 2020, , .		41

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37	The Nature of Crowd Work and its Effects on Individuals' Work Perception. Journal of Management Information Systems, 2020, 37, 66-95.	2.1	41
38	AL: An Adaptive Learning Support System for Argumentation Skills. , 2020, , .		37
39	Finding the Unicorn: Predicting Early Stage Startup Success Through a Hybrid Intelligence Method. SSRN Electronic Journal, 0, , .	0.4	36
40	Does Collaboration among Participants Lead to Better Ideas in IT-Based Idea Competitions? An Empirical Investigation. , 2010, , .		35
41	Digital services for consumers. Electronic Markets, 2014, 24, 255-258.	4.4	35
42	Enhancing problem-solving skills with smart personal assistant technology. Computers and Education, 2021, 165, 104148.	5.1	33
43	Ladders for Learning: Is Scaffolding the Key to Teaching Problem-Solving in Technology-Mediated Learning Contexts?. Academy of Management Learning and Education, 2020, 19, 439-468.	1.6	33
44	ArgueTutor: An Adaptive Dialog-Based Learning System for Argumentation Skills. , 2021, , .		32
45	Process is King: Evaluating the Performance of Technology-mediated Learning in Vocational Software Training. Journal of Information Technology, 2018, 33, 233-253.	2.5	31
46	On the Importance of National Culture for the Design of Information Systems. Business and Information Systems Engineering, 2012, 4, 317-330.	4.0	29
47	Understanding the Design Elements Affecting User Acceptance of Intelligent Agents: Past, Present and Future. Information Systems Frontiers, 2022, 24, 699-730.	4.1	26
48	Consumerization. Business and Information Systems Engineering, 2012, 4, 363-366.	4.0	24
49	IT-enabled product innovation: customer motivation for participating in virtual idea communities. International Journal of Product Development, 2015, 20, 126.	0.2	24
50	The New Fontiers of Service Systems Engineering. Business and Information Systems Engineering, 2018, 60, 373-375.	4.0	23
51	RFID as enabler for the boundless real-time organisation: empirical insights from Germany. International Journal of Networking and Virtual Organisations, 2007, 4, 45.	0.2	22
52	Virtual learning communities: success factors and challenges. International Journal of Technology Enhanced Learning, 2012, 4, 383.	0.4	21
53	Software-Defined Business. Business and Information Systems Engineering, 2020, 62, 609-621.	4.0	20
54	Information Systems and Healthcare XX: Toward Seamless Healthcare with Software Agents. Communications of the Association for Information Systems, 0, 19, .	0.7	19

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55	Cognitive automation. Electronic Markets, 2022, 32, 339-350.	4.4	18
56	Designing for Crowdfunding Co-creation. Business and Information Systems Engineering, 2020, 62, 483-499.	4.0	17
57	Desperately seeking the artefacts and the foundations of native theory in gamification research: why information systems researchers can play a legitimate role in this discourse and how they can better contribute. European Journal of Information Systems, 2020, 29, 609-620.	5.5	17
58	Legal Compatibility as a Characteristic of Sociotechnical Systems. Business and Information Systems Engineering, 2015, 57, 103-113.	4.0	16
59	Individual Appropriation of Learning Management Systemsâ€"Antecedents and Consequences. AIS Transactions on Human-Computer Interaction, 2017, 9, 173-201.	1.1	16
60	Is There PAPA in Crowd Work?: A Literature Review on Ethical Dimensions in Crowdsourcing. , 2016, , .		15
61	Towards a Future Reallocation of Work between Humans and Machines Taxonomy of Tasks and Interaction Types in the Context of Machine Learning. SSRN Electronic Journal, 0, , .	0.4	15
62	Conquering the Challenge of Continuous Business Model Improvement. Business and Information Systems Engineering, 2019, 61, 451-468.	4.0	15
63	The Emergence of Mutual and Shared Understanding in the System Development Process. Lecture Notes in Computer Science, 2013, , 174-189.	1.0	15
64	Value Co-Creation in Smart Services: A Functional Affordances Perspective on Smart Personal Assistants. SSRN Electronic Journal, 0, , .	0.4	15
65	IT Governance and Types of IT Decision Makers inÂGerman Hospitals. Business and Information Systems Engineering, 2010, 2, 359-370.	4.0	14
66	RFID in Retailing and Customer Relationship Management. Communications of the Association for Information Systems, 0, 23, .	0.7	14
67	Understanding User Preferences of Digital Privacy Nudges â€" A Best-Worst Scaling Approach. , 2020, , .		14
68	Flipping the Classroom â€" IT-unterstÃ¼tzte Lerneraktivierung zur Verbesserung des Lernerfolges einer universitÃ¤ren Massenlehrveranstaltung. Hmd, 2015, 52, 81-95.	0.3	13
69	ICT-Enabled Service Innovation in Human-Centered Service Systems: A Systematic Literature Review. SSRN Electronic Journal, 0, , .	0.4	13
70	Design Principles for High-Performance Blended Learning Services Delivery. Business and Information Systems Engineering, 2016, 58, 135-149.	4.0	13
71	Why the agile mindset matters. Technological Forecasting and Social Change, 2022, 179, 121650.	6.2	13
72	A Proposed Solution for Managing Doctor's Smart Cards in Hospitals Using a Single Sign-On Central Architecture. , 2008, , .		12

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73	Accelerating customer integration into innovation processes using Pico Jobs. International Journal of Technology Marketing, 2011, 6, 130.	0.1	12
74	Electronic data capture in healthcare—NFC as easy way for self-reported health status information. Health Policy and Technology, 2012, 1, 137-144.	1.3	12
75	Towards Design Principles for Aligning Human-Centered Service Systems and Corresponding Business Models. SSRN Electronic Journal, 0, , .	0.4	12
76	Suitability of Product Development Methods for Hybrid Products as Bundles of Classic Products, Software and Service Elements. , 2009, , .		11
77	Service Oriented Device Integration - An Analysis of SOA Design Patterns. , 2010, , .		11
78	Do Student-Instructor Co-created eLearning Materials Lead to Better Learning Outcomes? Empirical Results from a German Large Scale Course Pilot Study. , 2012, , .		11
79	When is Crowdsourcing Advantageous? The Case of Crowdsourced Software Testing. SSRN Electronic Journal, 0, , .	0.4	11
80	Lifelong Learning and Collaboration of Smart Technical Systems in Open-Ended Environments -- Opportunistic Collaborative Interactive Learning. , 2016, , .		11
81	Why Incorporating a Platform-Intermediary can Increase Crowdsourcees' Engagement. Business and Information Systems Engineering, 2019, 61, 433-450.	4.0	11
82	The potential of collective intelligence and crowdsourcing for opportunity creation. International Journal of Entrepreneurial Venturing, 2020, 12, 183.	0.3	11
83	How Data Analytics Competencies Can Foster Business Value— A Systematic Review and Way Forward. Information Systems Management, 2021, 38, 200-217.	3.2	11
84	Modular Architecture of Value-Added Applications for German Healthcare Telematics. Business and Information Systems Engineering, 2013, 5, 3-16.	4.0	10
85	LocaTag - An NFC-Based System Enhancing Instant Messaging Tools with Real-Time User Location. , 2010, , .		9
86	From requirement to design patterns for ubiquitous computing applications. , 2016, , .		9
87	Development of a Peer-Creation-Process to Leverage the Power of Collaborative Knowledge Transfer. , 2016, , .		9
88	Der Weg zur effizienten Bereitstellung kultursensitiver Dienstleistungen — erste Schritte mittels systematischer Modularisierung. , 2014, , 266-286.		9
89	It's About Understanding Each Other's Culture Improving the Outcomes of Mobile Learning by Avoiding Culture Conflicts. SSRN Electronic Journal, 0, , .	0.4	9
90	Strategies for development and adoption of EHR in German ambulatory care. , 2010, , .		8

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91	Higher Education and the Opportunities and Challenges of Educational Technology. Business and Information Systems Engineering, 2018, 60, 181-189.	4.0	8
92	Hybrid intelligence in business networks. Electronic Markets, 2021, 31, 313-318.	4.4	8
93	One for All? Managing External and Internal Crowds through a Single Platform - A Case Study. , 2017, , .		8
94	The Agony of Choice Analyzing User Preferences Regarding Gamification Elements in Learning Management Systems. SSRN Electronic Journal, 0, , .	0.4	7
95	Understanding the Formation of Trust. , 2014, , 39-58.		7
96	Collaboration Engineering. , 2014, , .		7
97	Ordnungsrahmen für die hybride Wertschöpfung. , 2009, , 109-128.		7
98	Rags to Riches - How Signaling Behaviour Causes a Power Shift in Crowdsourcing Markets. SSRN Electronic Journal, 0, , .	0.4	7
99	IT-Standards and Standardization Approaches in Healthcare. , 2008, , 813-820.		7
100	Revealing the Impact of the Crowdsourcing Experience on the Engagement Process. SSRN Electronic Journal, 0, , .	0.4	6
101	The Appropriation of Collaborative Learning -- Qualitative Insights from a Flipped Classroom. , 2016, , .		6
102	Open Business Model Innovation via the Internet: How Wiki Technologies Can Improve the Quality of Business Models. International Journal of Innovation and Technology Management, 2021, 18, .	0.8	6
103	Developing Lawful Technologies â€" A Revelatory Case Study on Design Patterns. , 0, , .		6
104	Standardized Device Services - A Design Pattern for Service Oriented Integration of Medical Devices. , 2010, , .		5
105	Obstacles and Challenges in the Use of Gamification for Virtual Idea Communities. Progress in IS, 2017, , 65-76.	0.5	5
106	DELEN â€" A Process Model for the Systematic Development of Legitimate Digital Nudges. Lecture Notes in Computer Science, 2021, , 299-312.	1.0	5
107	Designing a Co-creation System for the Development of Work-process-related Learning Material in Manufacturing. Computer Supported Cooperative Work, 2022, , 1-49.	1.9	5
108	Using the IDEAL software process improvement model for the implementation of Automotive SPICE. , 2012, , .		4

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109	Controlling von Ideencommunities - Entwicklung und Test einer Ideencommunity-Scorecard. Controlling, 2011, 23, 98-105.	0.1	4
110	Design and Evaluation of an IT-Based Peer Assessment to Increase Learner Performance in Large-Scale Lectures. SSRN Electronic Journal, 0, , .	0.4	4
111	Codifying Interdisciplinary Design Knowledge Through Patterns â€" The Case of Smart Personal Assistants. Lecture Notes in Computer Science, 2020, , 114-125.	1.0	4
112	Has NFC the potential to revolutionize self-reported electronic data capture?. , 2012, , .		3
113	Mobile Systeme im Gesundheitswesen. Hmd, 2012, 49, 73-82.	0.3	3
114	Modeling Support for Mass Collaboration in Open Innovation Initiativesâ€"The Facilitation Process Model 2.0. IEEE Transactions on Engineering Management, 2022, 69, 423-437.	2.4	3
115	Von Anforderungslisten zum konzeptionellen Design â€" Funktionsbasierte Analyse von Anforderungen an Product-Service Systems. , 2013, , 96-113.		3
116	When in Rome, Do as the Romans Do - Overcoming Culture Conflicts in Mobile Learning. SSRN Electronic Journal, 0, , .	0.4	3
117	Value Mapping: Wertorientierte Steuerung von IT-Landschaften. Hmd, 2009, 46, 34-41.	0.3	2
118	Devising a Method for Developing Knowledge-Intense, Person-Oriented Services--Results from Early Evaluation. , 2012, , .		2
119	FC Bayern München goes social â€" the value of social media for professional sports clubs. Journal of Information Technology Teaching Cases, 2017, 7, 51-61.	1.6	2
120	Understanding IT-Culture Conflicts to Drive Successful Technochange Projects A Case Study. SSRN Electronic Journal, 0, , .	0.4	2
121	Radically rethinking the way crowdfunding works: the case of JumpStartFund and the Hyperloop. International Journal of Entrepreneurial Venturing, 2019, 11, 598.	0.3	2
122	Requirement Patterns to Support Socio-Technical System Design. , 2014, , 191-209.		2
123	Pico-Jobs as an Open Innovation Tool for Utilising Crowdsourcing. , 2013, , 199-214.		2
124	Nutzergenerierte Dienstleistungssysteme zur digitalen Transformation von Organisationen. , 2019, , 281-306.		2
125	Fostering Ideation Among Patients: Exaptation of Web-Based Ideation Platforms as Health 2.0 Tools for Virtual Patient Communities. SSRN Electronic Journal, 0, , .	0.4	2
126	How to Manage Crowdsourcing Platforms Effectively. NIM Marketing Intelligence Review, 2020, 12, 18-23.	0.4	2

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127	Adaptive Empathy Learning Support in Peer Review Scenarios. , 2022, , .		2
128	Why can't I use my iPhone at Work?: Managing Consumerization of IT at a Multi-national Organization. Journal of Information Technology Teaching Cases, 2014, 4, 11-19.	1.6	1
129	From products to product-service systems: IT-driven transformation of a medical equipment manufacturer. Journal of Information Technology Teaching Cases, 2014, 4, 20-26.	1.6	1
130	Towards Requirement Patterns for Smart Physical Work Assistants. , 2017, , .		1
131	Nutzungszentrierte Gestaltung von HI-basierten Dienstleistungen am Beispiel des IT-Support. Forum Dienstleistungsmanagement, 2021, , 184-204.	1.0	1
132	Crowdworking-Plattformen als innovative Dienstleistungssysteme. , 2019, , 245-257.		1
133	Interaktionsarbeit in Dienstleistungen. , 2020, , 393-440.		1
134	Gemeinschaftliche Geschäftsmodellentwicklung â€" Wie in heterogenen Teams innovative Geschäftsmodelle geschaffen werden kÃ¶nnen. , 2015, , 97-123.		1
135	How to Systematically Conduct Crowdsourced Software Testing? Insights from an Action Research Project. SSRN Electronic Journal, 0, , .	0.4	1
136	The Efficient Provision of Culture-Sensitive Services: A Modularization Approach. , 2017, , 147-157.		1
137	Towards a New Methodology to Capture the Legal Compatibility of Conversational Speech Agents. , 2020, , .		1
138	Interne Crowd Work als Baustein einer Empowerment-orientierten Arbeitsorganisation. , 2020, , 209-226.		1
139	How IT carve-out project complexity influences divestor performance in M&As. European Journal of Information Systems, 0, , 1-27.	5.5	1
140	Mobile Customer Integration:&#x0A0;&#x0A0;A Smartphone Application Prototype for Conducting Mobile Conjoint Studies. , 2011, , .		0
141	Collaboration Engineering for Innovation Design Processes Using the Outcome-Driven Approach. , 2011, , .		0
142	Call for Papers â€" Issue 5/2018. Business and Information Systems Engineering, 2017, 59, 131-132.	4.0	0
143	Keep them alive! Design and Evaluation of the â€œCommunity Fostering Reference Modelâ€. Business and Information Systems Engineering, 2018, 60, 493-511.	4.0	0
144	Doing a Doctorate in BISE in Germany, Austria and Switzerland? A Debate on the Why, What and How. Business and Information Systems Engineering, 2019, 61, 759-766.	4.0	0

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145	Crowdsourcing-Plattformen als neue Marktplätze für Arbeit. Die Neuorganisation von Arbeit im Informationsraum und ihre Implikationen. Arbeit, 2019, 28, 205-206.	0.3	0
146	Quo Vadis Conferences in the Business and Information Systems Engineering (BISE) Community After Covid. Business and Information Systems Engineering, 2021, 63, 741-749.	4.0	0
147	Service Engineering für IT-basierte Dienstleistungen 50+. , 2012, , 111-133.		0
148	IT-basierte, gemeinschaftsgestützte Innovationsentwicklung für Softwareunternehmen. , 2014, , 237-249.		0
149	The Future of Socio-Technical Design for Ubiquitous Computing Systems. , 2014, , 341-353.		0
150	Einführung von Crowd-Based Support Dienstleistungen zur Verbesserung der Softwareeinführung. , 2018, , 133-149.		0
151	CrowdServ â€" Eine Studie zur Erarbeitung eines Konzepts für digitale Services von Inkubatoren. , 2019, , 555-578.		0
152	Service Engineering. , 2020, , 77-108.		0
153	Service-Strategie. , 2020, , 109-139.		0
154	Digitales und Services. , 2020, , 43-75.		0
155	Developing a Production Structure Model Using Service-Dominant Logicâ€"A Hypergraph-Based Modeling Approach. Springer Proceedings in Business and Economics, 2020, , 169-182.	0.3	0
156	Gestaltungsdimensionen der Digitalisierungâ€" Wie Dienstleistungssysteme den Wandel antreiben und welche Faktoren eine Rolle spielen. , 2020, , 277-325.		0
157	Chunking Big Journeys into Smaller Trips: Combining Peer Creation and Gamification to Design a Continuing Education Concept for Energy Consultants. Progress in IS, 2020, , 229-259.	0.5	0