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	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
2	Cognitive automation. Electronic Markets, 2022, 32, 339-350.	4.4	18
3	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
4	Understanding the Design Elements Affecting User Acceptance of Intelligent Agents: Past, Present and Future. Information Systems Frontiers, 2022, 24, 699-730.	4.1	26
5	Why the agile mindset matters. Technological Forecasting and Social Change, 2022, 179, 121650.	6.2	13
6	Adaptive Empathy Learning Support in Peer Review Scenarios. , 2022, , .		2
7	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
8	Nutzungszentrierte Gestaltung von HI-basierten Dienstleistungen am Beispiel des IT-Support. Forum Dienstleistungsmanagement, 2021, , 184-204.	1.0	1
9	How Data Analytics Competencies Can Foster Business Valueâ€" A Systematic Review and Way Forward. Information Systems Management, 2021, 38, 200-217.	3.2	11
10	Enhancing problem-solving skills with smart personal assistant technology. Computers and Education, 2021, 165, 104148.	5.1	33
11	ArgueTutor: An Adaptive Dialog-Based Learning System for Argumentation Skills. , 2021, , .		32
12	Hybrid intelligence in business networks. Electronic Markets, 2021, 31, 313-318.	4.4	8
13	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
14	DELEN â€" A Process Model for the Systematic Development of Legitimate Digital Nudges. Lecture Notes in Computer Science, 2021, , 299-312.	1.0	5
15	Dienstleistungsengineering und -management. , 2020, , .		41
16	Designing for Crowdfunding Co-creation. Business and Information Systems Engineering, 2020, 62, 483-499.	4.0	17
17	Software-Defined Business. Business and Information Systems Engineering, 2020, 62, 609-621.	4.0	20
18	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

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19	The potential of collective intelligence and crowdsourcing for opportunity creation. International Journal of Entrepreneurial Venturing, 2020, 12, 183.	0.3	11
20	The Nature of Crowd Work and its Effects on Individualsâ€™ Work Perception. Journal of Management Information Systems, 2020, 37, 66-95.	2.1	41
21	Interaktionsarbeit in Dienstleistungen. , 2020, , 393-440.		1
22	AL: An Adaptive Learning Support System for Argumentation Skills. , 2020, , .		37
23	Sara, the Lecturer: Improving Learning in Online Education with a Scaffolding-Based Conversational Agent. , 2020, , .		55
24	Understanding User Preferences of Digital Privacy Nudges â€" A Best-Worst Scaling Approach. , 2020, , .		14
25	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
26	Service Engineering. , 2020, , 77-108.		0
27	Service-Strategie. , 2020, , 109-139.		0
28	Digitales und Services. , 2020, , 43-75.		0
29	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
30	Gestaltungsdimensionen der DigitalisierungÂâ€" Wie Dienstleistungssysteme den Wandel antreiben und welche Faktoren eine Rolle spielen. , 2020, , 277-325.		0
31	Towards a New Methodology to Capture the Legal Compatibility of Conversational Speech Agents. , 2020, , .		1
32	Codifying Interdisciplinary Design Knowledge Through Patterns â€" The Case of Smart Personal Assistants. Lecture Notes in Computer Science, 2020, , 114-125.	1.0	4
33	Interne Crowd Work als Baustein einer Empowerment-orientierten Arbeitsorganisation. , 2020, , 209-226.		1
34	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
35	How to Manage Crowdsourcing Platforms Effectively. NIM Marketing Intelligence Review, 2020, 12, 18-23.	0.4	2
36	Design principles for a hybrid intelligence decision support system for business model validation. Electronic Markets, 2019, 29, 423-441.	4.4	45

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37	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
38	Hybrid Intelligence. Business and Information Systems Engineering, 2019, 61, 637-643.	4.0	189
39	Radically rethinking the way crowdfunding works: the case of JumpStartFund and the Hyperloop. International Journal of Entrepreneurial Venturing, 2019, 11, 598.	0.3	2
40	Crowdsourcing-Plattformen als neue MarktplÃ¤tze fÃ¼r Arbeit. Die Neuorganisation von Arbeit im Informationsraum und ihre Implikationen. Arbeit, 2019, 28, 205-206.	0.3	0
41	Conquering the Challenge of Continuous Business Model Improvement. Business and Information Systems Engineering, 2019, 61, 451-468.	4.0	15
42	Why Incorporating a Platform-Intermediary can Increase Crowdsourceesâ€™ Engagement. Business and Information Systems Engineering, 2019, 61, 433-450.	4.0	11
43	Crowdworking-Plattformen als innovative Dienstleistungssysteme. , 2019, , 245-257.		1
44	Nutzergenerierte Dienstleistungssysteme zur digitalen Transformation von Organisationen. , 2019, , 281-306.		2
45	Classifying Smart Personal Assistants: An Empirical Cluster Analysis. , 2019, , .		46
46	CrowdServ â€“ Eine Studie zur Erarbeitung eines Konzepts fÃ¼r digitale Services von Inkubatoren. , 2019, , 555-578.		0
47	Higher Education and the Opportunities and Challenges of Educational Technology. Business and Information Systems Engineering, 2018, 60, 181-189.	4.0	8
48	How to Manage Crowdsourcing Platforms Effectively?. California Management Review, 2018, 60, 122-149.	3.4	71
49	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
50	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
51	Future Work and Enterprise Systems. Business and Information Systems Engineering, 2018, 60, 357-366.	4.0	60
52	The New Fontiers of Service Systems Engineering. Business and Information Systems Engineering, 2018, 60, 373-375.	4.0	23
53	EinfÃ¼hrung von Crowd-Based Support Dienstleistungen zur Verbesserung der SoftwareeinfÃ¼hrung. , 2018, , 133-149.		0
54	Call for Papers â€“ Issue 5/2018. Business and Information Systems Engineering, 2017, 59, 131-132.	4.0	0

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55	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
56	FC Bayern München goes social – the value of social media for professional sports clubs. Journal of Information Technology Teaching Cases, 2017, 7, 51-61.	1.6	2
57	Leveraging the Power of the Crowd for Software Testing. IEEE Software, 2017, 34, 62-69.	2.1	44
58	Obstacles and Challenges in the Use of Gamification for Virtual Idea Communities. Progress in IS, 2017, , 65-76.	0.5	5
59	Towards Requirement Patterns for Smart Physical Work Assistants. , 2017, , .		1
60	Individual Appropriation of Learning Management Systems—Antecedents and Consequences. AIS Transactions on Human-Computer Interaction, 2017, 9, 173-201.	1.1	16
61	One for All? Managing External and Internal Crowds through a Single Platform - A Case Study. , 2017, , .		8
62	The Efficient Provision of Culture-Sensitive Services: A Modularization Approach. , 2017, , 147-157.		1
63	Is There PAPA in Crowd Work?: A Literature Review on Ethical Dimensions in Crowdsourcing. , 2016, , .		15
64	Leveraging virtual business model innovation: a framework for designing business model development tools. Information Systems Journal, 2016, 26, 519-550.	4.1	67
65	From requirement to design patterns for ubiquitous computing applications. , 2016, , .		9
66	Lifelong Learning and Collaboration of Smart Technical Systems in Open-Ended Environments -- Opportunistic Collaborative Interactive Learning. , 2016, , .		11
67	Crowd Work. Business and Information Systems Engineering, 2016, 58, 281-286.	4.0	84
68	Rate or Trade? Identifying Winning Ideas in Open Idea Sourcing. Information Systems Research, 2016, 27, 27-48.	2.2	62
69	Why different trust relationships matter for information systems users. European Journal of Information Systems, 2016, 25, 274-287.	5.5	106
70	Development of a Peer-Creation-Process to Leverage the Power of Collaborative Knowledge Transfer. , 2016, , .		9
71	The Appropriation of Collaborative Learning -- Qualitative Insights from a Flipped Classroom. , 2016, , .		6
72	Design Principles for High-Performance Blended Learning Services Delivery. Business and Information Systems Engineering, 2016, 58, 135-149.	4.0	13

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73	Crowdfunding: Outlining the New Era of Fundraising. FGF Studies in Small Business and Entrepreneurship, 2016, , 7-23.	0.5	42
74	IT-enabled product innovation: customer motivation for participating in virtual idea communities. International Journal of Product Development, 2015, 20, 126.	0.2	24
75	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
76	Flipping the Classroom â€" IT-unterstÃ¼tzte Lerneraktivierung zur Verbesserung des Lernerfolges einer universitÃ¤ren Massenlehrveranstaltung. Hmd, 2015, 52, 81-95.	0.3	13
77	Legal Compatibility as a Characteristic of Sociotechnical Systems. Business and Information Systems Engineering, 2015, 57, 103-113.	4.0	16
78	EinfÃ¼hrung in die Wirtschaftsinformatik. , 2015, , .		47
79	Gemeinschaftliche GeschÃ¤ftsmodellentwicklung â€" Wie in heterogenen Teams innovative GeschÃ¤ftsmodelle geschaffen werden kÃ¶nnen. , 2015, , 97-123.		1
80	Digital services for consumers. Electronic Markets, 2014, 24, 255-258.	4.4	35
81	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
82	A requirements data model for product service systems. Requirements Engineering, 2014, 19, 161-186.	2.1	51
83	Service Systems Engineering. Business and Information Systems Engineering, 2014, 6, 73-79.	4.0	144
84	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
85	Business Models. Business and Information Systems Engineering, 2014, 6, 45-53.	4.0	257
86	User, Use & Utility Research. Business and Information Systems Engineering, 2014, 6, 55-61.	4.0	49
87	Massive Open Online Courses. Business and Information Systems Engineering, 2014, 6, 111-114.	4.0	74
88	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
89	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
90	Requirement Patterns to Support Socio-Technical System Design. , 2014, , 191-209.		2

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91	Understanding the Formation of Trust. , 2014, , 39-58.		7
92	Der Weg zur effizienten Bereitstellung kultursensitiver Dienstleistungen â€" erste Schritte mittels systematischer Modularisierung. , 2014, , 266-286.		9
93	Collaboration Engineering. , 2014, , .		7
94	IT-basierte, gemeinschaftsgestÃ¼tzte Innovationsentwicklung fÃ¼r Softwareunternehmen. , 2014, , 237-249.		0
95	The Future of Socio-Technical Design for Ubiquitous Computing Systems. , 2014, , 341-353.		0
96	Modular Architecture of Value-Added Applications for German Healthcare Telematics. Business and Information Systems Engineering, 2013, 5, 3-16.	4.0	10
97	Gamification. Business and Information Systems Engineering, 2013, 5, 275-278.	4.0	255
98	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
99	Pico-Jobs as an Open Innovation Tool for Utilising Crowdsourcing. , 2013, , 199-214.		2
100	The Emergence of Mutual and Shared Understanding in the System Development Process. Lecture Notes in Computer Science, 2013, , 174-189.	1.0	15
101	Von Anforderungslisten zum konzeptionellen Design â€" Funktionsbasierte Analyse von Anforderungen an Product-Service Systems. , 2013, , 96-113.		3
102	Has NFC the potential to revolutionize self-reported electronic data capture?. , 2012, , .		3
103	Virtual learning communities: success factors and challenges. International Journal of Technology Enhanced Learning, 2012, 4, 383.	0.4	21
104	Devising a Method for Developing Knowledge-Intense, Person-Oriented Services--Results from Early Evaluation. , 2012, , .		2
105	Do Student-Instructor Co-created eLearning Materials Lead to Better Learning Outcomes? Empirical Results from a German Large Scale Course Pilot Study. , 2012, , .		11
106	Using the IDEAL software process improvement model for the implementation of Automotive SPICE. , 2012, , .		4
107	Mobile Systeme im Gesundheitswesen. Hmd, 2012, 49, 73-82.	0.3	3
108	Electronic data capture in healthcareâ€"NFC as easy way for self-reported health status information. Health Policy and Technology, 2012, 1, 137-144.	1.3	12

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109	Determinants of physiciansâ€™ technology acceptance for e-health in ambulatory care. International Journal of Medical Informatics, 2012, 81, 746-760.	1.6	235
110	Consumerization. Business and Information Systems Engineering, 2012, 4, 363-366.	4.0	24
111	On the Importance of National Culture for the Design of Information Systems. Business and Information Systems Engineering, 2012, 4, 317-330.	4.0	29
112	Towards a competency model for requirements analysts. Information Systems Journal, 2012, 22, 475-503.	4.1	49
113	Dienstleistungsengineering und -management. , 2012, , .		120
114	Service Engineering fÃ¼r IT-basierte Dienstleistungen 50+. , 2012, , 111-133.		0
115	Mobile Customer Integration:&#x0A0;&#x0A0;A Smartphone Application Prototype for Conducting Mobile Conjoint Studies. , 2011, , .		0
116	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
117	Accelerating customer integration into innovation processes using Pico Jobs. International Journal of Technology Marketing, 2011, 6, 130.	0.1	12
118	Reaching into patientsâ€™ homes â€" participatory designed AAL services. Electronic Markets, 2011, 21, 63-76.	4.4	50
119	Requirements Engineering for Product Service Systems. Business and Information Systems Engineering, 2011, 3, 369-380.	4.0	55
120	Collaboration Engineering for Innovation Design Processes Using the Outcome-Driven Approach. , 2011, , .		0
121	Controlling von Ideencommunities - Entwicklung und Test einer Ideencommunity-Scorecard. Controlling, 2011, 23, 98-105.	0.1	4
122	Collective Intelligence. Business and Information Systems Engineering, 2010, 2, 245-248.	4.0	124
123	IT Governance and Types of IT Decision Makers inÂGerman Hospitals. Business and Information Systems Engineering, 2010, 2, 359-370.	4.0	14
124	Does Collaboration among Participants Lead to Better Ideas in IT-Based Idea Competitions? An Empirical Investigation. , 2010, , .		35
125	Standardized Device Services - A Design Pattern for Service Oriented Integration of Medical Devices. , 2010, , .		5
126	Strategies for development and adoption of EHR in German ambulatory care. , 2010, , .		8

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127	Service Oriented Device Integration - An Analysis of SOA Design Patterns. , 2010, , .		11
128	LocaTag - An NFC-Based System Enhancing Instant Messaging Tools with Real-Time User Location. , 2010, , .		9
129	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
130	Leveraging Crowdsourcing: Activation-Supporting Components for IT-Based Ideas Competition. Journal of Management Information Systems, 2009, 26, 197-224.	2.1	583
131	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
132	Value Mapping: Wertorientierte Steuerung von IT-Landschaften. Hmd, 2009, 46, 34-41.	0.3	2
133	Suitability of Product Development Methods for Hybrid Products as Bundles of Classic Products, Software and Service Elements. , 2009, , .		11
134	Ordnungsrahmen für die hybride Wertschöpfung. , 2009, , 109-128.		7
135	A Proposed Solution for Managing Doctor's Smart Cards in Hospitals Using a Single Sign-On Central Architecture. , 2008, , .		12
136	IT-Standards and Standardization Approaches in Healthcare. , 2008, , 813-820.		7
137	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
138	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
139	When is Crowdsourcing Advantageous? The Case of Crowdsourced Software Testing. SSRN Electronic Journal, 0, , .	0.4	11
140	Towards Design Principles for Aligning Human-Centered Service Systems and Corresponding Business Models. SSRN Electronic Journal, 0, , .	0.4	12
141	The Agony of Choice Analyzing User Preferences Regarding Gamification Elements in Learning Management Systems. SSRN Electronic Journal, 0, , .	0.4	7
142	ICT-Enabled Service Innovation in Human-Centered Service Systems: A Systematic Literature Review. SSRN Electronic Journal, 0, , .	0.4	13
143	Revealing the Impact of the Crowdsourcing Experience on the Engagement Process. SSRN Electronic Journal, 0, , .	0.4	6
144	Understanding IT-Culture Conflicts to Drive Successful Technochange Projects A Case Study. SSRN Electronic Journal, 0, , .	0.4	2

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145	Finding the Unicorn: Predicting Early Stage Startup Success Through a Hybrid Intelligence Method. SSRN Electronic Journal, 0, , .	0.4	36
146	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
147	Developing Lawful Technologies â€" A Revelatory Case Study on Design Patterns. , 0, , .		6
148	Information Systems and Healthcare XX: Toward Seamless Healthcare with Software Agents. Communications of the Association for Information Systems, 0, 19, .	0.7	19
149	RFID in Retailing and Customer Relationship Management. Communications of the Association for Information Systems, 0, 23, .	0.7	14
150	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
151	Design and Evaluation of an IT-Based Peer Assessment to Increase Learner Performance in Large-Scale Lectures. SSRN Electronic Journal, 0, , .	0.4	4
152	Rags to Riches - How Signaling Behaviour Causes a Power Shift in Crowdsourcing Markets. SSRN Electronic Journal, 0, , .	0.4	7
153	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
154	When in Rome, Do as the Romans Do - Overcoming Culture Conflicts in Mobile Learning. SSRN Electronic Journal, 0, , .	0.4	3
155	How to Systematically Conduct Crowdsourced Software Testing? Insights from an Action Research Project. SSRN Electronic Journal, 0, , .	0.4	1
156	Value Co-Creation in Smart Services: A Functional Affordances Perspective on Smart Personal Assistants. SSRN Electronic Journal, 0, , .	0.4	15
157	How IT carve-out project complexity influences divestor performance in M&As. European Journal of Information Systems, 0, , 1-27.	5.5	1