

# Shenja Van Der Graaf

## List of Publications by Year in descending order

Source: <https://exaly.com/author-pdf/3994199/publications.pdf>

Version: 2024-02-01

19  
papers

225  
citations

1307366

7  
h-index

1125617

13  
g-index

20  
all docs

20  
docs citations

20  
times ranked

149  
citing authors

#	ARTICLE	IF	CITATIONS
1	An Ecosystem View of Peer-to-Peer Electricity Trading: Scenario Building by Business Model Matrix to Identify New Roles. <i>Energies</i> , 2021, 14, 4438.	1.6	8
2	The Right to the City in the Platform Age: Child-Friendly City and Smart City Premises in Contention. <i>Information (Switzerland)</i> , 2020, 11, 285.	1.7	19
3	Multi-Stakeholder Innovation in Smart City Discourse: Quadruple Helix Thinking in the Age of "Platforms". <i>Frontiers in Sustainable Cities</i> , 2020, 2, .	1.2	21
4	Editorial: Sharing Economy: Paths to Government Innovation. <i>Technology Innovation Management Review</i> , 2020, 10, 3-5.	1.0	1
5	Hyperlocal user-generated video contributions on public displays. , 2020, , .		2
6	Navigating platform urbanism. <i>Technological Forecasting and Social Change</i> , 2019, 142, 364-372.	6.2	46
7	ComMODify. , 2018, , .		2
8	Participation and Platformization at Play. , 2018, , 29-63.		0
9	Designing for Mod Development. , 2018, , 1-28.		1
10	In Waze We Trust: Algorithmic Governance of the Public Sphere. <i>Media and Communication</i> , 2018, 6, 153-162.	1.1	21
11	Imaginarities of ownership: The logic of participation in the moral economy of 3D software design. <i>Telematics and Informatics</i> , 2015, 32, 400-408.	3.5	3
12	Profit-Maximizing Trustworthiness Level of Composite Systems. <i>Lecture Notes in Computer Science</i> , 2015, , 357-368.	1.0	1
13	Usable Trust: Grasping Trust Dynamics for Online Security as a Service. <i>Lecture Notes in Computer Science</i> , 2015, , 271-283.	1.0	2
14	SEQUOIA: A methodology for the socio-economic impact assessment of Software-as-a-Service and Internet of Services research projects. <i>Research Evaluation</i> , 2014, 23, 133-149.	1.3	10
15	Get Organized At Work! A Look Inside the Game Design Process of Valve and Linden Lab. <i>Bulletin of Science, Technology and Society</i> , 2012, 32, 480-488.	1.1	4
16	Modonomics: Participation and competition in contention. <i>Journal of Gaming and Virtual Worlds</i> , 2012, 4, 119-135.	0.1	8
17	The mod industries? The industrial logic of non-market game production. <i>European Journal of Cultural Studies</i> , 2008, 11, 177-195.	1.5	56
18	Modonomics: Participation and Competition in Contention. <i>SSRN Electronic Journal</i> , 0, , .	0.4	1

#	ARTICLE	IF	CITATIONS
19	Imaginaries of Ownership: The Logic of Participation in the Moral Economy of 3d Software Design. SSRN Electronic Journal, 0, , .	0.4	0