

# Scott Thiebes

## List of Publications by Year in descending order

Source: <https://exaly.com/author-pdf/5706129/publications.pdf>

Version: 2024-02-01

22  
papers

527  
citations

1039880

9  
h-index

1125617

13  
g-index

29  
all docs

29  
docs citations

29  
times ranked

381  
citing authors

#	ARTICLE	IF	CITATIONS
1	A scoping review of distributed ledger technology in genomics: thematic analysis and directions for future research. <i>Journal of the American Medical Informatics Association: JAMIA</i> , 2022, 29, 1433-1444.	2.2	6
2	Gamified Expert Annotation Systems: Meta-Requirements and Tentative Design. <i>Lecture Notes in Computer Science</i> , 2022, , 154-166.	1.0	1
3	Perceived fairness of direct-to-consumer genetic testing business models. <i>Electronic Markets</i> , 2022, 32, 1621-1638.	4.4	5
4	Trustworthy artificial intelligence. <i>Electronic Markets</i> , 2021, 31, 447-464.	4.4	179
5	Trustworthy machine learning for health care. , 2021, , .		3
6	Artificial Intelligence as a Service. <i>Business and Information Systems Engineering</i> , 2021, 63, 441-456.	4.0	36
7	Conceptual Ambiguity Surrounding Gamification and Serious Games in Health Care: Literature Review and Development of Game-Based Intervention Reporting Guidelines (GAMING). <i>Journal of Medical Internet Research</i> , 2021, 23, e30390.	2.1	23
8	Distributed Ledger Technology in genomics: a call for Europe. <i>European Journal of Human Genetics</i> , 2020, 28, 139-140.	1.4	19
9	On the Convergence of Artificial Intelligence and Distributed Ledger Technology: A Scoping Review and Future Research Agenda. <i>IEEE Access</i> , 2020, 8, 57075-57095.	2.6	59
10	Security and Privacy Requirements for Cloud Computing in Healthcare. <i>ACM Transactions on Management Information Systems</i> , 2020, 11, 1-29.	2.1	15
11	Valuable Genomes: Taxonomy and Archetypes of Business Models in Direct-to-Consumer Genetic Testing. <i>Journal of Medical Internet Research</i> , 2020, 22, e14890.	2.1	16
12	Archetypes of Gamification: Analysis of mHealth Apps. <i>JMIR MHealth and UHealth</i> , 2020, 8, e19280.	1.8	36
13	The Role of Gamification in Health Behavior Change: A Review of Theory-driven Studies. , 2020, , .		19
14	Beyond Data Markets: Opportunities and Challenges for Distributed Ledger Technology in Genomics. , 2020, , .		9
15	Wearable health devices in the workplace: The importance of habits to sustain the use. , 2019, , .		7
16	iRODS metadata management for a cancer genome analysis workflow. <i>BMC Bioinformatics</i> , 2019, 20, 29.	1.2	3
17	Investigating the Relationship Between User Ratings and Gamification â€œ A Review of mHealth Apps in the Apple App Store and Google Play Store. , 2019, , .		11
18	Rethinking the Meaning of Cloud Computing for Health Care: A Taxonomic Perspective and Future Research Directions. <i>Journal of Medical Internet Research</i> , 2018, 20, e10041.	2.1	29

#	ARTICLE	IF	CITATIONS
19	Whatâ€™s in the Game? Developing a Taxonomy of Gamification Concepts for Health Apps. , 2018, , .		19
20	Exploring Cloudy Collaboration in Healthcare: An Evaluation Framework of Cloud Computing Services for Hospitals. , 2016, , .		6
21	What is Really Going On at Your Cloud Service Provider? Creating Trustworthy Certifications by Continuous Auditing. , 2015, , .		15
22	Drivers and Inhibitors for Organizationsâ€™ Intention to Adopt Artificial Intelligence as a Service. , 0, , .		8