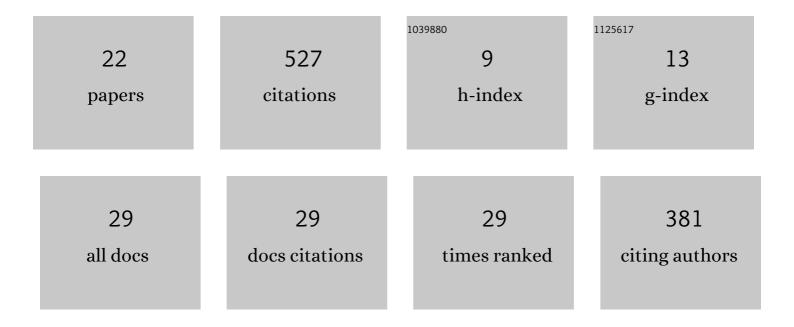
Scott Thiebes

List of Publications by Year in descending order

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SCOTT THIFRES

#	Article	IF	CITATIONS
1	A scoping review of distributed ledger technology in genomics: thematic analysis and directions for future research. Journal of the American Medical Informatics Association: JAMIA, 2022, 29, 1433-1444.	2.2	6
2	Gamified Expert Annotation Systems: Meta-Requirements and Tentative Design. Lecture Notes in Computer Science, 2022, , 154-166.	1.0	1
3	Perceived fairness of direct-to-consumer genetic testing business models. Electronic Markets, 2022, 32, 1621-1638.	4.4	5
4	Trustworthy artificial intelligence. Electronic Markets, 2021, 31, 447-464.	4.4	179
5	Trustworthy machine learning for health care. , 2021, , .		3
6	Artificial Intelligence as a Service. Business and Information Systems Engineering, 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). Journal of Medical Internet Research, 2021, 23, e30390.	2.1	23
8	Distributed Ledger Technology in genomics: a call for Europe. European Journal of Human Genetics, 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. IEEE Access, 2020, 8, 57075-57095.	2.6	59
10	Security and Privacy Requirements for Cloud Computing in Healthcare. ACM Transactions on Management Information Systems, 2020, 11, 1-29.	2.1	15
11	Valuable Genomes: Taxonomy and Archetypes of Business Models in Direct-to-Consumer Genetic Testing. Journal of Medical Internet Research, 2020, 22, e14890.	2.1	16
12	Archetypes of Gamification: Analysis of mHealth Apps. JMIR MHealth and UHealth, 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. BMC Bioinformatics, 2019, 20, 29.	1.2	3
17	Investigating the Relationship Between User Ratings and Gamification – 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. Journal of Medical Internet Research, 2018, 20, e10041.	2.1	29

#	Article	IF	CITATIONS
19	What'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 Organizations' Intention to Adopt Artificial Intelligence as a Service. , 0, , .		8