

# Jari Juhani Jussila

## List of Publications by Year in descending order

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Version: 2024-02-01

72  
papers

759  
citations

758635

12  
h-index

610482

24  
g-index

72  
all docs

72  
docs citations

72  
times ranked

685  
citing authors

#	ARTICLE	IF	CITATIONS
1	Design Factory â€“ Supporting technology studentsâ€™ learning of general competences through university-industry collaboration. <i>Lumat</i> , 2022, 10, .	0.2	1
2	Optimization Methods Applied to Motion Planning of Unmanned Aerial Vehicles: A Review. <i>Drones</i> , 2022, 6, 126.	2.7	25
3	Utilizing Design Factory Principles towards Education 4.0 - Developing Innovation Spaces in Vietnam. , 2022, , 77-92.		2
4	Social mining for terroristic behavior detection through Arabic tweets characterization. <i>Future Generation Computer Systems</i> , 2021, 116, 132-144.	4.9	7
5	Text Analysis Methods for Misinformationâ€™Related Research on Finnish Language Twitter. <i>Future Internet</i> , 2021, 13, 157.	2.4	7
6	Sense of Virtual Community in Wikipedia Online Community for Technology-Enhanced Learning in Higher Education. <i>Springer Proceedings in Complexity</i> , 2021, , 233-245.	0.2	1
7	Virtual Hackathonsâ€™A Novel Approach for University-Industry Collaboration. <i>Springer Proceedings in Complexity</i> , 2021, , 247-257.	0.2	0
8	Tweeting and mining OECD-related microcontent in the post-truth era: A cloud-based app. <i>Computers in Human Behavior</i> , 2020, 107, 105958.	5.1	38
9	Charting the reach and contribution of IMP literature in other disciplines: A bibliometric analysis. <i>Industrial Marketing Management</i> , 2020, 87, 47-62.	3.7	10
10	Social media mining for smart cities and smart villages research. <i>Soft Computing</i> , 2020, 24, 10983-10987.	2.1	50
11	Rapid Product Development in University-Industry Collaboration: Case Study of a Smart Design. <i>Technology Innovation Management Review</i> , 2020, 10, 49-59.	1.0	16
12	Open Data Ecosystems in Public Service Development. <i>Advances in Intelligent Systems and Computing</i> , 2020, , 58-64.	0.5	0
13	Open Ecosystem for Smart Mobility System Operation and Maintenance. <i>Advances in Intelligent Systems and Computing</i> , 2020, , 29-34.	0.5	0
14	Sensory Technologies for Improving Employee Experience and Strengthening Customer Relationships. <i>Translational Systems Sciences</i> , 2020, , 275-291.	0.2	1
15	Annotation of Smart Cities Twitter Micro-Contents for Enhanced Citizenâ€™s Engagement. <i>IEEE Access</i> , 2019, 7, 116267-116276.	2.6	44
16	The use of social media for knowledge acquisition and dissemination in B2B companies: an empirical study of Finnish technology industries. <i>Knowledge Management Research and Practice</i> , 2019, 17, 52-69.	2.7	29
17	Cognitive Computing Approaches for Human Activity Recognition from Tweetsâ€™A Case Study of Twitter Marketing Campaign. <i>Springer Proceedings in Complexity</i> , 2019, , 153-170.	0.2	3
18	Smart Mobility: Services, Platforms and Ecosystems. <i>Technology Innovation Management Review</i> , 2019, 9, 15-24.	1.0	10

#	ARTICLE	IF	CITATIONS
19	Open Data and Open Source Enabling Smart City Development: A Case Study in HÅme Region. Technology Innovation Management Review, 2019, 9, 25-34.	1.0	10
20	World Heritage meets Smart City in an Urban-Educational Hackathon in Rauma. Technology Innovation Management Review, 2019, 9, 44-53.	1.0	8
21	Co-creating Digital Services for Citizens: Activity Theory Analysis. , 2019, , .		1
22	Value Creation in Business-to-Business Crowd Sourcing. , 2019, , 1419-1432.		0
23	Value Creation in Business-to-Business Crowd Sourcing. , 2019, , 769-782.		0
24	Evaluating the Business Impacts of Social Media Use With System Dynamics and Agent-Based Modeling. , 2019, , 1479-1491.		0
25	Identifying Different Types of Social Ties in Events from Publicly Available Social Media Data. , 2019, , .		0
26	An Activity Theory Perspective on Creating a New Digital Government Service in Finland. , 2019, , .		2
27	Data Strategy Framework in Servitization: Case Study of Service Development for a Vehicle Fleet. Springer Proceedings in Complexity, 2019, , 377-389.	0.2	0
28	Analysing the role of crowdfunding in entrepreneurial ecosystems: a social media event study of two competing product launches. International Journal of Entrepreneurship and Small Business, 2018, 33, 575.	0.2	10
29	Visualising maritime vessel open data for better situational awareness in ice conditions. , 2018, , .		2
30	Chapter 6 Collaborative Writing and Knowledge Creation in a Social Media Online Community. , 2018, , 95-109.		1
31	Towards ecosystem for research and development of electrodermal activity applications. , 2018, , .		8
32	Application for pre-processing and visualization of electrodermal activity wearable data. IFMBE Proceedings, 2018, , 93-96.	0.2	4
33	Design of Mobile Application for Self-reporting Affective Experiences. , 2018, , .		5
34	Social Media Analytics Empowering Customer Experience Insight. Springer Proceedings in Business and Economics, 2017, , 25-30.	0.3	6
35	Value Assessment of e-Government Service from Municipality Perspective. , 2017, , .		3
36	Perceived risks in social media use. , 2016, , .		2

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37	Developing a Conceptual Model for the Relationship Between Social Media Behavior, Negative Consumer Emotions and Brand Disloyalty. Lecture Notes in Computer Science, 2016, , 134-145.	1.0	7
38	Social media based value creation and business models. Industrial Management and Data Systems, 2016, 116, 1820-1838.	2.2	33
39	Can e-government solutions enhance the work in municipalities?. , 2016, , .		3
40	CAN CROWDSOURCING PLATFORMS BE USED IN B2B INNOVATION?. International Journal of Population Studies, 2016, , 393-421.	0.0	1
41	CROWDSOURCING FOR VALUE CREATION IN LEAN START-UPS. International Journal of Population Studies, 2016, , 423-441.	0.0	0
42	Crowdfunding in the Development of Social Media Fanbase -- Case Study of Two Competing Ecosystems. , 2016, , .		4
43	Visualizing informal learning behavior from conference participants' Twitter data with the Ostinato Model. Computers in Human Behavior, 2016, 55, 584-595.	5.1	18
44	The 5C categorization of social media tools. , 2016, , .		1
45	BLOGGING AS A VIRTUAL CO-LEARNING ENVIRONMENT IN THE INTERNATIONAL COURSE CONTEXT. EDULEARN Proceedings, 2016, , .	0.0	1
46	Crowdsourcing in Business-to-Business Markets. , 2016, , 933-943.		2
47	EXPERIENCED RISKS IN SOCIAL MEDIA USE - LONGITUDINAL STUDY AMONG UNIVERSITY STUDENTS. EDULEARN Proceedings, 2016, , .	0.0	0
48	I FEEL GREAT - UNIVERSITY STUDENTS AFFECTIVE EXPERIENCES ON LEARNING AND TEACHING. , 2016, , .		0
49	Identifying weak ties from publicly available social media data in an event. , 2016, , .		2
50	Novel ICT-Enabled Collaborative Design Processes and Tools for Developing Non-Road Mobile Machinery. , 2015, , .		0
51	Approach for investigating crowdfunding campaigns with platform data. , 2015, , .		7
52	Towards a Business-Driven Process Model for Knowledge Security Risk Management. International Journal of Knowledge Management, 2015, 11, 1-18.	0.7	31
53	Exploring co-learning behavior of conference participants with visual network analysis of Twitter data. Computers in Human Behavior, 2015, 51, 1154-1162.	5.1	26
54	Knowledge Security Risk Management in Contemporary Companies -- Toward a Proactive Approach. , 2015, , .		7

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55	Visualizing informal learning behavior from conference participants Twitter data. , 2014, , .		4
56	Value Creation in Business-To-Business Crowd Sourcing. International Journal of Knowledge Society Research, 2014, 5, 28-39.	0.8	2
57	New era of business analytics. , 2014, , .		1
58	Visual Network Analysis of Twitter Data for Co-organizing Conferences: Case CMAD 2013. , 2014, , .		7
59	Social media utilization in business-to-business relationships of technology industry firms. Computers in Human Behavior, 2014, 30, 606-613.	5.1	159
60	Value added of social media in open innovation community. , 2014, , .		0
61	Information visualization of Twitter data for co-organizing conferences. , 2013, , .		11
62	Future of crowdsourcing and value creation in different media environments. , 2013, , .		1
63	Innovation-related benefits of social media in Business-to-Business customer relationships. International Journal of Advanced Media and Communication, 2013, 5, 4.	0.2	5
64	Value Creation in Business-to-Business Crowdsourcing. International Journal of Knowledge Society Research, 2013, 4, 52-63.	0.8	4
65	Social Media Use and Potential in Business-to-Business Companiesâ€™ Innovation. International Journal of Ambient Computing and Intelligence, 2013, 5, 53-71.	0.8	10
66	Can crowdsourcing really be used in B2B innovation?. , 2012, , .		15
67	Social media's opportunities in business-to-business customer interaction in innovation process. International Journal of Technology Marketing, 2012, 7, 191.	0.1	16
68	Benefits of social media in business-to-business customer interface in innovation. , 2011, , .		24
69	Managing customer information and knowledge with social media in business-to-business companies. , 2011, , .		13
70	Replacement of the Project Manager Reflected Through Activity Theory and Workâ€™System Theory. , 2011, , 111-121.		2
71	How to Boost Innovation Culture and Innovators?. , 2010, , 359-381.		5
72	Social media use and potential in business-to-business companies' innovation. , 2010, , .		31