David H Cropley

List of Publications by Year in descending order

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430874 330143 87 2,236 18 37 citations h-index g-index papers 100 100 100 999 docs citations times ranked citing authors all docs

#	Article	IF	CITATIONS
1	Explaining standardized educational test scores: The role of creativity above and beyond GPA and personality Psychology of Aesthetics, Creativity, and the Arts, 2023, 17, 725-734.	1.3	8
2	Applying quality function deployment to the design of engineering programmes: approaches, insights and benefits. Australasian Journal of Engineering Education, 2021, 26, 138-151.	1.4	1
3	Femina Problematis Solvendis – Problem-solving woman: A history of the creativity of women. Journal of Creativity, 2021, 31, 100001.	1.7	O
4	A Mixed-Methods Study of Creative Problem Solving and Psychosocial Safety Climate: Preparing Engineers for the Future of Work. Frontiers in Psychology, 2021, 12, 759226.	2.1	5
5	Engineering: The Ultimate Expression of Creativity?. , 2020, , 434-439.		5
6	Differences in creativity across Art and STEM students: We are more alike than unalike. Thinking Skills and Creativity, 2020, 38, 100707.	3.5	17
7	The effects of different types of social exclusion on creative thinking: The role of self-construal. Personality and Individual Differences, 2020, 166, 110215.	2.9	4
8	The development of mathematical creativity across high school: Increasing, decreasing, or both?. Thinking Skills and Creativity, 2020, 35, 100634.	3.5	19
9	The creative student in the eyes of a teacher: A cross-cultural study. Thinking Skills and Creativity, 2020, 35, 100636.	3.5	25
10	Commoditizing Creativity., 2020, , 167-171.		1
11	The siren song of aesthetics? Domain differences and creativity in engineering and design. Proceedings of the Institution of Mechanical Engineers, Part C: Journal of Mechanical Engineering Science, 2019, 233, 451-464.	2.1	11
12	Essential, unexceptional and universal: Teacher implicit beliefs of creativity. Thinking Skills and Creativity, 2019, 34, 100604.	3.5	12
13	Creativity and Malevolence. , 2019, , 677-690.		8
14	Die Schattenseite der Kreativitä , 2019, , .		4
14	Die Schattenseite der Kreativitä, 2019, , . Supporting Creative Teaching and Learning in the Classroom: Myths, Models, and Measures. Creativity Theory and Action in Education, 2019, , 267-288.	1.1	9
	Supporting Creative Teaching and Learning in the Classroom: Myths, Models, and Measures. Creativity	1.1	
15	Supporting Creative Teaching and Learning in the Classroom: Myths, Models, and Measures. Creativity Theory and Action in Education, 2019, , 267-288. Development and Initial Validation of an Instrument to Measure Students' Learning About Systems		9

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19	Teacher implicit beliefs of creativity: Is there an arts bias?. Teaching and Teacher Education, 2018, 75, 366-374.	3.2	33
20	Die Paradoxien der Innovation. , 2018, , 115-130.		O
21	Problemlösungsdruck: Das soziale Umfeld. , 2018, , 77-98.		O
22	Die Innovation und die Unternehmensleistung. , 2018, , 155-176.		0
23	Das Innovationsmanagement auf der Grundlage des IPAI. , 2018, , 177-196.		O
24	Die Messung der Komponenten der Innovation. , 2018, , 131-154.		0
25	Prozess: Wie kommen innovative Ideen zustande?. , 2018, , 39-57.		O
26	Innovation capacity, organisational culture and gender. European Journal of Innovation Management, 2017, 20, 493-510.	4.6	31
27	Psychological and Neuroscientific Perspectives on Mathematical Creativity and Giftedness. Advances in Mathematics Education, 2017, , 183-199.	0.2	5
28	The dark side of creativity., 2017,,.		2
29	On evil and computational creativity. Connection Science, 2016, 28, 171-193.	3.0	4
30	Lethal Innovation: The Nexus of Criminology, War, and Malevolent Creativity., 2016, , 347-366.		0
31	Creativity in Engineering. Creativity in the Twenty First Century, 2016, , 155-173.	0.6	40
32	Creativity and Culture in Engineering. , 2016, , 549-571.		2
33	The Creative Designer: Educating Divergent Thinkers in a Convergent Climate. , 2015, , .		O
33	The Creative Designer: Educating Divergent Thinkers in a Convergent Climate., 2015,,. Video Games and Malevolent Creativity., 2015,, 61-81.		4
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37	Press., 2015,, 169-215.		5
38	Through the Looking Glass: Inside the World of Creativity Research. Creativity Research Journal, 2015, 27, 243-248.	2.6	1
39	Layperson perceptions of malevolent creativity: The good, the bad, and the ambiguous Psychology of Aesthetics, Creativity, and the Arts, 2014, 8, 400-412.	1.3	66
40	Individual creativity and team engineering design: A taxonomy for team composition. , 2014, , .		3
41	Managing entrepreneurship for innovation: a psychological analysis. , 2014, , .		1
42	Engineering, Ethics, and Creativity: N'er the Twain Shall Meet?. , 2014, , 152-169.		3
43	Diagnosing Organizational Innovation: Measuring the Capacity for Innovation. Creativity Research Journal, 2013, 25, 388-396.	2.6	27
44	Furious activity vs. understanding: How much expertise is needed to evaluate creative work?. Psychology of Aesthetics, Creativity, and the Arts, 2013, 7, 332-340.	1.3	129
45	Rating the creativity of products. , 2013, , .		6
46	A Psychological Taxonomy of Organizational Innovation: Resolving the Paradoxes. Creativity Research Journal, 2012, 24, 29-40.	2.6	56
47	Measuring Functional Creativity: Nonâ€Expert Raters and the Creative Solution Diagnosis Scale. Journal of Creative Behavior, 2012, 46, 119-137.	2.9	82
48	Measuring Creativity for Innovation Management. Journal of Technology Management and Innovation, 2011, 6, 13-30.	0.7	106
49	Perhaps There Is Accounting for Taste: Evaluating the Creativity of Products. Creativity Research Journal, 2011, 23, 99-109.	2.6	32
50	Creativity and Lawbreaking. Creativity Research Journal, 2011, 23, 313-320.	2.6	31
51	Functional Creativity. , 2010, , 301-318.		52
52	Recognizing and fostering creativity in technological design education. International Journal of Technology and Design Education, 2010, 20, 345-358.	2.6	68
53	Creativity Has No Dark Side. , 2010, , 15-32.		30
54	The Dark Side of Creativity: What Is It?. , 2010, , 1-14.		15

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55	Early Creativity as a Constraint on Future Achievement. , 2010, , 114-133.		16
56	Reviewing the Art of Crime: What, If Anything, Do Criminals and Artists/Designers Have in Common?. , 2010, , 155-176.		6
57	Creativity in the Classroom: The Dark Side. , 2010, , 297-315.		12
58	A Systems Engineering Approach to Counterterrorism. , 2010, , 329-338.		1
59	Malevolent Innovation: Opposing the Dark Side of Creativity. , 2010, , 339-359.		11
60	Summary – The Dark Side of Creativity: A Differentiated Model. , 2010, , 360-374.		12
61	The Dark Side of Creativity. , 2010, , .		167
62	Creating a Master's Degree in systems integration: capturing and embedding industry knowledge. International Journal of Intelligent Defence Support Systems, 2009, 2, 157.	0.1	1
63	Malevolent Creativity: A Functional Model of Creativity in Terrorism and Crime. Creativity Research Journal, 2008, 20, 105-115.	2.6	240
64	Resolving the paradoxes of creativity: an extended phase model. Cambridge Journal of Education, 2008, 38, 355-373.	2.4	65
65	Rejoinder to Commentaries on (i) Malevolent Creativity: A Functional Model of Creativity in Terrorism and Crime (i), Cropley, Kaufman, and Cropley. Creativity Research Journal, 2008, 20, 134-136.	2.6	6
66	Elements of a universal aesthetic of creativity Psychology of Aesthetics, Creativity, and the Arts, 2008, 2, 155-161.	1.3	65
67	4.6.1 Applying Creativity in Modelling and Simulation. Incose International Symposium, 2007, 17, 733-741.	0.6	O
68	Meeting the Need for Defence Systems Engineers. Incose International Symposium, 2007, 17, 1874-1884.	0.6	1
69	Using Assessment to Foster Creativity. , 2007, , 209-230.		5
70	The Application of Knowledge Management to Large Complex Systems. , 2006, , .		0
71	The Role of Creativity as a Driver of Innovation. , 2006, , .		23
72	Creativity, Requirements and Perspectives. Australasian Journal of Information Systems, 2005, 13, .	0.3	14

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73	7.2.3 Too Hard, Too Soft, Just Right … Goldilocks and Three Research Paradigms in SE. Incose International Symposium, 2004, 14, 1450-1465.	0.6	4
74	4.6.2 A Knowledge Management Approach to Change Management in Systemsâ€ofâ€Systems. Incose International Symposium, 2004, 14, 837-847.	0.6	0
75	5.4.2 Architecting a Command and Control (C2) System. Incose International Symposium, 2004, 14, 1032-1045.	0.6	O
76	Guest editorial a case for compulsory teaching accreditation of engineering faculty. IEEE Transactions on Education, 2003, 46, 406-408.	2.4	10
77	1.2.1 The Role of Systems Engineering in Combating Terrorism. Incose International Symposium, 2003, 13, 146-164.	0.6	1
78	2.5.2 Modeling and Simulation of Military System Architectures Using CORE®. Incose International Symposium, 2002, 12, 894-900.	0.6	1
79	5.1.5 A Systems Engineering Methodology for Combat Systems Development. Incose International Symposium, 2002, 12, 162-167.	0.6	1
80	Fostering Creativity in Engineering Undergraduates. High Ability Studies, 2000, 11, 207-219.	1.9	131
81	2 Systems Methodology for Real-Time Information Systems. Incose International Symposium, 1999, 9, 203-210.	0.6	4
82	Creativity in Confinement., 0,, 177-203.		7
83	Both Sides of the Coin? Personality, Deviance, and Creative Behavior. , 0, , 235-254.		6
84	Creativity in the Engineering Domain. , 0, , 261-275.		39
85	Nurturing Creativity in the Engineering Classroom. , 0, , 212-226.		3
86	Creativity Across Domains. , 0, , .		159
87	Automated scoring of figural creativity using a convolutional neural network Psychology of Aesthetics, Creativity, and the Arts, 0, , .	1.3	11