## Rich Gazan

## List of Publications by Year in descending order

Source: https://exaly.com/author-pdf/7535904/publications.pdf

Version: 2024-02-01

1306789 1372195 22 311 7 10 citations h-index g-index papers 22 22 22 235 docs citations citing authors all docs times ranked

#	Article	IF	CITATIONS
1	Learnsourcing: Is it working or failing, and where to go from here?. Proceedings of the Association for Information Science and Technology, 2017, 54, 591-594.	0.3	O
2	Critical moments in participatory design: Engaging NASA astrobiology researchers via scientometric visualizations. Proceedings of the Association for Information Science and Technology, 2017, 54, 112-118.	0.3	0
3	Virtual indicators of sex trafficking to identify potential victims in online advertisements. , 2016, , .		8
4	Detecting sex trafficking circuits in the U.S. through analysis of online escort advertisements. , 2016, , .		7
5	Seven Words You Can't Say on Answerbag. , 2016, , .		3
6	First-Mover Advantage in a Social Q&A Community. , 2015, , .		3
7	Unsupervised classification and visualization of unstructured text for the support of interdisciplinary collaboration. , 2014, , .		8
8	Assessing researcher interdisciplinarity: a case study of the University of Hawaii NASA Astrobiology Institute. Scientometrics, 2013, 94, 133-161.	1.6	21
9	Stepping stones to synergy: Social Q&A and virtual reference [ASIST 2011 panel]. Proceedings of the American Society for Information Science and Technology, 2011, 48, 1-4.	0.2	2
10	Social Q& A. Journal of the Association for Information Science and Technology, 2011, 62, 2301-2312.	2.6	118
10	Social Q& A. Journal of the Association for Information Science and Technology, 2011, 62, 2301-2312.  Redesign as an act of violence., 2011, , .	2.6	118
		2.6 5.4	
11	Redesign as an act of violence., 2011, , .  Microcollaborations in a social Q& A community. Information Processing and Management, 2010,		8
11 12	Redesign as an act of violence., 2011,,.  Microcollaborations in a social Q& A community. Information Processing and Management, 2010, 46, 693-702.		8 47
11 12 13	Redesign as an act of violence., 2011,,  Microcollaborations in a social Q& A community. Information Processing and Management, 2010, 46, 693-702.  AIRFrame., 2010,,  Social reference and digital reference: Online question answering practices in two diverse communities. Proceedings of the American Society for Information Science and Technology, 2009, 46,	5.4	8 47 1
11 12 13	Redesign as an act of violence., 2011, , .  Microcollaborations in a social Q& A community. Information Processing and Management, 2010, 46, 693-702.  AIRFrame., 2010,  Social reference and digital reference: Online question answering practices in two diverse communities. Proceedings of the American Society for Information Science and Technology, 2009, 46, 1-5.  Opportunities, threats, & theoretical approaches: Research in traditional and social virtual reference	0.2	8 47 1 0
11 12 13 14	Redesign as an act of violence. , 2011, , .  Microcollaborations in a social Q& A community. Information Processing and Management, 2010, 46, 693-702.  AIRFrame. , 2010, , .  Social reference and digital reference: Online question answering practices in two diverse communities. Proceedings of the American Society for Information Science and Technology, 2009, 46, 1-5.  Opportunities, threats, & theoretical approaches: Research in traditional and social virtual reference quality. Proceedings of the American Society for Information Science and Technology, 2009, 46, 1-4.  Social computing as co-created experience. Proceedings of the American Society for Information	0.2	8 47 1 0

#	Article	IF	CITATION
19	Library Management Education and Reality: A Clearer Connection. Advances in Library Administration and Organization, 2006, , 231-248.	0.3	1
20	Imposing structures: Narrative analysis and the design of information systems. Library and Information Science Research, 2005, 27, 346-362.	1.2	7
21	Use scenarios in the development of the Alexandria Digital Earth Prototype (ADEPT). Proceedings of the American Society for Information Science and Technology, 2005, 40, 407-415.	0.2	2
22	Iterative Design and Evaluation of a Geographic Digital Library for University Students: A Case Study of the Alexandria Digital Earth Prototype (ADEPT). Lecture Notes in Computer Science, 2001, , 390-401.	1.0	12