

Christian Wagner

List of Publications by Year in descending order

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Version: 2024-02-01

57
papers

2,641
citations

361045

20
h-index

264894

42
g-index

57
all docs

57
docs citations

57
times ranked

1731
citing authors

#	ARTICLE	IF	CITATIONS
1	Enabling Customer-Centricity Using Wikis and the Wiki Way. Journal of Management Information Systems, 2006, 23, 17-43.	2.1	219
2	Critical success factors revisited: success and failure cases of information systems for senior executives. Decision Support Systems, 2001, 30, 393-418.	3.5	210
3	Gamification in the Workplace: The Central Role of the Aesthetic Experience. Journal of Management Information Systems, 2017, 34, 268-305.	2.1	193
4	Weblog success: Exploring the role of technology. International Journal of Human Computer Studies, 2006, 64, 789-798.	3.7	186
5	Corporate wiki users. , 2006, , .		181
6	Stimulating Ideas Through Creative Software. Management Science, 1994, 40, 1514-1532.	2.4	170
7	Wiki: A Technology for Conversational Knowledge Management and Group Collaboration. Communications of the Association for Information Systems, 0, 13, .	0.7	167
8	The Impact of Shaping on Knowledge Reuse for Organizational Improvement with Wikis. MIS Quarterly: Management Information Systems, 2013, 37, 455-469.	3.1	160
9	Breaking the Knowledge Acquisition Bottleneck Through Conversational Knowledge Management. Information Resources Management Journal, 2006, 19, 70-83.	0.8	136
10	Weblogging: A study of social computing and its impact on organizations. Decision Support Systems, 2008, 45, 242-250.	3.5	136
11	Learning With Weblogs: Enhancing Cognitive and Social Knowledge Construction. IEEE Transactions on Professional Communication, 2007, 50, 1-16.	0.6	93
12	Enhancing User Engagement through Gamification. Journal of Computer Information Systems, 2018, 58, 204-213.	2.0	87
13	Innovating Collaborative Content Creation: The Role of Altruism and Wiki Technology. , 2007, , .		58
14	Enhancing E-governance in Developing Countries: Managing Knowledge through Virtual Communities. Electronic Journal of Information Systems in Developing Countries, 2003, 14, 1-20.	0.9	57
15	Watching online videos interactively: the impact of media capabilities in Chinese Danmaku video sites. Chinese Journal of Communication, 2016, 9, 283-303.	1.3	47
16	Inducing individuals to engage in a gamified platform for environmental conservation. Industrial Management and Data Systems, 2020, 120, 692-713.	2.2	38
17	Enterprise strategy management systems: current and next generation. Journal of Strategic Information Systems, 2004, 13, 105-128.	3.3	31
18	Factors affecting shapers of organizational wikis. Journal of the Association for Information Science and Technology, 2010, 61, 543-554.	2.6	31

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19	Are intelligent e-commerce agents partners or predators?. Communications of the ACM, 2002, 45, 84-90.	3.3	28
20	Global pandemic compels sport to move to esports: understanding from brand extension perspective. Managing Sport and Leisure, 2022, 27, 152-157.	2.2	28
21	Explaining the Sustainability of Digital Ecosystems based on the Wiki Model Through Critical-Mass Theory. IEEE Transactions on Industrial Electronics, 2011, 58, 2065-2072.	5.2	27
22	Governance of open content creation: A conceptualization and analysis of control and guiding mechanisms in the open content domain. Journal of the Association for Information Science and Technology, 2012, 63, 1947-1959.	2.6	27
23	Whereâ€™s the competitive advantage in strategic information systems research? Making the case for boundary-spanning research based on the German business and information systems engineering tradition. Journal of Strategic Information Systems, 2012, 21, 172-178.	3.3	24
24	The Effects of Game Dynamics on User Engagement in Gamified Systems. , 2015, , .		24
25	How TikTok leads users to flow experience: investigating the effects of technology affordances with user experience level and video length as moderators. Internet Research, 2023, 33, 820-849.	2.7	24
26	Will virtual education initiatives succeed?. Information Technology and Management, 2000, 1, 209-227.	1.4	21
27	The effect of decision support system expertise on system use behavior and performance. Information and Management, 2008, 45, 349-358.	3.6	21
28	The Wisdom of Crowds: Impact of Collective Size and Expertise Transfer on Collective Performance. , 2014, , .		21
29	The Architecture of an Information System for the Support of Alternative Generation. Journal of Management Information Systems, 1991, 8, 49-67.	2.1	15
30	Investigating the determinants of contribution value in Wikipedia. International Journal of Information Management, 2013, 33, 83-92.	10.5	15
31	A New Way To Create Winning Product Ideas. Journal of Product Innovation Management, 1994, 11, 146-155.	5.2	14
32	The Relative Importance of Monetary and Non-Monetary Drivers for Information and Communication Technology Acceptance in Rural Agribusiness. Information Technology for Development, 2016, 22, 654-671.	2.7	14
33	Creating a successful professional virtual community: A sustainable digital ecosystem for idea sharing. , 2009, , .		13
34	Can a lean medium enhance largeâ€™group communication? Examining the impact of interactive mobile learning. Journal of the Association for Information Science and Technology, 2010, 61, 2122-2137.	2.6	13
35	Creating critical mass in collaboration systems: Insights from Wikipedia. , 2008, , .		12
36	The Wisdom of Reluctant Crowds. , 2010, , .		12

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37	Determinants of Commitment in an Online Community: Assessing the Antecedents of Weak Ties and Their Impact. <i>Journal of Organizational Computing and Electronic Commerce</i> , 2014, 24, 271-296.	1.0	12
38	Decision support for "messy" problems. <i>Information and Management</i> , 1995, 28, 393-403.	3.6	11
39	Expert Systems and Creativity. , 1987, , 173-193.		9
40	Facilitating space-time differences, group heterogeneity and multi-sensory task work through a multimedia supported group decision system. <i>Decision Support Systems</i> , 1995, 15, 197-210.	3.5	8
41	Perceptions of justice or injustice as determinants of contributor defections from online communities. <i>Journal of the Association for Information Science and Technology</i> , 2015, 66, 1477-1493.	1.5	8
42	A Study of Reasoning Processes in Software Maintenance Management. <i>Information Technology and Management</i> , 2002, 3, 181-203.	1.4	6
43	Creative Behavior through Basic Inferences: Evidence from Person-Computer Interactions. <i>Journal of Creative Behavior</i> , 1996, 30, 105-125.	1.6	5
44	Database management with sequence trees and tokens. <i>IEEE Transactions on Knowledge and Data Engineering</i> , 1997, 9, 186-192.	4.0	5
45	Assessing the Impact of Digital Procurement via Mobile Phone on the Agribusiness of Rural Bangladesh: A Decision-analytic Approach. <i>Agribusiness and Information Management</i> , 2013, 5, 31-41.	0.1	5
46	The role of task difficulty in the effectiveness of collective intelligence. , 2013, , .		3
47	The Impact of Game Peripherals on the Gamer Experience and Performance. <i>Lecture Notes in Computer Science</i> , 2019, , 256-272.	1.0	3
48	LibQual+® as a predictor of library success: Extracting new meaning through structured equation modeling. <i>Journal of Academic Librarianship</i> , 2020, 46, 102102.	1.3	3
49	"Wide-and-Open" versus "Narrow-and-Deep" group support: Which approach is better?. <i>Group Decision and Negotiation</i> , 1997, 6, 109-111.	2.0	2
50	Introduction to Social Media and E-Business Transformation Minitrack. , 2014, , .		2
51	Creating Experiences: A Pedagogical Design Perspective. <i>Creativity in the Twenty First Century</i> , 2021, , 71-87.	0.5	2
52	Exploring the Enterprise Value of Wikis through Media Choice Theories. <i>International Journal of Knowledge and Systems Science</i> , 2010, 1, 15-26.	0.5	2
53	Agents, Deep-Linking, and Framing: On acceptable practices of information acquisition in E-Commerce. <i>Electronic Markets</i> , 2000, 10, 87-93.	4.4	1
54	Determining the Value of a Virtual Community to Its Participants. , 2012, , .		1

#	ARTICLE	IF	CITATIONS
55	PRESENT AND FUTURE OF COMPUTER SUPPORTED IDEA GENERATION. , 1992, , 87-101.		0
56	Visualizing Emotion and Absorption Through a Low Resolution LED Array.. Lecture Notes in Computer Science, 2020, , 142-156.	1.0	0
57	Exploring the Enterprise Value of Wikis through Media Choice Theories. , 0, , 216-227.		0