

# Christian Wagner

## List of Publications by Year in descending order

Source: <https://exaly.com/author-pdf/7616058/publications.pdf>

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	How TikTok leads users to flow experience: investigating the effects of technology affordances with user experience level and video length as moderators. <i>Internet Research</i> , 2023, 33, 820-849.	2.7	24
2	Global pandemic compels sport to move to esports: understanding from brand extension perspective. <i>Managing Sport and Leisure</i> , 2022, 27, 152-157.	2.2	28
3	Creating Experiences: A Pedagogical Design Perspective. <i>Creativity in the Twenty First Century</i> , 2021, , 71-87.	0.5	2
4	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
5	Inducing individuals to engage in a gamified platform for environmental conservation. <i>Industrial Management and Data Systems</i> , 2020, 120, 692-713.	2.2	38
6	Visualizing Emotion and Absorption Through a Low Resolution LED Array.. <i>Lecture Notes in Computer Science</i> , 2020, , 142-156.	1.0	0
7	The Impact of Game Peripherals on the Gamer Experience and Performance. <i>Lecture Notes in Computer Science</i> , 2019, , 256-272.	1.0	3
8	Enhancing User Engagement through Gamification. <i>Journal of Computer Information Systems</i> , 2018, 58, 204-213.	2.0	87
9	Gamification in the Workplace: The Central Role of the Aesthetic Experience. <i>Journal of Management Information Systems</i> , 2017, 34, 268-305.	2.1	193
10	The Relative Importance of Monetary and Non-Monetary Drivers for Information and Communication Technology Acceptance in Rural Agribusiness. <i>Information Technology for Development</i> , 2016, 22, 654-671.	2.7	14
11	Watching online videos interactively: the impact of media capabilities in Chinese Danmaku video sites. <i>Chinese Journal of Communication</i> , 2016, 9, 283-303.	1.3	47
12	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
13	The Effects of Game Dynamics on User Engagement in Gamified Systems. , 2015, , .		24
14	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
15	The Wisdom of Crowds: Impact of Collective Size and Expertise Transfer on Collective Performance. , 2014, , .		21
16	Introduction to Social Media and E-Business Transformation Minitrack. , 2014, , .		2
17	The role of task difficulty in the effectiveness of collective intelligence. , 2013, , .		3
18	Investigating the determinants of contribution value in Wikipedia. <i>International Journal of Information Management</i> , 2013, 33, 83-92.	10.5	15

#	ARTICLE	IF	CITATIONS
19	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
20	The Impact of Shaping on Knowledge Reuse for Organizational Improvement with Wikis. <i>MIS Quarterly: Management Information Systems</i> , 2013, 37, 455-469.	3.1	160
21	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. <i>Journal of Strategic Information Systems</i> , 2012, 21, 172-178.	3.3	24
22	Determining the Value of a Virtual Community to Its Participants. , 2012, , .		1
23	Governance of open content creation: A conceptualization and analysis of control and guiding mechanisms in the open content domain. <i>Journal of the Association for Information Science and Technology</i> , 2012, 63, 1947-1959.	2.6	27
24	Explaining the Sustainability of Digital Ecosystems based on the Wiki Model Through Critical-Mass Theory. <i>IEEE Transactions on Industrial Electronics</i> , 2011, 58, 2065-2072.	5.2	27
25	Factors affecting shapers of organizational wikis. <i>Journal of the Association for Information Science and Technology</i> , 2010, 61, 543-554.	2.6	31
26	Can a lean medium enhance largeâ€™group communication? Examining the impact of interactive mobile learning. <i>Journal of the Association for Information Science and Technology</i> , 2010, 61, 2122-2137.	2.6	13
27	The Wisdom of Reluctant Crowds. , 2010, , .		12
28	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
29	Creating a successful professional virtual community: A sustainable digital ecosystem for idea sharing. , 2009, , .		13
30	The effect of decision support system expertise on system use behavior and performance. <i>Information and Management</i> , 2008, 45, 349-358.	3.6	21
31	Weblogging: A study of social computing and its impact on organizations. <i>Decision Support Systems</i> , 2008, 45, 242-250.	3.5	136
32	Creating critical mass in collaboration systems: Insights from Wikipedia. , 2008, , .		12
33	Innovating Collaborative Content Creation: The Role of Altruism and Wiki Technology. , 2007, , .		58
34	Learning With Weblogs: Enhancing Cognitive and Social Knowledge Construction. <i>IEEE Transactions on Professional Communication</i> , 2007, 50, 1-16.	0.6	93
35	Enabling Customer-Centricity Using Wikis and the Wiki Way. <i>Journal of Management Information Systems</i> , 2006, 23, 17-43.	2.1	219
36	Breaking the Knowledge Acquisition Bottleneck Through Conversational Knowledge Management. <i>Information Resources Management Journal</i> , 2006, 19, 70-83.	0.8	136

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37	Weblog success: Exploring the role of technology. International Journal of Human Computer Studies, 2006, 64, 789-798.	3.7	186
38	Corporate wiki users. , 2006, , .		181
39	Enterprise strategy management systems: current and next generation. Journal of Strategic Information Systems, 2004, 13, 105-128.	3.3	31
40	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
41	Are intelligent e-commerce agents partners or predators?. Communications of the ACM, 2002, 45, 84-90.	3.3	28
42	A Study of Reasoning Processes in Software Maintenance Management. Information Technology and Management, 2002, 3, 181-203.	1.4	6
43	Critical success factors revisited: success and failure cases of information systems for senior executives. Decision Support Systems, 2001, 30, 393-418.	3.5	210
44	Agents, Deep-Linking, and Framing: On acceptable practices of information acquisition in E-Commerce. Electronic Markets, 2000, 10, 87-93.	4.4	1
45	Will virtual education initiatives succeed?. Information Technology and Management, 2000, 1, 209-227.	1.4	21
46	Database management with sequence trees and tokens. IEEE Transactions on Knowledge and Data Engineering, 1997, 9, 186-192.	4.0	5
47	â€œWide-and-Openâ€ versus â€œNarrow-and-Deepâ€ group support: Which approach is better?. Group Decision and Negotiation, 1997, 6, 109-111.	2.0	2
48	Creative Behavior through Basic Inferences: Evidence from Person-Computer Interactions. Journal of Creative Behavior, 1996, 30, 105-125.	1.6	5
49	Decision support for â€œmessyâ€ problems. Information and Management, 1995, 28, 393-403.	3.6	11
50	Facilitating space-time differences, group heterogeneity and multi-sensory task work through a multimedia supported group decision system. Decision Support Systems, 1995, 15, 197-210.	3.5	8
51	Stimulating Ideas Through Creative Software. Management Science, 1994, 40, 1514-1532.	2.4	170
52	A New Way To Create Winning Product Ideas. Journal of Product Innovation Management, 1994, 11, 146-155.	5.2	14
53	PRESENT AND FUTURE OF COMPUTER SUPPORTED IDEA GENERATION. , 1992, , 87-101.		0
54	The Architecture of an Information System for the Support of Alternative Generation. Journal of Management Information Systems, 1991, 8, 49-67.	2.1	15

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55	Expert Systems and Creativity. , 1987, , 173-193.		9
56	Wiki: A Technology for Conversational Knowledge Management and Group Collaboration. Communications of the Association for Information Systems, 0, 13, .	0.7	167
57	Exploring the Enterprise Value of Wikis through Media Choice Theories. , 0, , 216-227.		0