Kaveh Abhari

List of Publications by Year
in descending order

21 papers	**173** citations	1478505 **6** h-index
22 all docs	**22** docs citations	**22** times ranked

1281871 **11** g-index

93 citing authors

#	Article	IF	Citations
1	Co-innovation platform affordances. Industrial Management and Data Systems, 2017, 117, 873-895.	3.7	34
2	Collaborative innovation in the sharing economy. Internet Research, 2019, 29, 1014-1039.	4.9	31
3	Limiting factors of open innovation organizations: A case of social product development and research agenda. Technovation, 2023, 119, 102526.	7.8	26
4	A risk worth taking? The effects of risk and prior experience on co-innovation participation. Internet Research, 2018, 28, 804-828.	4.9	19
5	The Future of Social Learning: A Novel Approach to Connectivism. , 2017, , .		11
6	Measuring the Perceived Functional Affordances of Collaborative Innovation Networks in Social Product Development. , 2016, , .		9
7	Modeling Social Product Development Process, Technology, and Governance. IEEE Transactions on Engineering Management, 2022, 69, 409-422.	3.5	9
8	â€™Experience Firstâ€™: Investigating Co-creation Experience in Social Product Development Networks. AIS Transactions on Human-Computer Interaction, 2019, 11, 1-32.	1.5	8
9	Creative Co-production: The Adaption of an Open Innovation Model in Creative Industries. International Series on Computer Entertainment and Media Technology, 2016, , 119-130.	0.8	7
10	Psychology of Business Intelligence Tools: Needs-Affordances-Features Perspective. , 2020, , .		4
11	Secondary School Preparation and Transition of Youth with Disabilities. Advances in Learning and Behavioral Disabilities, 2015, , 7-30.	0.3	2
12	Toward a Theory of Digital Mindfulness: A Case of Smartphone-Based Self-monitoring. Lecture Notes in Computer Science, 2021, , 549-561.	1.3	2
13	Ambient Intelligence Applications in Architecture: Factors Affecting Adoption Decisions. Advances in Intelligent Systems and Computing, 2020, , 235-250.	0.6	2
14	Communication in Co-innovation Networks. Lecture Notes in Computer Science, 2017, , 139-153.	1.3	2
15	Classifying Motivations in Social Product Development Networks: a Discriminant Analysis of Actor Profiles. , 2018, , .		2
16	Extended Reality (XR) Applications in Architectural Practice: Towards a Development Framework. Lecture Notes in Computer Science, 2021, , 185-196.	1.3	2
17	The Role of Actor Capability in (Re)Defining Technology Affordances: The Case of Open Innovation Platform. Lecture Notes in Computer Science, 2018, , 551-562.	1.3	1
18	How Virtual Reality Is Changing the Future of Learning in K-12 and Beyond. Lecture Notes in Computer Science, 2020, , 279-298.	1.3	1

#	Article	IF	Citations
19	Supporting participatory innovation during the COVID-19 pandemic: a comparative study of enterprise social media use. Information Technology and People, 2023, 36, 2030-2062.	3.2	1
20	Smart Entrepreneurial Systems: An Application of Deep Reinforcement Learning in Improving Entrepreneurship Mentorship. Advances in Intelligent Systems and Computing, 2021, , 462-476.	0.6	0
21	Data in the Wild. Advances in Business Strategy and Competitive Advantage Book Series, 2020, , 286-312.	0.3	0