

# Kevin Crowston

## List of Publications by Year in descending order

Source: <https://exaly.com/author-pdf/8136811/publications.pdf>

Version: 2024-02-01

163  
papers

9,417  
citations

126907

33  
h-index

58581

82  
g-index

169  
all docs

169  
docs citations

169  
times ranked

5465  
citing authors

| #  | ARTICLE  | IF   | CITATIONS |
|----|--|------|-----------|
| 1  | The interdisciplinary study of coordination. <i>ACM Computing Surveys</i> , 1994, 26, 87-119.  | 23.0 | 2,388     |
| 2  | The future of citizen science: emerging technologies and shifting paradigms. <i>Frontiers in Ecology and the Environment</i> , 2012, 10, 298-304.  | 4.0  | 524       |
| 3  | Tools for Inventing Organizations: Toward a Handbook of Organizational Processes. <i>Management Science</i> , 1999, 45, 425-443.   | 4.1  | 504       |
| 4  | What is coordination theory and how can it help design cooperative work systems?. , 1990, , .  |      | 437       |
| 5  | A Coordination Theory Approach to Organizational Process Design. <i>Organization Science</i> , 1997, 8, 157-175.   | 4.5  | 391       |
| 6  | From Conservation to Crowdsourcing: A Typology of Citizen Science. , 2011, , .   |      | 364       |
| 7  | Free/Libre open-source software development. <i>ACM Computing Surveys</i> , 2012, 44, 1-35.  | 23.0 | 303       |
| 8  | The social structure of free and open source software development. <i>First Monday</i> , 0, , .  | 0.6  | 285       |
| 9  | Validity Issues in the Use of Social Network Analysis with Digital Trace Data. <i>Journal of the Association for Information Systems</i> , 2011, 12, 767-797.  | 3.7  | 206       |
| 10 | Information systems success in free and open source software development: theory and measures. <i>Software Process Improvement and Practice</i> , 2006, 11, 123-148.   | 1.1  | 196       |
| 11 | Discontinuities and continuities: a new way to understand virtual work. <i>Information Technology and People</i> , 2002, 15, 191-209.  | 3.2  | 182       |
| 12 | Reproduced and Emergent Genres of Communication on the World Wide Web. <i>Information Society</i> , 2000, 16, 201-215.   | 2.9  | 172       |
| 13 | Self-organization of teams for free/libre open source software development. <i>Information and Software Technology</i> , 2007, 49, 564-575.  | 4.4  | 162       |
| 14 | Methods for modeling and supporting innovation processes in SMEs. <i>European Journal of Innovation Management</i> , 2005, 8, 120-137.   | 4.6  | 159       |
| 15 | Coordination and collective mind in software requirements development. <i>IBM Systems Journal</i> , 1998, 37, 227-245.   | 3.0  | 154       |
| 16 | Open source software projects as virtual organisations: competency rallying for software development. <i>IET Software</i> , 2002, 149, 3.  | 1.0  | 129       |
| 17 | Hierarchy and centralization in free and open source software team communications. <i>Knowledge, Technology and Policy: the International Journal of Knowledge Transfer and Utilization</i> , 2006, 18, 65-85. | 0.5  | 128       |
| 18 | Collaboration Through Open Superposition: A Theory of the Open Source Way. <i>MIS Quarterly: Management Information Systems</i> , 2014, 38, 29-50.   | 4.2  | 112       |

| #  | ARTICLE  | IF  | CITATIONS |
|----|--|-----|-----------|
| 19 | Core and Periphery in Free/Libre and Open Source Software Team Communications. , 2006, , .   |     | 111       |
| 20 | Mechanisms for Data Quality and Validation in Citizen Science. , 2011, , .   |     | 109       |
| 21 | FLOSSmole. International Journal of Information Technology and Web Engineering, 2006, 1, 17-26.  | 1.6 | 103       |
| 22 | Using natural language processing technology for qualitative data analysis. International Journal of Social Research Methodology: Theory and Practice, 2012, 15, 523-543.      | 4.4 | 86        |
| 23 | Information technology and the transformation of industries: three research perspectives. Journal of Strategic Information Systems, 2004, 13, 5-28.                            | 5.9 | 81        |
| 24 | Perceived discontinuities and constructed continuities in virtual work. Information Systems Journal, 2012, 22, 29-52.  | 6.9 | 80        |
| 25 | Customer Satisfaction with Electronic Service Encounters. International Journal of Electronic Commerce, 2006, 10, 73-104.  | 3.0 | 70        |
| 26 | Bug Fixing Practices within Free/Libre Open Source Software Development Teams. Journal of Database Management, 2008, 19, 1-30.   | 1.5 | 66        |
| 27 | Attitudes and norms affecting scientists's data reuse. PLoS ONE, 2017, 12, e0189288.   | 2.5 | 64        |
| 28 | Reproduced and emergent genres of communication on the World-Wide Web. , 0, , .  |     | 57        |
| 29 | Assessing the Health of Open Source Communities. Computer, 2006, 39, 89-91.  | 1.1 | 57        |
| 30 | Amazon Mechanical Turk: A Research Tool for Organizations and Information Systems Scholars. International Federation for Information Processing, 2012, , 210-221.              | 0.4 | 55        |
| 31 | Social dynamics of free and open source team communications. International Federation for Information Processing, 2006, , 319-330.   | 0.4 | 50        |
| 32 | Comparing Data Science Project Management Methodologies via a Controlled Experiment. , 2017, , .   |     | 48        |
| 33 | Investigating the interplay between structure and information and communications technology in the real estate industry. Information Technology and People, 2001, 14, 163-183. | 3.2 | 46        |
| 34 | Goals and Tasks: Two Typologies of Citizen Science Projects. , 2012, , .   |     | 44        |
| 35 | Planet hunters and seafloor explorers. , 2014, , .   |     | 44        |
| 36 | Motivation and Data Quality in a Citizen Science Game: A Design Science Evaluation. , 2013, , .  |     | 43        |

| #  | ARTICLE   | IF  | CITATIONS |
|----|---|-----|-----------|
| 37 | The Role of Face-to-Face Meetings in Technology-Supported Self-Organizing Distributed Teams. IEEE Transactions on Professional Communication, 2007, 50, 185-203.                                      | 0.8 | 42        |
| 38 | Competency rallying for technical innovationâ€™The case of the Virtuelle Fabrik. Technovation, 2008, 28, 679-692.   | 7.8 | 41        |
| 39 | A capability maturity model for scientific data management: Evidence from the literature. Proceedings of the American Society for Information Science and Technology, 2011, 48, 1-9.                  | 0.2 | 39        |
| 40 | Stages of motivation for contributing user-generated content: A theory and empirical test. International Journal of Human Computer Studies, 2018, 109, 89-101.  | 5.6 | 38        |
| 41 | Discovering features in gravitational-wave data through detector characterization, citizen science and machine learning. Classical and Quantum Gravity, 2021, 38, 195016.                             | 4.0 | 38        |
| 42 | Developing a conceptual model of virtual organisations for citizen science. International Journal of Organisational Design and Engineering, 2010, 1, 148.   | 0.6 | 37        |
| 43 | Technology adoption and use theory review for studying scientists' continued use of cyber-infrastructure. Proceedings of the American Society for Information Science and Technology, 2011, 48, 1-10. | 0.2 | 36        |
| 44 | Cognitive Science and Organizational Design: A Case Study of Computer Conferencing. Human-Computer Interaction, 1987, 3, 59-85.   | 4.4 | 33        |
| 45 | Stigmergic coordination in FLOSS development teams: Integrating explicit and implicit mechanisms. Cognitive Systems Research, 2016, 38, 14-22.  | 2.7 | 33        |
| 46 | Surveying the citizen science landscape. First Monday, 0, , .   | 0.6 | 33        |
| 47 | Genre based navigation on the Web. , 0, , .   |     | 32        |
| 48 | Perceived discontinuities and continuities in transdisciplinary scientific working groups. Science of the Total Environment, 2015, 534, 159-172.  | 8.0 | 32        |
| 49 | Gaming for (Citizen) Science: Exploring Motivation and Data Quality in the Context of Crowdsourced Science through the Design and Evaluation of a Social-Computational System. , 2011, , .            |     | 30        |
| 50 | Process as Theory in Information Systems Research. IFIP Advances in Information and Communication Technology, 2000, , 149-164.  | 0.7 | 30        |
| 51 | FLOSSmole. , 2009, , 18-27.   |     | 30        |
| 52 | How do experienced information lens users use rules?. , 1989, , .   |     | 29        |
| 53 | Gamers, citizen scientists, and data: Exploring participant contributions in two games with a purpose. Computers in Human Behavior, 2017, 68, 254-268.  | 8.5 | 29        |
| 54 | Purposeful gaming & socio-computational systems. , 2012, , .  |     | 28        |

| #  | ARTICLE   | IF   | CITATIONS |
|----|---|------|-----------|
| 55 | Citizen science system assemblages. , 2012, , .   |      | 27        |
| 56 | A pragmatic approach to managing enterprise IT infrastructures in the era of consumerization and individualization of IT. International Journal of Information Management, 2017, 37, 566-575.       | 17.5 | 26        |
| 57 | Information Technology and Work Organization. , 1988, , 1051-1070.  |      | 25        |
| 58 | The Social Embeddedness of Transactions: Evidence from the Residential Real-Estate Industry. Information Society, 2003, 19, 135-154.  | 2.9  | 25        |
| 59 | Redefining Access: Uses and Roles of Information and Communication Technologies in the US Residential Real Estate Industry from 1995 to 2005. Journal of Information Technology, 2005, 20, 213-223. | 3.9  | 25        |
| 60 | Machine learning and rule-based automated coding of qualitative data. Proceedings of the American Society for Information Science and Technology, 2010, 47, 1-2.                                    | 0.2  | 23        |
| 61 | CitLab: work where you want, when you want. Journal of Organization Design, 2020, 9, 1.   | 1.2  | 23        |
| 62 | Digital assemblages: evidence and theorising from the computerisation of the <scp>US</scp> residential real estate industry. New Technology, Work and Employment, 2014, 29, 40-56.                  | 4.0  | 19        |
| 63 | Motivations for Sustained Participation in Crowdsourcing: Case Studies of Citizen Science on the Role of Talk. , 2015, , .  |      | 19        |
| 64 | Roles and politeness behavior in community-based free/libre open source software development. Information and Management, 2017, 54, 573-582.  | 6.5  | 19        |
| 65 | Building an Apparatus: Refractive, Reflective, and Diffractive Readings of Trace Data. Journal of the Association for Information Systems, 0, , 1-22.   | 3.7  | 19        |
| 66 | Appealing to different motivations in a message to recruit citizen scientists: results of a field experiment. Journal of Science Communication, 2018, 17, A02.                                      | 0.8  | 19        |
| 67 | Collaboration using OSSmole. Software Engineering Notes: an Informal Newsletter of the Special Interest Committee on Software Engineering / ACM, 2005, 30, 1-5.                                     | 0.7  | 18        |
| 68 | Shared Mental Models among Open Source Software Developers. , 2008, , .   |      | 18        |
| 69 | Social Dynamics of FLOSS Team Communication Across Channels. International Federation for Information Processing, 2008, , 131-142.  | 0.4  | 18        |
| 70 | Participation in ICT-Enabled Meetings. Journal of Organizational and End User Computing, 2011, 23, 15-36.   | 2.9  | 17        |
| 71 | Core-periphery communication and the success of free/libre open source software projects. Journal of Internet Services and Applications, 2017, 8, .   | 2.1  | 17        |
| 72 | Heartbeat: Measuring Active User Base and Potential User Interest in FLOSS Projects. IFIP Advances in Information and Communication Technology, 2009, , 94-104.                                     | 0.7  | 17        |

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|----|---|-----|-----------|
| 73 | Folksonomies to Support Coordination and Coordination of Folksonomies. <i>Computer Supported Cooperative Work</i> , 2018, 27, 647-678.  | 2.9 | 15        |
| 74 | Lessons from Volunteering and Free/Libre Open Source Software Development for the Future of Work. <i>International Federation for Information Processing</i> , 2011, , 215-229.           | 0.4 | 14        |
| 75 | Identifying Document Genre to Improve Web Search Effectiveness. <i>Bulletin of the American Society for Information Science</i> , 2005, 27, 23-26.  | 0.2 | 12        |
| 76 | Which Way Did They Go?. , 2016, , .   |     | 12        |
| 77 | Socio-technical Affordances for Stigmergic Coordination Implemented in MIDST, a Tool for Data-Science Teams. <i>Proceedings of the ACM on Human-Computer Interaction</i> , 2019, 3, 1-25. | 3.3 | 12        |
| 78 | Functional and Visionary Leadership in Self-Managing Virtual Teams. <i>Group and Organization Management</i> , 2021, 46, 424-460.   | 4.4 | 11        |
| 79 | An approach to evolving novel organizational forms. <i>Computational and Mathematical Organization Theory</i> , 1996, 2, 29-47.   | 2.0 | 10        |
| 80 | A new perspective on "virtual": analyzing discontinuities in the work environment. , 0, , .   |     | 10        |
| 81 | Analyzing Leadership Dynamics in Distributed Group Communication. , 2010, , .   |     | 10        |
| 82 | Understanding group maintenance behavior in Free/Libre Open-Source Software projects: The case of Fire and Gaim. <i>Information and Management</i> , 2014, 51, 297-309.                   | 6.5 | 10        |
| 83 | Stigmergic Coordination in Wikipedia. , 2018, , .   |     | 10        |
| 84 | Knowledge Tracing to Model Learning in Online Citizen Science Projects. <i>IEEE Transactions on Learning Technologies</i> , 2020, 13, 123-134.  | 3.2 | 10        |
| 85 | Emergent Decision-Making Practices in Free/Libre Open Source Software (Floss) Development Teams. , 2007, , 71-84.   |     | 10        |
| 86 | Did they login?. <i>Proceedings of the ACM on Human-Computer Interaction</i> , 2018, 2, 1-16.   | 3.3 | 9         |
| 87 | Teaching citizen scientists to categorize glitches using machine learning guided training. <i>Computers in Human Behavior</i> , 2020, 105, 106198.  | 8.5 | 9         |
| 88 | The rise and fall of an online project. , 2015, , .   |     | 8         |
| 89 | Hybrid intelligence in business networks. <i>Electronic Markets</i> , 2021, 31, 313-318.  | 8.1 | 8         |
| 90 | Shifting forms of Engagement: Volunteer Learning in Online Citizen Science. <i>Proceedings of the ACM on Human-Computer Interaction</i> , 2020, 4, 1-19.                                  | 3.3 | 8         |

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|-----|--|-----|-----------|
| 91  | Cognitive science and organizational design. , 1986, , .   |     | 7         |
| 92  | Coordinating Advanced Crowd Work: Extending Citizen Science. , 2018, , .   |     | 7         |
| 93  | Optimizing Features in Active Machine Learning for Complex Qualitative Content Analysis. , 2014, , .   |     | 7         |
| 94  | Pursuing Best Performance in Research Data Management by Using the Capability Maturity Model and Rubrics. Journal of Esience Librarianship, 2017, 6, e1113.                      | 0.3 | 7         |
| 95  | A capability maturity model for scientific data management. Proceedings of the American Society for Information Science and Technology, 2010, 47, 1-2.                           | 0.2 | 6         |
| 96  | Is Wikipedia Inefficient? Modelling Effort and Participation in Wikipedia. , 2013, , .   |     | 6         |
| 97  | Being present in online communities. , 2015, , .   |     | 6         |
| 98  | Encouraging Work in Citizen Science: Experiments in Goal Setting and Anchoring. , 2016, , .  |     | 6         |
| 99  | Alignment in an inter-organisational network: the case of<i>ARC transistance</i>. European Journal of Information Systems, 2016, 25, 553-568.                                    | 9.2 | 6         |
| 100 | Recruiting Messages Matter. , 2017, , .  |     | 6         |
| 101 | Coordinating Advanced Crowd Work: Extending Citizen Science. Citizen Science: Theory and Practice, 2019, 4, .  | 1.2 | 6         |
| 102 | Information Systems in Organizations and Society: Speculating on the Next 25 Years of Research. International Federation for Information Processing, 2004, , 35-52.              | 0.4 | 5         |
| 103 | Social Networks and the Success of Market Intermediaries: Evidence From the U.S. Residential Real Estate Industry. Information Society, 2015, 31, 361-378.                       | 2.9 | 5         |
| 104 | A Structural Perspective on Leadership in Virtual Teams. , 2007, , 151-168.  |     | 5         |
| 105 | Group Maintenance Behaviors of Core and Peripheral Members of Free/Libre Open Source Software Teams. IFIP Advances in Information and Communication Technology, 2009, , 298-309. | 0.7 | 5         |
| 106 | Blending Machine and Human Learning Processes. , 2017, , .   |     | 5         |
| 107 | Virtuality and Virtualization. , 2007, , 1-7.  |     | 4         |
| 108 | "Guess what! You're the First to See this Event". , 2016, , .  |     | 4         |

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|-----|---|-----|-----------|
| 109 | Assessing IS Research Impact. Communications of the Association for Information Systems, 0, 36, .   | 0.9 | 4         |
| 110 | Design of an Active Learning System with Human Correction for Content Analysis. , 2014, , .   |     | 4         |
| 111 | Socializing the Crowd: Learning to Talk in Citizen Science. Proceedings - Academy of Management, 2014, 2014, 16799.   | 0.1 | 4         |
| 112 | Future research on FLOSS development. First Monday, 0, , .  | 0.6 | 4         |
| 113 | Boundary-Spanning Documents in Online FLOSS Communities: Does One Size Fit All?. , 2013, , .  |     | 3         |
| 114 | Documentation and access to knowledge in online communities: Know your audience and write appropriately?. Journal of the Association for Information Science and Technology, 2019, 70, 619-633. | 2.9 | 3         |
| 115 | Participation in community-based free/libre open source software development tasks: the impact of task characteristics. Internet Research, 2021, 31, 1177-1202.                                 | 4.9 | 3         |
| 116 | Evaluating MIDST, A System to Support Stigmergic Team Coordination. Proceedings of the ACM on Human-Computer Interaction, 2021, 5, 1-24.  | 3.3 | 3         |
| 117 | Open Source Technology Development. , 2016, , 475-486.  |     | 3         |
| 118 | Levels of Trace Data for Social and Behavioural Science Research. Computational Social Sciences, 2017, , 39-49.   | 0.4 | 3         |
| 119 | From Individual Contribution to Group Learning. International Federation for Information Processing, 2006, , 77-90.   | 0.4 | 3         |
| 120 | eResearch Workflows for Studying Free and Open Source Software Development. International Federation for Information Processing, 2008, , 405-411.   | 0.4 | 3         |
| 121 | Examining Open Innovation in Science (OIS): what Open Innovation can and cannot offer the science of science. Innovation: Management, Policy and Practice, 2023, 25, 221-235.                   | 3.9 | 3         |
| 122 | Cognitive Science and Organizational Design. ACM SIGCHI Bulletin, 1988, 20, 80.   | 0.1 | 2         |
| 123 | GROUP MAINTENANCE IN TECHNOLOGY-SUPPORTED DISTRIBUTED TEAMS.. Proceedings - Academy of Management, 2008, 2008, 1-6.   | 0.1 | 2         |
| 124 | What Characterize Documents That Bridge Boundaries Compared to Documents That Do Not? An Exploratory Study of Documentation in FLOSS Teams. , 2011, , .   |     | 2         |
| 125 | Inter-team coordination in large-scale agile development. , 2016, , .   |     | 2         |
| 126 | Core-Periphery Communication and the Success of Free/Libre Open Source Software Projects. IFIP Advances in Information and Communication Technology, 2016, , 45-56.                             | 0.7 | 2         |



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|-----|---|-----|-----------|
| 127 | Talking the Talk in Citizen Science. , 2018, , .  |     | 2         |
| 128 | Constructing Intelligent Agents with Java: A Programmer's Guide to Smarter Applications. Internet Research, 1998, 8, .  | 4.9 | 2         |
| 129 | Bug Fixing Practices within Free/Libre Open Source Software Development Teams. , 2009, , 1079-1110.   |     | 2         |
| 130 | â€œPersonasâ€•to Support Development of Cyberinfrastructure for Scientific Data Sharing. Journal of Escience Librarianship, 2015, 4, e1082.   | 0.3 | 2         |
| 131 | Open Source Software Adoption: A Technological Innovation Perspective. SSRN Electronic Journal, 0, , .  | 0.4 | 2         |
| 132 | Open Source Software Development: Minitrack Introduction. , 0, , .  |     | 1         |
| 133 | Lessons Learned from a Decade of FLOSS Data Collection. Computational Social Sciences, 2017, , 79-100.  | 0.4 | 1         |
| 134 | Gravity Spy. , 2017, , .  |     | 1         |
| 135 | Response to â€œIdeational Influence, Connectedness, and Venue Representation: Making an Assessment of Scholarly Capitalâ€• Journal of the Association for Information Systems, 2016, 17, 29-33. | 3.7 | 1         |
| 136 | Too Few New Wikipedians? Modelling Effort and Participation in Wikipedia. SSRN Electronic Journal, 0, , .   | 0.4 | 1         |
| 137 | The role of mental models in FLOSS development work practices. International Federation for Information Processing, 2006, , 91-97.  | 0.4 | 1         |
| 138 | Rejoinder to Open Access: The Whipping Boy for Problems in Scholarly Publishing. Communications of the Association for Information Systems, 0, 37, .  | 0.9 | 1         |
| 139 | Impacts of the Use of Machine Learning on Work Design. , 2020, , .  |     | 1         |
| 140 | Genres of Digital Documents: Minitrack Introduction. , 0, , .   |     | 0         |
| 141 | Empirical Studies of Open Source Software Development. , 2007, , .  |     | 0         |
| 142 | Minitrack: Genres of Digital Documents. , 2007, , .   |     | 0         |
| 143 | Wikisym doctoral symposium. , 2010, , .   |     | 0         |
| 144 | Introduction to the Open Movements Minitrack. , 2012, , .   |     | 0         |

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|-----|---|-----|-----------|
| 145 | Introduction to the Documenting Work and Working Documents Minitrack. , 2012, , .   |     | 0         |
| 146 | Introduction to Open Movements Minitrack. , 2013, , .   |     | 0         |
| 147 | Introduction to Socio-materiality of Information – Documents and Work Minitrack. , 2013, , .  |     | 0         |
| 148 | ICIS 2008 Panel Report: Open Access Publishing to Nurture the Sprouts of Knowledge and the Future of Information Systems Research. SSRN Electronic Journal, 2014, , . | 0.4 | 0         |
| 149 | Introduction to Digital and Social Media Track. , 2014, , .   |     | 0         |
| 150 | Introduction to the Digital and Social Media Track. , 2015, , .   |     | 0         |
| 151 | Collective Problem Solving. , 2015, , .   |     | 0         |
| 152 | Open Source Technology Development. , 2015, , 1-9.  |     | 0         |
| 153 | Internet review. Information Technology and People, 2000, 13, .   | 3.2 | 0         |
| 154 | Internet review. Information Technology and People, 2003, 16, .   | 3.2 | 0         |
| 155 | Internet review. Information Technology and People, 2003, 16, .   | 3.2 | 0         |
| 156 | Internet review. Information Technology and People, 2003, 16, .   | 3.2 | 0         |
| 157 | Bug Fixing Practices within Free/Libre Open Source Software Development Teams. , 2009, , 797-828.   |     | 0         |
| 158 | FLOSSmole. , 2009, , 85-94.   |     | 0         |
| 159 | Open Source Technology Development. , 2015, , 1-10.   |     | 0         |
| 160 | Introduction to the Digital and Social Media Track. , 2018, , .   |     | 0         |
| 161 | Introduction to ACM Transactions on Social Computing. ACM Transactions on Social Computing, 2018, 1, 1-2.   | 2.5 | 0         |
| 162 | Participation in ICT-Enabled Meetings. , 0, , 192-214.  |     | 0         |

| #   | ARTICLE  | IF  | CITATIONS |
|-----|--|-----|-----------|
| 163 | Bug Fixing Practices within Free/Libre Open Source Software Development Teams. Advances in Database Research Series, 0, , 51-81. | 0.1 | 0         |