The Value of Crowdsourcing: Can Users Really Competer New Product Ideas?

Journal of Product Innovation Management 29, 245-256 DOI: 10.1111/j.1540-5885.2011.00893.x

Citation Report

#	Article	IF	CITATIONS
1	Contrasting Innovation Creation and Commercialization within Open, User and Cumulative Innovation. SSRN Electronic Journal, 0, , .	0.4	14
2	Crowdsourcing and Individual Creativity Over Time: The Detrimental Effects of Past Success. SSRN Electronic Journal, 0, , .	0.4	13
3	No Soliciting: Strategies for Managing Unsolicited Innovative Ideas. SSRN Electronic Journal, 2011, , .	0.4	2
4	Do Participation Strategy and Experience Impact the Likelihood of Winning in Unblind Innovation Contests?. SSRN Electronic Journal, 2011, , .	0.4	6
5	Idea Competitions Under Scrutiny as a Mechanism for Acquisition. SSRN Electronic Journal, 0, , .	0.4	0
6	An exploratory investigation of collective intelligence in new product development on the telecommunication industry. , 2012, , .		0
7	BENEFITS AND BARRIERS OF CROWDSOURCING IN B2B FIRMS: GENERATING IDEAS WITH INTERNAL AND EXTERNAL CROWDS. International Journal of Innovation Management, 2012, 16, 1240011.	0.7	66
8	Managing Unsolicited Ideas for R&D. California Management Review, 2012, 54, 116-139.	3.4	70
9	Crowdsourcing New Product Ideas Over Time: An Analysis of Dell's Ideastorm Community. SSRN Electronic Journal, 2012, , .	0.4	21
10	The Dynamics of Crowdfunding: Determinants of Success and Failure. SSRN Electronic Journal, 0, , .	0.4	82
11	Modeling Interactions between User and Producer Innovation: User-Contested and User-Complemented Markets. SSRN Electronic Journal, 0, , .	0.4	13
12	Smart Ideas for Smart Cities: Investigating Crowdsourcing for Generating and Selecting Ideas for ICT Innovation in a City Context. Journal of Theoretical and Applied Electronic Commerce Research, 2012, 7, 11-12.	3.1	199
13	Inovação colaborativa: uma abordagem aberta no desenvolvimento de novos produtos. RAE Revista De Administracao De Empresas, 2012, 52, 517-530.	0.1	23
14	Filthy Lucre: What Motivates the Commercialization of Innovations?. SSRN Electronic Journal, 0, , .	0.4	2
15	COMPLEMENTING THE LOCAL AND GLOBAL: PROMOTING SUSTAINABILITY ACTION THROUGH LINKED LOCALâ€LEVEL AND FORMAL SUSTAINABILITY FUNDING MECHANISMS. Public Administration and Development, 2012, 32, 278-291.	0.9	8
17	User-generated versus designer-generated products: A performance assessment at Muji. International Journal of Research in Marketing, 2013, 30, 160-167.	2.4	165
18	Towards an information systems perspective and research agenda on crowdsourcing for innovation. Journal of Strategic Information Systems, 2013, 22, 257-268.	3.3	320
19	Exploring motivations and the capacity for business crowdsourcing. AMS Review, 2013, 3, 205-216.	1.1	24

#	Article	IF	CITATIONS
20	Idea Competitions under scrutiny: Acquisition, intelligence or public relations mechanism?. Technological Forecasting and Social Change, 2013, 80, 1563-1578.	6.2	39
21	Foundations for Investigating the Drivers of the Value Captured by Consumers Embedded within Social Shopping Networks. , 2013, , .		4
22	Application of evolutionary computation techniques for the identification of innovators in open innovation communities. Expert Systems With Applications, 2013, 40, 2503-2510.	4.4	34
23	Crowdsourcing New Product Ideas over Time: An Analysis of the Dell IdeaStorm Community. Management Science, 2013, 59, 226-244.	2.4	696
24	Skin self-examinations and visual identification of atypical nevi: Comparing individual and crowdsourcing approaches. Cancer Epidemiology, 2013, 37, 979-984.	0.8	27
25	The Rise and Fall of Crowdsourcing?. , 2013, , .		27
26	Citizen Participation, Open Innovation, and Crowdsourcing. Journal of Planning Literature, 2013, 28, 3-18.	2.2	212
27	Power of ideas in shaping and delivering design business success. , 2013, , .		1
28	"Does This Sound Like a Fair Deal?― Antecedents and Consequences of Fairness Expectations in the Individual's Decision to Participate in Firm Innovation. Organization Science, 2013, 24, 1495-1516.	3.0	168
29	Open innovation: so far and a way forward. World Journal of Science Technology and Sustainable Development, 2013, 10, 30-41.	2.0	37
30	All That is Users Might Not be Gold: How Labeling Products as User Designed Backfires in the Context of Luxury Fashion Brands. Journal of Marketing, 2013, 77, 75-91.	7.0	164
31	What Determines an Agreeable and Adoptable Idea? A Study of User Ideas on MyStarbucksIdea.com. , 2013, , .		5
32	MY IDEA IS OUR IDEA! SUPPORTING USER-DRIVEN INNOVATION ACTIVITIES IN CROWDSOURCING COMMUNITIES. International Journal of Innovation Management, 2013, 17, 1340010.	0.7	30
33	Creating Meaningful Representations. Journal of Information and Knowledge Management, 2013, 12, 1350041.	0.8	2
35	Targeted Consumer Involvement: An Integral Part of Successful New Product Development. Research Technology Management, 2013, 56, 52-58.	0.6	12
36	A theoretical model of supporting open source front end innovation through idea management. International Journal of Business Innovation and Research, 2013, 7, 446.	0.1	9
37	Impacts of Hedonic and Utilitarian Motives on the Novelty and Utility of User-Developed Innovations. SSRN Electronic Journal, 2013, , .	0.4	2
38	Swept Away by the Crowd? Crowdfunding, Venture Capital, and the Selection of Entrepreneurs. SSRN Electronic Journal, 0, , .	0.4	75

#	Article	IF	CITATIONS
39	The Theoretical Rationale for a Framework for Appraising the Profitability Potential of a Business Model Innovation. SSRN Electronic Journal, 0, , .	0.4	0
40	Microfoundations of an Organizational Sensing Capability: A Literature Review and a Conceptual Framework. SSRN Electronic Journal, 2013, , .	0.4	2
41	Leaps in Innovation: The Effect of Discontinuous Progress in Algorithmic Tournaments. SSRN Electronic Journal, 0, , .	0.4	0
42	Crowdsourcing Novel Childhood Predictors of Adult Obesity. PLoS ONE, 2014, 9, e87756.	1.1	30
43	Crowdfunding: Online Charity or a Modern Tool for Innovative Projects Implementation?. Asian Social Science, 2014, 11, .	0.1	6
44	Methods and techniques facilitators of co-creation innovation in master programs for postgraduate market. Intangible Capital, 2014, 10, .	0.6	1
45	Wisdom or Madness? Comparing Crowds with Expert Evaluation in Funding the Arts. SSRN Electronic Journal, 0, , .	0.4	24
46	Crowdfunding Creative Goods, Crowding Out Intellectual Property?. SSRN Electronic Journal, 2014, , .	0.4	2
47	USER MOTIVATION AND KNOWLEDGE SHARING IN IDEA CROWDSOURCING. International Journal of Innovation Management, 2014, 18, 1450031.	0.7	52
48	Differential Mediating Effects of Radical and Incremental Innovation on Market Orientation-Performance Relationship: A Meta-Analysis. Journal of Marketing Theory and Practice, 2014, 22, 235-250.	2.6	75
49	After the Campaign: Outcomes of Crowdfunding. SSRN Electronic Journal, 0, , .	0.4	129
50	The Value of Customer Cocreated Knowledge during the Innovation Process. Journal of Product Innovation Management, 2014, 31, 599-615.	5.2	256
51	The Effect of Selective Openness on Value Creation in User Innovation Communities. Journal of Product Innovation Management, 2014, 31, 392-407.	5.2	88
52	Persistent problems and practices in information systems development: a study of mobile applications development and distribution. Information Systems Journal, 2014, 24, 425-444.	4.1	23
53	Value-Adding Intermediaries in Software Crowdsourcing. , 2014, , .		4
54	Stabilizing New-product Development Processes – A Prerequisite or a Barrier to Satisfy Customer Wants and Needs?. Procedia CIRP, 2014, 21, 206-211.	1.0	1
55	Smart City as a Service (SCaaS): A Future Roadmap for E-Government Smart City Cloud Computing Initiatives. , 2014, , .		66
56	Managing open innovation projects with science-based and market-based partners. Research Policy, 2014, 43, 828-840.	3.3	322

#	Article	IF	CITATIONS
57	Coâ€creation of Value by Open Innovation: Unlocking New Sources of Competitive Advantage. Agribusiness, 2014, 30, 132-147.	1.9	49
58	Are crowds on the internet wiser than experts? The case of a stock prediction community. Journal of Business Economics, 2014, 84, 303-338.	1.3	45
59	A network perspective on idea and innovation crowdsourcing in industrial firms. Industrial Marketing Management, 2014, 43, 400-408.	3.7	96
60	Effects of coâ€creation claim on consumer brand perceptions and behavioural intentions. International Journal of Consumer Studies, 2014, 38, 110-118.	7.2	51
61	Effects of customer cooperation on knowledge generation activities and innovation results of firms. BRQ Business Research Quarterly, 2014, 17, 292-302.	2.2	21
62	Lessons from Ideation: Where Does User Involvement Lead Us?. Creativity and Innovation Management, 2014, 23, 155-167.	1.9	19
63	A crowdsourcing development approach based on a neuro-fuzzy network for creating innovative product concepts. Neurocomputing, 2014, 142, 60-72.	3.5	22
64	What can crowdsourcing do for decision support?. Decision Support Systems, 2014, 65, 40-49.	3.5	160
65	Performance implications of stage-wise lead user participation in software development problem solving. Decision Support Systems, 2014, 67, 100-108.	3.5	16
66	Synergy, environmental context, and new product performance: A review based on manufacturing firms. Industrial Marketing Management, 2014, 43, 1407-1419.	3.7	34
67	A New Framework of Ideation-oriented Customer Involvement. Procedia CIRP, 2014, 21, 521-526.	1.0	3
68	Collaborative Prototyping: Crossâ€Fertilization of Knowledge in Prototypeâ€Driven Problem Solving. Journal of Product Innovation Management, 2014, 31, 744-764.	5.2	101
69	Leveraging External Sources of Innovation: A Review of Research on Open Innovation. Journal of Product Innovation Management, 2014, 31, 814-831.	5.2	1,256
70	The four pillars of crowdsourcing: A reference model. , 2014, , .		103
71	Accessing remote knowledge–the roles of trade fairs, pipelines, crowdsourcing and listening posts. Journal of Economic Geography, 2014, 14, 883-902.	1.6	140
72	Observing discussion forums and product innovation – A way to create consumer value? Case heart-rate monitors. Technovation, 2014, 34, 215-222.	4.2	25
73	The wisdom of crowds: The potential of online communities as a tool for data analysis. Technovation, 2014, 34, 203-214.	4.2	82
74	How to Solve Problems with Crowds: A Computerâ€Based Simulation Model. Creativity and Innovation Management, 2014, 23, 121-136.	1.9	16

ARTICLE IF CITATIONS # The importance of design for firms×³ competitiveness: A review of the literature. Technovation, 2014, 34, 4.2 80 75 716-730. Crowd-Sourcing the Evaluation of Creativity in Conceptual Design: A Pilot Study., 2014, . Turning ideas into innovations - introducing demand-driven collaborative ideation. International 77 0.1 9 Journal of Innovation and Regional Development, 2014, 5, 429. "Man, this frustrates me― change of consumer emotions in online discussions. Journal of Research in Interactive Marketing, 2015, 9, 70-87. Micro-text classification between small and big data. Nonlinear Theory and Its Applications IEICE, 2015, 79 0.4 0 6,556-569. Cheer the crowd? Facilitating user participation in idea crowdsourcing. International Journal of Technology Marketing, 2015, 10, 95. 0.1 81 User Design through Self-Customization., 2015, , 233-254. 6 Blind Evaluation., 2015,,. Exploring differences between central located test and home use test in a living lab context. 84 7.2 20 International Journal of Consumer Studies, 2015, 39, 230-238. Sustaining the Flow of External Ideas: The Role of Dual Social Identity across Communities and 5.2 Organizations. Journal of Product Innovation Management, 2015, 32, 522-538. Capturing the User Mindset – Using the Online Research Community Method in Packaging Research. 86 1.3 10 Packaging Technology and Science, 2015, 28, 325-340. Coâ€Creation with Customers: An Evolving Innovation Research Field. Journal of Product Innovation 87 5.2 101 Management, 2015, 32, 660-665. Gamification of Creativity: Exploring the Usefulness of Serious Games for Ideation. Creativity and 88 1.9 62 Innovation Management, 2015, 24, 415-429. Impacts of Hedonic and Utilitarian User Motives on the Innovativeness of Userâ€Developed Solutions. 5.2 79 Journal of Product Innovation Management, 2015, 32, 389-403. Crowdsourcing in User-Generated Content Communities: Impact of Online Networks on Perception 90 and Intended Behaviors of Crowd Engagement. International Journal of Business Administration, 2015, 0.1 0 6. . Using an online community for vehicle design: project variety and motivations to participate. Industrial and Corporate Change, 2015, 24, 635-653. Investors or Givers ? The Case of a Portuguese Crowdfunding Site. Advances in Intelligent Systems and 93 0.5 3 Computing, 2015, , 113-120. 94 Learning from the Crowd with Neural Network., 2015, , .

#	Article	IF	CITATIONS
95	The Lag-User Method: Using laggards as a source of innovative ideas. Journal of Engineering and Technology Management - JET-M, 2015, 37, 65-77.	1.4	20
96	How Do Others Feel about a Co-innovation Service Provider? The Effect of Co-innovation on Non-participating Customers. , 2015, , .		0
97	Machiavellianism or Morality: Which Behavior Pays Off In Online Innovation Contests?. Journal of Management Information Systems, 2015, 32, 197-228.	2.1	49
98	Searching for radical new product ideas: exploratory and confirmatory factor analysis for construct validation. International Journal of Technology Management, 2015, 68, 70.	0.2	12
99	Brand Remixing: 3D Printing the Nokia Case. Review of Marketing Research, 2015, , 53-81.	0.2	11
100	Crowdsourcing: a comprehensive literature review. Strategic Outsourcing, 2015, 8, 2-22.	1.4	117
102	Design Thinking and food innovation. Trends in Food Science and Technology, 2015, 41, 182-187.	7.8	68
103	User Involvement throughout the Innovation Process in Highâ€Tech Industries. Journal of Product Innovation Management, 2015, 32, 793-807.	5.2	114
104	Open government objectives and participation motivations. Government Information Quarterly, 2015, 32, 30-42.	4.0	144
105	Mushrooming entrepreneurship: The dynamic geography of enthusiast-driven innovation. Geoforum, 2015, 65, 363-373.	1.4	32
106	Creating Ideas for Innovation: Effects of Organizational Distance on Knowledge Creation Processes. Creativity and Innovation Management, 2015, 24, 87-101.	1.9	40
107	How Do Interaction Activities among Customers and between Customers and Firms Influence Market Performance and Continuous Product Innovation? An Empirical Investigation of the Mobile Application Market. Journal of Product Innovation Management, 2015, 32, 183-191.	5.2	22
108	Solver engagement in knowledge sharing in crowdsourcing communities: Exploring the link to creativity. Research Policy, 2015, 44, 1419-1430.	3.3	112
109	Customer preferences versus managerial decision-making in open innovation communities: the case of Starbucks. Technology Analysis and Strategic Management, 2015, 27, 1226-1238.	2.0	24
110	Crowdsourcing: A taxonomy and systematic mapping study. Computer Science Review, 2015, 17, 43-69.	10.2	67
111	Crowdsourcing, innovation and firm performance. Management Decision, 2015, 53, 1158-1169.	2.2	56
112	Enabling innovation and creativity in market-oriented firms. Baltic Journal of Management, 2015, 10, 144-165.	1.2	14
113	Why and When Consumers Prefer Products of User-Driven Firms: A Social Identification Account. Management Science, 2015, 61, 1978-1988.	2.4	76

#	Article	IF	CITATIONS
114	Defining Creative Ideas. Group and Organization Management, 2015, 40, 238-265.	2.7	43
115	Market failure in the diffusion of consumer-developed innovations: Patterns in Finland. Research Policy, 2015, 44, 1856-1865.	3.3	133
116	Ideation through Online Open Innovation Platform: Dell IdeaStorm. Journal of the Knowledge Economy, 2015, 6, 611-624.	2.7	41
117	Crowdsourcing in business and management disciplines: an integrative literature review. Journal of Global Entrepreneurship Research, 2015, 5, .	0.7	15
118	Applying social network analysis to validate mass collaboration innovation drivers: An empirical study of NASA's International Space Apps Challenge. Journal of Engineering and Technology Management - JET-M, 2015, 37, 21-31.	1.4	11
119	User cooperation effects on firm's innovation outputs. Canadian Journal of Administrative Sciences, 2015, 32, 86-101.	0.9	5
120	Collaborative Infrastructure for On-Demand Crowdsourced Tasks. , 2015, , .		6
121	OPENING UP THE INNOVATION PROCESS: OUTSIDE-IN INVOLVEMENT OF INNOVATIVE USERS AND ESTABLISHED FIRMS' INNOVATION PERFORMANCE. International Journal of Innovation Management, 2015, 19, 1550029.	0.7	9
122	Winners, losers, and deniers: Self-selection in crowd innovation contests and the roles of motivation, creativity, and skills. Journal of Engineering and Technology Management - JET-M, 2015, 37, 52-64.	1.4	32
123	Co-creation and user innovation: The role of online 3D printing platforms. Journal of Engineering and Technology Management - JET-M, 2015, 37, 90-102.	1.4	180
124	Generating Ideas on Online Platforms: A Case Study of "My Starbucks Idea― Arab Economic and Business Journal, 2015, 10, 102-111.	0.1	33
125	Social media, new digital technologies and their potential application in sensory and consumer research. Current Opinion in Food Science, 2015, 3, 23-26.	4.1	27
126	Investigating the antecedents of organizational task crowdsourcing. Information and Management, 2015, 52, 98-110.	3.6	60
128	A 'Next Generation' for Public Health Intervention Models: The Public as Innovators. SSRN Electronic Journal, 2016, , .	0.4	0
129	The Effects of Advertising Consumer Co-Created New Products. Journal of Advertising Research, 2016, 56, 53-63.	1.0	17
131	When is Crowdsourcing Advantageous? The Case of Crowdsourced Software Testing. SSRN Electronic Journal, 0, , .	0.4	11
132	Are Patients and Relatives the Better Innovators? The Case of Medical Smartphone Applications. SSRN Electronic Journal, 2016, , .	0.4	5
133	Is There PAPA in Crowd Work?: A Literature Review on Ethical Dimensions in Crowdsourcing. , 2016, , .		15

#	Article	IF	CITATIONS
134	What Online User Innovation Communities Can Teach Us about Capturing the Experiences of Patients Living with Chronic Health Conditions. A Scoping Review. PLoS ONE, 2016, 11, e0156175.	1.1	21
135	The Open Innovation Research Landscape: Established Perspectives and Emerging Themes across Different Levels of Analysis. SSRN Electronic Journal, 0, , .	0.4	5
136	Revealing the Impact of the Crowdsourcing Experience on the Engagement Process. SSRN Electronic Journal, 0, , .	0.4	6
137	How preference markets assist new product idea screening. Industrial Management and Data Systems, 2016, 116, 603-619.	2.2	9
138	Leveraging virtual business model innovation: a framework for designing business model development tools. Information Systems Journal, 2016, 26, 519-550.	4.1	67
139	Benefits of Customer Codevelopment of New Products: The Moderating Effects of Utilitarian and Hedonic Radicalness. Journal of Product Innovation Management, 2016, 33, 418-434.	5.2	29
140	Perspective: A Review of Marketing Research on Product Design with Directions for Future Research. Journal of Product Innovation Management, 2016, 33, 320-341.	5.2	92
141	Leveraging Social Networks to Develop Radically New Products. Journal of Product Innovation Management, 2016, 33, 217-223.	5.2	22
144	Exploring barriers and opportunities in adopting crowdsourcing based new product development in manufacturing SMEs. Chinese Journal of Mechanical Engineering (English Edition), 2016, 29, 1052-1066.	1.9	40
145	Filthy Lucre? Innovative Communities, Identity, and Commercialization. Organization Science, 2016, 27, 1472-1487.	3.0	18
146	Co-production in chronic care: exploitation and empowerment. European Journal of Marketing, 2016, 50, 724-751.	1.7	28
147	Stock analysts vs. the crowd: Mutual prediction and the drivers of crowd wisdom. Information and Management, 2016, 53, 835-845.	3.6	17
148	Enabling community-powered co-innovation by connecting rural stakeholders with global knowledge brokers. British Food Journal, 2016, 118, 1350-1369.	1.6	8
149	CAN THE CROWD DO THE JOB? EXPLORING THE EFFECTS OF INTEGRATING CUSTOMERS INTO A COMPANY'S BUSINESS MODEL INNOVATION. International Journal of Innovation Management, 2016, 20, 1650071.	0.7	9
150	Improving Hotel Industry Processes Through Crowdsourcing Techniques. Tourism on the Verge, 2016, , 95-107.	1.2	8
151	WHAT AFFECTS CREATIVE PERFORMANCE IN IDEA CO-CREATION: COMPETITIVE, COOPERATIVE OR COOPETITIVE CLIMATE?. International Journal of Innovation Management, 2016, 20, 1640002.	0.7	18
152	Performance responses to competition across skill levels in rankâ€order tournaments: field evidence and implications for tournament design. RAND Journal of Economics, 2016, 47, 140-165.	1.3	104
153	Bubbling Up the Good Ideas: A Two-Mode Network Analysis of an Intra-Organizational Idea Challenge. Journal of Computer-Mediated Communication, 2016, 21, 210-229.	1.7	13

		CITATION RE	PORT	
#	Article		IF	Citations
154	Predicting Stock Movements using Social Network. Lecture Notes in Computer Scienc	e, 2016, , 567-572.	1.0	7
155	Theory of open inclusive innovation for reciprocal, responsive and respectful outcomes creatively with climatic and institutional risks. Journal of Open Innovation: Technology, Complexity, 2016, 2, 1-15.	s: coping , Market, and	2.6	38
156	Crowdsourcing in pharmaceutical R&D: a revolutionary concept or nothing new?. Patent Analyst, 2016, 5, 355-360.	Pharmaceutical	0.4	1
157	Creative contests: knowledge generation and underlying learning dynamics for idea ge Journal of Marketing Management, 2016, 32, 1647-1669.	neration.	1.2	25
158	Toward a Theory of Remixing in Online Innovation Communities. Information Systems 27, 773-791.	Research, 2016,	2.2	68
159	"Crowd logistics― the contribution of social crowds in logistics activities. Internat Web Information Systems, 2016, 12, 379-396.	tional Journal of	1.3	90
160	Ambidextrous Idea Generation—Antecedents and Outcomes*. Journal of Product Inn Management, 2016, 33, 34-54.	ovation	5.2	32
161	Democratizing Journalism – How Userâ€Generated Content and User Communities Business Models. Creativity and Innovation Management, 2016, 25, 536-551.	Affect Publishers'	1.9	9
162	Intellectual Property Norms in Online Communities: How User-Organized Intellectual F Regulation Supports Innovation. Information Systems Research, 2016, 27, 724-750.	roperty	2.2	52
163	Actor Network Theory-based Modeling for Crowdsourced Design Team Formation. Jour Integrated Design and Process Science, 2016, 19, 37-61.	rnal of	0.2	1
164	Innovation through interactive crowdsourcing: The role of boundary objects. Recherch Applications En Marketing, 2016, 31, 131-152.	e Et	0.3	8
165	Crowdsourcing not all sourced by the crowd: An observation on the behavior of Wikip participants. Technovation, 2016, 55-56, 14-21.	edia	4.2	18
166	Improving the idea selection process in creative workshops through contextualisation. Cleaner Production, 2016, 135, 1503-1513.	Journal of	4.6	17
167	Popularity and user diversity of online objects. Physica A: Statistical Mechanics and Its 2016, 461, 480-486.	Applications,	1.2	2
168	Crowdfunding as a New Phenomenon: Origins, Features and Literature Review. , 2016,	, , 5-43.		10
169	Idea selection in suggestion systems: a thematic similarity perspective. R and D Manag 887-899.	ement, 2016, 46,	3.0	12
170	Stakeholder co-creation during the innovation process: Identifying capabilities for kno creation among multiple stakeholders. Journal of Business Research, 2016, 69, 525-54		5.8	236
171	Choosing the Right Crowd: An Iterative Process for Crowd Specification in Crowdsourd Initiatives. , 2016, , .	ing		5

#	Article	IF	CITATIONS
172	Crowdsourcing ideas: Involving ordinary users in the ideation phase of new product development. Research Policy, 2016, 45, 1145-1154.	3.3	130
173	Idea Generation by Employees and External Participants in Innovation Competitions. , 2016, , .		3
174	Exploring Users' Appropriateness as a Proxy for Experts When Screening New Product/Service Ideas. Journal of Product Innovation Management, 2016, 33, 4-18.	5.2	67
175	Assessing quality of unmet user needs: Effects of need statement characteristics. Design Studies, 2016, 44, 1-27.	1.9	6
176	Getting the Customer Involved. , 2016, , 49-98.		1
177	The Psychological Mechanism of Brand Co-creation Engagement. Journal of Interactive Marketing, 2016, 33, 13-26.	4.3	182
178	Wisdom or Madness? Comparing Crowds with Expert Evaluation in Funding the Arts. Management Science, 2016, 62, 1533-1553.	2.4	355
179	Innover via le crowdsourcing interactif: nécessité de penser objets-frontières ?. Recherche Et Applications En Marketing, 2016, 31, 144-166.	0.2	0
180	A Taxonomy of Online 3D Printing Platforms. Information Technology & Law Series, 2016, , 153-166.	0.9	2
181	The impact of sellers' social influence on the co-creation of innovation with customers and brand awareness in online communities. Industrial Marketing Management, 2016, 54, 56-70.	3.7	110
182	Crowdsourcing and organizational forms: Emerging trends and research implications. Journal of Business Research, 2016, 69, 1834-1839.	5.8	82
183	An original design approach for stimulating the ideation of new product features. Computers in Industry, 2016, 75, 80-100.	5.7	24
184	IT outsourcing research from 1992 to 2013: A literature review based on main path analysis. Information and Management, 2016, 53, 227-251.	3.6	92
185	The Effectiveness of Customer Participation in New Product Development: A Meta-Analysis. Journal of Marketing, 2016, 80, 47-64.	7.0	341
186	Utilizing customer knowledge in innovation: antecedents and impact of customer involvement on new product performance. Journal of the Academy of Marketing Science, 2016, 44, 516-538.	7.2	305
187	The Role of Professionalism in Innovation Contest Communities. Long Range Planning, 2017, 50, 243-259.	2.9	24
188	User consultation during the fuzzy front end: evaluating student's design outcomes. International Journal of Technology and Design Education, 2017, 27, 563-575.	1.7	6
189	Crowdfunding and Diaspora Philanthropy: An Integration of the Literature and Major Concepts. Voluntas, 2017, 28, 492-509.	1.1	29

#	Article	IF	CITATIONS
190	Open evaluation of new product concepts at the front end of innovation: objectives and contingency factors. R and D Management, 2017, 47, 501-521.	3.0	20
191	Comprendre l'expérience de participation des meilleurs contributeurs dans un contexte de crowdsourcing d'activités inventives. Recherche Et Applications En Marketing, 2017, 32, 3-21.	0.2	10
192	Crowdsourcing in a time of empowered stakeholders: Lessons from crowdsourcing campaigns. Business Horizons, 2017, 60, 247-253.	3.4	33
193	Design-oriented strategy typology and innovation framework. Journal of Engineering, Design and Technology, 2017, 15, 13-30.	1.1	2
194	Interorganisational social capital and innovation: a multiple case study in wine producers networks in Serra Gaúcha. RAI: Revista De Administração E Inovação, 2017, 14, 52-66.	0.8	9
195	Reversing the Instrumentality of the Social for the Economic: A Critical Agenda for Twenty-first Century Knowledge Networks. Knowledge and Space, 2017, , 25-51.	0.3	0
196	Enabling Microfluidics: from Clean Rooms to Makerspaces. Trends in Biotechnology, 2017, 35, 383-392.	4.9	130
197	A Critical Assessment of Business Model Research. Academy of Management Annals, 2017, 11, 73-104.	5.8	773
198	Customer Integration into Continuous Development of IT-based Services. , 2017, , 315-334.		0
199	Exploring the design elements of open evaluation. Journal of Strategy and Management, 2017, 10, 40-65.	1.9	6
200	Dark Side or Bright Light: Destructive and Constructive Deviant Content in Consumer Ideation Contests. Journal of Product Innovation Management, 2017, 34, 772-789.	5.2	55
201	Responsible Research and Innovation Revisited: Aligning Product Development Processes with the Corporate Responsibility Agenda. , 2017, , 247-269.		5
202	Openness and information technology: a bibliometric analysis of literature production. Kybernetes, 2017, 46, 750-766.	1.2	18
203	Under the Wide Umbrella of Open Innovation. Journal of Product Innovation Management, 2017, 34, 543-558.	5.2	103
204	What's in a crowd? Exploring crowdsourced versus traditional customer participation in the innovation process. Journal of Marketing Management, 2017, 33, 1060-1092.	1.2	8
205	ANTECEDENTS AND CONSEQUENCES OF IPPD EFFECTIVENESS. International Journal of Innovation Management, 2017, 21, 1750059.	0.7	4
206	Exploring the effects of reward and competition intensity on participation in crowdsourcing contests. Electronic Markets, 2017, 27, 199-210.	4.4	40
207	Open innovation: current status and research opportunities. Innovation: Management, Policy and Practice, 2017, 19, 43-50.	2.6	241

#	Article	IF	CITATIONS
208	Customer Psychological Empowerment as a Critical Source of Customer Engagement. International Studies of Management and Organization, 2017, 47, 61-87.	0.4	30
209	Research on Idea Generation and Selection: Implications for Management of Technology. Production and Operations Management, 2017, 26, 633-651.	2.1	56
210	Crowded identity: Managing crowdsourcing initiatives to maximize value for participants through identity creation. Business Horizons, 2017, 60, 155-165.	3.4	26
211	Inspiring crowdsourcing communities to create novel solutions: Competition design and the mediating role of trust. Technological Forecasting and Social Change, 2017, 117, 296-304.	6.2	99
212	Mining online community data: The nature of ideas in online communities. Food Quality and Preference, 2017, 62, 246-256.	2.3	24
213	Opening the Floodgates: The Implications of Increasing Platform Openness in Crowdfunding. Journal of Information Technology, 2017, 32, 344-360.	2.5	75
214	Open-source, community-driven microfluidics with Metafluidics. Nature Biotechnology, 2017, 35, 523-529.	9.4	64
215	Exploring the "black box―of customer co-creation processes. Journal of Services Marketing, 2017, 31, 265-280.	1.7	24
216	Co-designing services with vulnerable consumers. Journal of Service Theory and Practice, 2017, 27, 663-688.	1.9	104
217	Control systems in outsourcing new product development: role of globalization and digitizability. European Journal of Innovation Management, 2017, 20, 312-328.	2.4	1
218	In Search of New Product Ideas: Identifying Ideas in Online Communities by Machine Learning and Text Mining. Creativity and Innovation Management, 2017, 26, 17-30.	1.9	65
219	How Crowdsourcing and Crowdfunding Are Redefining Innovation Management. , 2017, , 43-70.		10
220	The emergence of local open government: Determinants of citizen participation in online service reporting. Government Information Quarterly, 2017, 34, 457-469.	4.0	41
221	Fair play. Management Decision, 2017, 55, 1924-1941.	2.2	22
222	WITH A LITTLE HELP FROM MY CUSTOMERS: THE INFLUENCE OF CUSTOMER EMPOWERMENT ON CONSUMERS' PERCEPTIONS OF WELL-ESTABLISHED BRANDS. International Journal of Innovation Management, 2017, 21, 1750048.	0.7	10
223	The right kind of people: Characteristics of successful ideators' online behaviour. Creativity and Innovation Management, 2017, 26, 277-290.	1.9	8
224	Crowdsourcing: A Platform for Crowd Engagement in the Publishing Industry. Publishing Research Quarterly, 2017, 33, 283-296.	0.4	8
225	Ideator Expertise and Cocreator Inputs in Crowdsourcingâ€Based New Product Development. Journal of Product Innovation Management, 2017, 34, 598-616.	5.2	45

#	Article	IF	CITATIONS
226	Crowdsourcing Government: Lessons from Multiple Disciplines. Public Administration Review, 2017, 77, 656-667.	2.9	57
227	Attitudes toward crowdsourced, community-involved new product development. Journal of Fashion Marketing and Management, 2017, 21, 453-467.	1.5	3
228	Understanding the Information-Based Transformation of Strategy and Society. Journal of Management Information Systems, 2017, 34, 425-456.	2.1	70
229	Identifying New Product Ideas: Waiting for the Wisdom of the Crowd or Screening Ideas in Real Time. Journal of Product Innovation Management, 2017, 34, 580-597.	5.2	103
230	Combining Ideas in Crowdsourced Idea Generation. Foundations of Management, 2017, 9, 203-212.	0.2	6
231	Consumers' motivation to interact in virtual food communities – The importance of self-presentation and learning. Food Quality and Preference, 2017, 62, 8-16.	2.3	14
232	The moderating effect of personal features on the consequences of an enjoyable co-creation experience. Journal of Product and Brand Management, 2017, 26, 386-401.	2.6	36
233	How much and when to innovate. European Journal of Innovation Management, 2017, 20, 599-619.	2.4	33
234	Smart, open, user innovation and competitive advantage: a model for museums and heritage sites. Museum Management and Curatorship, 2017, 32, 50-79.	0.8	22
235	Understanding the participation experience of the top contributors in a crowdsourcing of inventive activities context. Recherche Et Applications En Marketing, 2017, 32, 2-20.	0.3	4
236	The Impact of Customer Involvement on New Product Development: Contingent and Substitutive Effects. Journal of Product Innovation Management, 2017, 34, 60-80.	5.2	119
237	Drivers and Consequences of Narrative Transportation: Understanding the Role of Stories and Domain‧pecific Skills in Improving Radically New Products. Journal of Product Innovation Management, 2017, 34, 101-118.	5.2	19
238	Using innovation contests to promote the development of generic technologies. Technological Forecasting and Social Change, 2017, 114, 152-164.	6.2	22
239	Advanced users and the adoption of high speed broadband: Results of a living lab study in the Netherlands. Technological Forecasting and Social Change, 2017, 115, 1-14.	6.2	18
240	Comparing internal and external lead users as sources of innovation. Research Policy, 2017, 46, 238-248.	3.3	60
241	The User Innovation Paradigm: Impacts on Markets and Welfare. Management Science, 2017, 63, 1450-1468.	2.4	131
242	The Value of Marketing Crowdsourced New Products as Such: Evidence from Two Randomized Field Experiments. Journal of Marketing Research, 2017, 54, 525-539.	3.0	81
243	Participatory Refinement of Participatory Outcomes: Students Iterating over the Design of an Interactive Mobile Learning Application. , 2017, , .		2

		CITATION REI	PORT	
#	Article		IF	CITATIONS
244	Experiments in systems engineering and design research. Systems Engineering, 2017, 20, 52	.9-541.	1.6	19
245	Beyond the expected benefits: unpacking value co-creation in crowdsourcing business mode Review, 2017, 7, 183-194.	ls. AMS	1.1	16
246	"Telling talesâ€ı Stories, metaphors and tacit knowledge at the fuzzy frontâ€end of NPD. Innovation Management, 2017, 26, 353-369.	Creativity and	1.9	15
247	Designing with the Beneficiary. Innovations, 2017, 11, 98-111.		3.4	2
248	Participatory consensual assessment technique: End-users assessing outcomes of participato design. , 2017, , .	ory		1
249	From Harambee to Modern Crowdfunding: The Opportunities and Challenges in Sub-Saharar 2017, , 263-277.	Africa. ,		4
250	Developing innovative supply chain using crowdsourcing: A conceptual model. , 2017, , .			0
251	Quality and Acceptance of Crowdsourced Translation of Web Content. International Journal Technology and Human Interaction, 2017, 13, 100-115.	of	0.3	3
252	Imagery-Based Risk Assessment Using Crowdsourcing Technology in Complex Workspaces. ,	2017,,.		0
253	Virtual Co-Creation with Customers in the Early Stages of New Product Development. SSRN Electronic Journal, 0, , .		0.4	1
254	Crowdsourcing Analysis of Twitter Data on Climate Change: Paid Workers vs. Volunteers. Sustainability, 2017, 9, 2019.		1.6	10
255	Lead User Method vs. Innovation Contest An Empirical Comparison of Two Open Innovation Methodologies for Identifying Social Innovation for Flood Resilience in Indonesia. SSRN Elect Journal, 2017, , .		0.4	1
256	The Research Focus of Nations: Economic vs. Altruistic Motivations. PLoS ONE, 2017, 12, e0	169383.	1.1	17
257	Crowdsourced Earnings Forecasts: Implications for Analyst Forecast Timing and Market Effic SSRN Electronic Journal, 2017, , .	ency.	0.4	3
258	Motivations, Challenges, and Opportunities of Successful Solvers on an Innovation Intermed Platform. SSRN Electronic Journal, 2017, , .	iary	0.4	0
259	Collective Innovation: A Literature Review. SSRN Electronic Journal, 2017, , .		0.4	1
260	Ideator Expertise and Cocreator Inputs in Crowdsourcing-Based New Product Development. Electronic Journal, 0, , .	SSRN	0.4	1
261	Combining Ideas in Crowdsourced Idea Generation. SSRN Electronic Journal, 0, , .		0.4	1

#	Article	IF	CITATIONS
262	Consumers' response to other consumers' participation in new product development. Journal of Marketing Communications, 2018, 24, 217-229.	2.7	9
263	Absorptive capacity for need knowledge: Antecedents and effects for employee innovativeness. Research Policy, 2018, 47, 687-699.	3.3	99
264	How good are ideas identified by an automatic idea detection system?. Creativity and Innovation Management, 2018, 27, 23-31.	1.9	18
265	When co-creation pays: stimulating engagement to increase revenues. International Journal of Contemporary Hospitality Management, 2018, 30, 2093-2111.	5.3	71
266	Crowdsourcing Ideas for Augmented Reality Museum Experiences with Children. Springer Series on Cultural Computing, 2018, , 75-93.	0.4	6
267	Crowdsourced idea generation: The effect of exposure to an original idea. Creativity and Innovation Management, 2018, 27, 196-208.	1.9	34
268	Recommending valuable ideas in an open innovation community. Industrial Management and Data Systems, 2018, 118, 683-699.	2.2	31
269	Corporate knowledge management in Ramp-up conditions: The stakeholder interests account, the responsibility centers allocation. CIRP Journal of Manufacturing Science and Technology, 2018, 23, 207-216.	2.3	11
270	The customer knows best: The investment value of consumer opinions. Journal of Financial Economics, 2018, 128, 164-182.	4.6	105
271	Donation-based crowdfunding as corporate social responsibility activities and financing. Journal of General Management, 2018, 43, 79-88.	0.8	26
272	To tell or not to tell? The impact of communicating consumer participation in new product development. Journal of Product and Brand Management, 2018, 27, 158-171.	2.6	15
273	Team diversity and its management in a co-design team. Journal of Service Management, 2018, 29, 120-145.	4.4	34
274	Customer participation and new product performance: Towards the understanding of the mechanisms and key contingencies. Research Policy, 2018, 47, 498-510.	3.3	86
275	A facilitated expertâ€based approach to architecting "openable―complex systems. Systems Engineering, 2018, 21, 47-58.	1.6	13
276	Virtual customer environment design and organizational innovation: An exploration–exploitation perspective. Journal of Organizational Computing and Electronic Commerce, 2018, 28, 58-73.	1.0	2
277	The role of information technology for building virtual environments to integrate crowdsourcing mechanisms into the open innovation process. Technological Forecasting and Social Change, 2018, 129, 143-153.	6.2	35
278	Good to Be Novel? Understanding How Idea Feasibility Affects Idea Adoption Decision Making in Crowdsourcing. Journal of Interactive Marketing, 2018, 43, 52-68.	4.3	49
279	Toward a real-time and budget-aware task package allocation in spatial crowdsourcing. Decision Support Systems, 2018, 110, 107-117.	3.5	40

#	Article	IF	CITATIONS
280	Use and Efficacy of Information Technology in Innovation Processes: The Specific Role of Servitization. Journal of Product Innovation Management, 2018, 35, 720-741.	5.2	81
281	Should You Really Produce What Consumers Like Online? Empirical Evidence for Reciprocal Voting in Open Innovation Contests. Journal of Product Innovation Management, 2018, 35, 209-229.	5.2	37
282	Crowdsourcing: A Review and Suggestions for Future Research. International Journal of Management Reviews, 2018, 20, 343-363.	5.2	209
283	Crowdsourcing, Mixed Elastic Systems and Human-Enhanced Computing–A Survey. IEEE Transactions on Services Computing, 2018, 11, 202-214.	3.2	13
284	Service Design as an Approach to Implement the Value Cocreation Perspective in New Service Development. Journal of Service Research, 2018, 21, 40-58.	7.8	153
285	Setting up crowd science projects. Public Understanding of Science, 2018, 27, 515-534.	1.6	25
286	The Value of Codesign. Journal of Service Research, 2018, 21, 75-100.	7.8	167
287	Local and Global Knowledge Complementarity: R&D Collaborations and Innovation of Foreign and Domestic Firms. Journal of International Management, 2018, 24, 137-152.	2.4	81
288	Strategic effort allocation in online innovation tournaments. Information and Management, 2018, 55, 396-406.	3.6	38
289	The ethical use of crowdsourcing. Business Ethics, 2018, 27, 72-80.	3.5	24
290	Successive Open Innovation Contests and Incentives: Winnerâ€Takeâ€All or Multiple Prizes?. Journal of Product Innovation Management, 2018, 35, 492-517.	5.2	48
291	Design Crowdsourcing: The Impact on New Product Performance of Sourcing Design Solutions from the "Crowd― Journal of Marketing, 2018, 82, 106-123.	7.0	79
292	Moderating Ideation in Webâ€Enabled Ideation Systems. Journal of Product Innovation Management, 2018, 35, 389-409.	5.2	26
293	User knowledge utilization in innovation of complex products and systems: An absorptive capacity perspective. Creativity and Innovation Management, 2018, 27, 169-182.	1.9	27
294	To integrate or not to integrate? Understanding B2B social media communications. Online Information Review, 2018, 42, 73-92.	2.2	24
295	A Facilitated Expert-Based Approach to Architecting "Prizeable―Complex Systems. , 2018, , 467-482.		Ο
296	A bibliometric analysis of creativity in the field of business economics. Journal of Business Research, 2018, 85, 1-9.	5.8	185
297	Continued value creation in crowdsourcing from creative process engagement. Journal of Services Marketing, 2018, 32, 19-33.	1.7	34

#	Article	IF	CITATIONS
298	USING CROWDSOURCING TO INCREASE NEW PRODUCT'S MARKET VALUE AND POSITIVE COMMENTS FOR BOTH THE CROWD INVOLVED AND CUSTOMERS. International Journal of Innovation Management, 2018, 22, 1850033.	0.7	1
299	Managerial perspectives on crowdsourcing in the new product development process. Industrial Marketing Management, 2018, 71, 41-53.	3.7	34
300	Motivations, challenges, and opportunities of successful solvers on an innovation intermediary platform. Technological Forecasting and Social Change, 2018, 128, 67-73.	6.2	22
301	Reversed loss aversion in crowdsourcing contest. European Journal of Information Systems, 2018, 27, 434-448.	5.5	13
302	Many Are Never Too Many: An Analysis of Crowdfunding Projects in Brazil. International Journal of Financial Studies, 2018, 6, 95.	1.1	5
303	An investigation of factors affecting the visits of online crowdsourcing and labor platforms. NETNOMICS: Economic Research and Electronic Networking, 2018, 19, 95-130.	0.9	10
304	Playing Multiple Positions: Student-Athlete Identity Salience and Conflict. Journal of Intercollegiate Sport, 2018, 11, 214-241.	0.1	16
305	Challenges and Opportunities of Crowdsourcing and Participatory Planning in Developing Infrastructure Systems of Smart Cities. Infrastructures, 2018, 3, 51.	1.4	20
306	A Framework for Crowd-Based Causal Analysis of Open Data. , 2018, , .		2
307	Crowdsourcing: A Double-Edged Sword Outsourcing Strategy. , 2018, , .		1
307 308	Crowdsourcing: A Double-Edged Sword Outsourcing Strategy. , 2018, , . Crowdsourcing and community engagement: a qualitative analysis of the 2BeatHIV contest. Journal of Virus Eradication, 2018, 4, 30-36.	0.3	1
	Crowdsourcing and community engagement: a qualitative analysis of the 2BeatHIV contest. Journal of	0.3	
308	Crowdsourcing and community engagement: a qualitative analysis of the 2BeatHIV contest. Journal of Virus Eradication, 2018, 4, 30-36. Collaborative organizational forms: on communities, crowds, and new hybrids. Journal of		19
308 309	Crowdsourcing and community engagement: a qualitative analysis of the 2BeatHIV contest. Journal of Virus Eradication, 2018, 4, 30-36. Collaborative organizational forms: on communities, crowds, and new hybrids. Journal of Organization Design, 2018, 7, 1. Co - creators in innovation ecosystems. Part II: Crowdsprings â€~Crowd in action. IOP Conference Series:	0.7	19 35
308 309 310	Crowdsourcing and community engagement: a qualitative analysis of the 2BeatHIV contest. Journal of Virus Eradication, 2018, 4, 30-36. Collaborative organizational forms: on communities, crowds, and new hybrids. Journal of Organization Design, 2018, 7, 1. Co - creators in innovation ecosystems. Part II: Crowdsprings â€~Crowd in action. IOP Conference Series: Materials Science and Engineering, 2018, 400, 062001.	0.7	19 35 2
308 309 310 311	Crowdsourcing and community engagement: a qualitative analysis of the 2BeatHIV contest. Journal of Virus Eradication, 2018, 4, 30-36. Collaborative organizational forms: on communities, crowds, and new hybrids. Journal of Organization Design, 2018, 7, 1. Co - creators in innovation ecosystems. Part II: Crowdsprings ‰Crowd in action. IOP Conference Series: Materials Science and Engineering, 2018, 400, 062001. Human Validation of Computer vs Human Generated Design Sketches. , 2018, , . An integrated QFD and 2-tuple linguistic method for solution selection in crowdsourcing contests	0.7	19 35 2 9
308 309 310 311 312	Crowdsourcing and community engagement: a qualitative analysis of the 2BeatHIV contest. Journal of Virus Eradication, 2018, 4, 30-36. Collaborative organizational forms: on communities, crowds, and new hybrids. Journal of Organization Design, 2018, 7, 1. Co - creators in innovation ecosystems. Part II: Crowdsprings †Crowd in action. IOP Conference Series: Materials Science and Engineering, 2018, 400, 062001. Human Validation of Computer vs Human Generated Design Sketches. , 2018, , . An integrated QFD and 2-tuple linguistic method for solution selection in crowdsourcing contests for innovative tasks. Journal of Intelligent and Fuzzy Systems, 2018, 35, 6329-6342.	0.7 0.3 0.8	19 35 2 9 29

ARTICLE IF CITATIONS # Online focus groups: a valuable alternative for hospitality research?. International Journal of 317 5.3 14 Contemporary Hospitality Management, 2018, 30, 3175-3191. Multi-Sided Digital Manufacturing Platform Supporting Exchange of Unused Company Potential., 2018, Visual customization: Diversity in color preferences in the automotive interior and implications for 320 0.8 9 interior design. Color Research and Application, 2018, 43, 471-488. Measuring Customer Agility from Online Reviews Using Big Data Text Analytics. Journal of 109 Management Information Systems, 2018, 35, 510-539. Crowdsourcing Treatments for Low Back Pain., 2018,,. 322 9 Open innovation platforms in tourism: how do stakeholders engage and reach consensus?. International Journal of Contemporary Hospitality Management, 2018, 30, 2517-2536. 5.3 A Truthful Online Mechanism for Location-Aware Tasks in Mobile Crowd Sensing. IEEE Transactions 324 3.9 58 on Mobile Computing, 2018, 17, 1737-1749. Idea evaluation in innovation contest platforms: A network perspective. Decision Support Systems, 3.5 2018, 112, 15-22. The Effects of Designers' Contextual Experience on the Ideation Process and Design Outcomes. 327 1.7 14 Journal of Mechanical Design, Transactions of the ASME, 2018, 140, . Entrepreneurial Imaginativeness in New Venture Ideation. Academy of Management Journal, 2018, 61, 4.3 122 2265-2295. The effects of task instructions in crowdsourcing innovative ideas. Technological Forecasting and 330 6.2 26 Social Change, 2018, 134, 35-44. Continually harvesting the crowds. Journal of Research in Marketing and Entrepreneurship, 2018, 20, 147-169. Exploring the application of co-design to transformative service research. Journal of Services 332 1.7 42 Marketing, 2018, 32, 715-727. Harnessing the creative potential of consumers: money, participation, and creativity in idea 333 crowdsourcing. Marketing Letters, 2018, 29, 177-188. Customer Involvement in Innovation: A Review of Literature and Future Research Directions. Review 334 0.2 13 of Marketing Research, 2018, , 63-98. Understanding Characteristics of High Performers in Two-Sided Competitive Crowdsourcing. International Journal of Innovation and Technology Management, 2018, 15, 1850041. Modeling prizeâ€based open design challenges: General framework and FANGâ€1 case study. Systems 336 1.6 3 Engineering, 2018, 21, 295-306. Determinants of the Well-Succeeded Crowdfunding Projects in Brazil: A Study of the Platform Kickante. Lecture Notes in Electrical Engineering, 2019, 856-862.

#	Article	IF	CITATIONS
338	Scoring vs. Ranking: An Experimental Study of Idea Evaluation Processes. Production and Operations Management, 2019, 28, 176-188.	2.1	21
339	Head versus Heart: The Effect of Objective versus Feelings-Based Mental Imagery on New Product Creativity. Journal of Consumer Research, 2019, 46, 36-52.	3.5	27
340	Do crowdfunding returns reward risk? Evidences from clean-tech projects. Technological Forecasting and Social Change, 2019, 141, 107-116.	6.2	50
341	Leveraging customer knowledge to enhance process innovation. Business Process Management Journal, 2019, 25, 307-322.	2.4	21
342	A Crowdsourcing-based Approach for Efficient XML Keyword Search. , 2019, , .		0
343	Open Innovation and Open Strategy: Epistemic and Design Dimensions. , 2019, , 41-58.		8
344	Crowdsourcing in Open Strategy: What Can Open Strategy Learn from Open Innovation?. , 2019, , 121-135.		2
345	When does crowdsourcing benefit firm stock market performance?. Research Policy, 2019, 48, 103825.	3.3	65
346	Modeling a cocreative process: The contributions of design and management. Recherche Et Applications En Marketing, 2019, 34, 111-137.	0.3	5
347	Crowdsourcing Service Innovation Creativity: Environmental Influences and Contingencies. Journal of Marketing Theory and Practice, 2019, 27, 251-268.	2.6	10
348	Scientific Utopia III: Crowdsourcing Science. Perspectives on Psychological Science, 2019, 14, 711-733.	5.2	81
349	The Changing Landscape of Crowdsourcing in China. , 2019, , .		6
350	Crowdsourced reliable labeling of safety-rule violations on images of complex construction scenes for advanced vision-based workplace safety. Advanced Engineering Informatics, 2019, 42, 101001.	4.0	27
351	Ideation contests: Crowd management and valorization to avoid negative feelings of participants. Creativity and Innovation Management, 2019, 28, 425-435.	1.9	13
352	Visual Sensemaking of Massive Crowdsourced Data for Design Ideation. Proceedings of the Design Society International Conference on Engineering Design, 2019, 1, 409-418.	0.6	4
353	Evaluation of innovative ideas for Public Transport proposed by citizens using Multi-Criteria Decision Analysis (MCDA). European Transport Research Review, 2019, 11, .	2.3	59
354	How Knowledge Stock Exchanges can increase student success in Massive Open Online Courses. PLoS ONE, 2019, 14, e0223064.	1.1	1
355	Reconceptualizing the paradox of openness: How solvers navigate sharing-protecting tensions in crowdsourcing. Research Policy, 2019, 48, 1323-1339.	3.3	68

#	Article	IF	CITATIONS
356	Monetary and Social Rewards for Crowdsourcing. Sustainability, 2019, 11, 2834.	1.6	41
357	Adopting Seekers' Solution Exemplars in Crowdsourcing Ideation Contests: Antecedents and Consequences. Information Systems Research, 2019, 30, 486-506.	2.2	24
358	Equity Crowdfunding and Risk Management: The Attitude of Italian Platforms. , 2019, , 43-66.		9
359	Digitally forecasting new music product success via active crowdsourcing. Technological Forecasting and Social Change, 2019, 146, 167-180.	6.2	17
360	Persuasion in Corporate Idea Contests: The Moderating Role of Content Scarcity on Decisionâ€Making. Journal of Product Innovation Management, 2019, 36, 560-585.	5.2	15
361	Conversations and idea generation: Evidence from a field experiment. Research Policy, 2019, 48, 103811.	3.3	28
362	No innovation for the elderly? The influence of cognitive distance in corporate innovation. Creativity and Innovation Management, 2019, 28, 355-367.	1.9	3
363	Comparing Lead Users to Emergentâ€Nature Consumers as Sources of Innovation at Early Stages of New Product Development. Journal of Product Innovation Management, 2019, 36, 616-631.	5.2	16
364	Harvesting tourists' ideas through an idea contest. International Journal of Contemporary Hospitality Management, 2019, 31, 4380-4400.	5.3	5
365	Jack of All, Master of Some: Information Network and Innovation in Crowdsourcing Communities. Information Systems Research, 2019, 30, 389-410.	2.2	52
366	Contextual Word Embeddings and Topic Modeling in Healthy Dieting and Obesity. Journal of Healthcare Informatics Research, 2019, 3, 159-183.	5.3	5
367	Crowdsourcing for innovation: How related and unrelated perspectives interact to increase creative performance. Research Policy, 2019, 48, 1758-1770.	3.3	27
368	Creating new products from old ones: Consumer motivations for innovating autonomously from firms. Technovation, 2019, 88, 102075.	4.2	8
369	Suppliers versus start-ups: Where do better innovation ideas come from?. Research Policy, 2019, 48, 1738-1757.	3.3	26
370	The Customer-Dominated Innovation Process: Involving Customers as Designers and Decision-Makers in Developing New Product. Design Journal, 2019, 22, 299-324.	0.5	17
371	Knowledge management and open innovation in agri-food crowdfunding. British Food Journal, 2019, 121, 242-258.	1.6	65
372	Modélisation d'un processus de co-créativité : les apports du design et du management. Recherche Et Applications En Marketing, 2019, 34, 124-153.	0.2	2
373	Crowdsourcing without profit: the role of the seeker in open social innovation. R and D Management, 2019, 49, 298-317.	3.0	51

	CHATION	LPORT	
# 374	ARTICLE Crowdfunding in the Spanish Publishing Industry. Publishing Research Quarterly, 2019, 35, 187-200.	IF 0.4	Citations 4
375	Creativity enables sustainable development: Supplier engagement as a boundary condition for the positive effect on green innovation. Journal of Cleaner Production, 2019, 226, 172-185.	4.6	166
376	Virtual Consumer Communities for Innovation: A Cross-Cultural Perspective. Journal of International Consumer Marketing, 2019, 31, 98-114.	2.3	2
378	An organisational framework for analysis of crowdsourcing initiatives. International Journal of Entrepreneurial Behaviour and Research, 2019, 25, 1652-1670.	2.3	6
379	Governance Considerations for Seeker–Solver Relationships: A Knowledgeâ€Based Perspective in Crowdsourcing for Innovation Contests. British Journal of Management, 2019, 30, 810-828.	3.3	20
380	Branding in the era of digital (dis)intermediation. International Journal of Research in Marketing, 2019, 36, 367-384.	2.4	93
381	Corporate social responsibility in Vietnam: opportunities and innovation experienced by multinational corporation subsidiaries. Social Responsibility Journal, 2019, 16, 771-792.	1.6	26
382	Winning engaged consumers. Information Technology and People, 2019, 33, 456-476.	1.9	33
383	An optimal charging strategy for crowdsourcing platforms. Kybernetes, 2019, 49, 1605-1621.	1.2	1
384	How Organizations Manage Crowds: Define, Broadcast, Attract, and Select. Research in the Sociology of Organizations, 2019, , 239-270.	0.5	23
385	Crowdfunding success: the role of co-creation, feedback, and corporate social responsibility. International Journal of Entrepreneurial Behaviour and Research, 2019, 26, 449-466.	2.3	13
386	Assessment of the Crowd Logistics Solutions—The Stakeholders' Analysis Approach. Sustainability, 2019, 11, 5361.	1.6	29
387	Participation motivations of product innovation in the crowdsourcing system. , 2019, , .		1
388	Co-Innovation between a Lead User and Producers:. Japan Marketing Journal, 2019, 39, 6-21.	0.1	0
389	Knowledge Diffusion of User Innovation Community Based on BBV Weighted Network. , 2019, , .		2
390	Improved Smartphone-based PDR Localization for Arbitrary Placement. , 2019, , .		0
391	Crowd Size and Crowdsourcing Performances in Online Ideation Contests. , 2019, , .		0
392	Corporate hub as a governance structure for coupled open innovation in large firms. Creativity and Innovation Management, 2019, 28, 450-463.	1.9	10

#	Article	IF	Citations
393	A Standardized Aerosol Repository System for Knowledge Services and Crowdsourcing. , 2019, , .		0
394	Crowdsourcing mode-based learning activity flow approach to promote subject ontology generation and evolution in learning. Interactive Learning Environments, 2019, 27, 965-983.	4.4	8
395	Conquering the Challenge of Continuous Business Model Improvement. Business and Information Systems Engineering, 2019, 61, 451-468.	4.0	15
396	User entrepreneurs' multiple identities and crowdfunding performance: Effects through product innovativeness, perceived passion, and need similarity. Journal of Business Venturing, 2019, 34, 105895.	4.0	79
397	Accentuating lead user entrepreneur characteristics in crowdfunding campaigns – The role of personal affection and the capitalization of positive events. Journal of Business Venturing Insights, 2019, 11, e00106.	2.0	9
398	How Firms Develop Capabilities for Crowdsourcing to Increase Open Innovation Performance: The Interplay between Organizational Roles and Knowledge Processes. Journal of Product Innovation Management, 2019, 36, 412-441.	5.2	57
399	Unpacking the Antecedents of Crowdfunding Campaign's Success: The Effects of Social Media and Innovation Orientation. Journal of Small Business Management, 2019, 57, 462-488.	2.8	31
400	Recruiting valuable participants in online IDEA generation: The role of brief instructions. Journal of Business Research, 2019, 96, 14-25.	5.8	27
401	Exploring Biases Between Human and Machine Generated Designs. Journal of Mechanical Design, Transactions of the ASME, 2019, 141, .	1.7	14
402	User innovation evaluation: Empirical evidence from an online game community. Decision Support Systems, 2019, 117, 113-123.	3.5	49
403	Mass Collaboration Project Recommendation Within Open-Innovation Design Networks. Journal of Mechanical Design, Transactions of the ASME, 2019, 141, .	1.7	2
404	A mapping study of employee innovation: proposing a research agenda. European Journal of Innovation Management, 2019, 22, 468-492.	2.4	41
405	Enabling value co-creation with consumers as a driver of business performance: A dual perspective of Polish manufacturing and service SMEs. Journal of Business Research, 2019, 104, 541-551.	5.8	57
406	The ultimate co-creation: leveraging customer input in business model innovation. AMS Review, 2019, 9, 339-356.	1.1	5
407	Empowerment in marketing: synthesis, critical review, and agenda for future research. AMS Review, 2019, 9, 304-323.	1.1	14
408	Openness and front end of innovation: does customer type matter?. Journal of Business and Industrial Marketing, 2019, 34, 536-549.	1.8	5
409	Open radar groups: The integration of online communities into open foresight processes. Technological Forecasting and Social Change, 2019, 138, 204-217.	6.2	14
410	New product development. , 2019, , 191-280.		0

#	Article	IF	CITATIONS
411	Motivations and solution appropriateness in crowdsourcing challenges for innovation. Research Policy, 2019, 48, 103716.	3.3	87
412	Why Incorporating a Platform-Intermediary can Increase Crowdsourcees' Engagement. Business and Information Systems Engineering, 2019, 61, 433-450.	4.0	11
413	Stimulating innovation by user feedback on social media: The case of an online user innovation community. Technological Forecasting and Social Change, 2019, 144, 295-302.	6.2	59
414	Open or proprietary? Choosing the right crowdsourcing platform for innovation. Technological Forecasting and Social Change, 2019, 144, 303-310.	6.2	38
415	How Does Online Interaction Affect Idea Quality? The Effect of Feedback in Firmâ€Internal Idea Competitions. Journal of Product Innovation Management, 2019, 36, 24-40.	5.2	62
416	Not Just for Money. Crowdfunding a New Tool of Open Innovation to Support the Agro-Food Sector. Evidences on the Italian Market. Journal of Agricultural and Food Industrial Organization, 2019, 17, .	0.9	5
417	Open innovation and the effects of Crowdsourcing in a pharma ecosystem. Journal of Innovation & Knowledge, 2019, 4, 240-247.	7.3	27
418	Smart manufacturing based on cyber-physical systems and beyond. Journal of Intelligent Manufacturing, 2019, 30, 2805-2817.	4.4	173
419	Idea Selection in Webâ€Enabled Ideation Systems. Journal of Product Innovation Management, 2019, 36, 5-23.	5.2	50
420	Straight from the Source? Media Framing of Creative Crowd Labor and Resultant Ethical Concerns. Journal of Business Ethics, 2019, 154, 575-585.	3.7	3
421	Moving towards smart cities: Solutions that lead to the Smart City Transformation Framework. Technological Forecasting and Social Change, 2020, 153, 119281.	6.2	223
422	Using the crowd for business model innovation: the case of Digikala. R and D Management, 2020, 50, 3-17.	3.0	7
423	Submission quality in open innovation contests ―an analysis of individualâ€level determinants of idea innovativeness. R and D Management, 2020, 50, 47-62.	3.0	25
424	There's More Than One Perspective to Take Into Account for Successful Customer Integration Into Radical New Product Innovation: A Framework and Research Agenda. IEEE Transactions on Engineering Management, 2020, 67, 813-829.	2.4	22
425	Customer participation, and green product innovation in SMEs: The mediating role of opportunity recognition and exploitation. Journal of Business Research, 2020, 119, 151-162.	5.8	94
426	Dynamics of Lending-Based Prosocial Crowdfunding: Using a Social Responsibility Lens. Journal of Business Ethics, 2020, 161, 169-185.	3.7	71
427	Social media-based innovation: A review of trends and a research agenda. Information and Management, 2020, 57, 103196.	3.6	20
428	Integrated innovative product design and supply chain tactical planning within a blockchain platform. International Journal of Production Research, 2020, 58, 2242-2262.	4.9	76

#	Article	IF	CITATIONS
429	Green, social and profitable - the role of front end of innovation decision making in achieving more sustainable new products. , 2020, , 305-319.		3
430	Can cooperation drive the success of suppliers in B2B crowdsourcing innovation projects? A large scale data perspective. Industrial Marketing Management, 2020, 90, 570-580.	3.7	13
431	A Framework for Digital Marketing Research: Investigating the Four Cultural Eras of Digital Marketing. Journal of Interactive Marketing, 2020, 49, 1-19.	4.3	60
432	A Theoretical and Empirical Investigation of Feedback in Ideation Contests. Production and Operations Management, 2020, 29, 481-500.	2.1	29
433	Active backers, product commercialisation and product quality after a crowdfunding campaign: A comparison between first-time and repeated entrepreneurs. International Small Business Journal, 2020, 38, 111-134.	2.9	22
434	The division of innovative labour: when does customer codevelopment contribute to firm innovation performance?. Technology Analysis and Strategic Management, 2020, 32, 653-665.	2.0	6
435	Information Technology (IT) enabled crowdsourcing: A conceptual framework. Information Processing and Management, 2020, 57, 102135.	5.4	38
436	IT'S ALL IN THE MIX: HOW USER-DESIGNED PRODUCTS AND COMPANY-DESIGNED PRODUCTS CAN PEACEFULLY COEXIST. International Journal of Innovation Management, 2020, 24, 2050067.	0.7	0
437	Consumer responses to pictures of co-creating consumers in marketing communications. Journal of Consumer Marketing, 2020, 37, 775-784.	1.2	2
438	Crowdsourcing: a systematic review of the literature using text mining. Industrial Management and Data Systems, 2020, 120, 2041-2065.	2.2	16
439	Customer Satisfaction: Role of Customer Service, Innovation, and Price in the Laundry Industry in Ghana. Journal of African Business, 2022, 23, 146-164.	1.3	4
440	Leveraging online customer reviews in new product development: a differential game approach. Annals of Operations Research, 2023, 329, 401-424.	2.6	4
441	Online Community Value Co-creation. Online Information Review, 2020, 44, 645-669.	2.2	11
442	Innovation Research Themes for Our Changing Environment: Insights from the 2019 PDMA Doctoral Consortium. Journal of Product Innovation Management, 2020, 37, 126-137.	5.2	9
443	A Bayesian Best-Worst Method-Based Multicriteria Competence Analysis of Crowdsourcing Delivery Personnel. Complexity, 2020, 2020, 1-17.	0.9	14
444	Improving the effectiveness of social media-based crowdsourcing innovations: roles of assurance mechanism and innovator's behaviour. Industrial Management and Data Systems, 2020, 121, 478-497.	2.2	11
445	Two Modern Aspects of Intangible Assets – Protection on Blockchain and Funding through ICO. , 2020, , 287-303.		2
446	Reviewing the Field of External Knowledge Search for Innovation: Theoretical Underpinnings and Future (Reâ€)search Directions. Journal of Product Innovation Management, 2020, 37, 405-430.	5.2	45

#	Article	IF	CITATIONS
447	The Open Innovation in Science research field: a collaborative conceptualisation approach. Industry and Innovation, 2022, 29, 136-185.	1.7	79
448	Chaos and creativity in dynamic idea evaluation: Theorizing the organization of problemâ€based portfolios. Creativity and Innovation Management, 2020, 29, 566-580.	1.9	7
449	A Scientometric Exploration of Crowdsourcing: Research Clusters and Applications. IEEE Transactions on Engineering Management, 2022, 69, 3023-3037.	2.4	7
450	Pro-socially motivated interaction for knowledge integration in crowd-based open innovation. Journal of Knowledge Management, 2020, 24, 2127-2147.	3.2	19
451	Social media and sensemaking patterns in new product development: demystifying the customer sentiment. Annals of Operations Research, 2022, 308, 145-175.	2.6	29
452	Digital Platforms of Work and the Crafting of Career Path: The Crowdworkers' Perspective. Information Systems Frontiers, 2022, 24, 441-457.	4.1	23
453	A Novel Framework for Identifying Customers' Unmet Needs on Online Social Media Using Context Tree. Applied Sciences (Switzerland), 2020, 10, 8473.	1.3	2
454	Influential Factors and the Realization Mechanism of Sustainable Information-Sharing in Virtual Communities from a Knowledge Fermenting Perspective. SAGE Open, 2020, 10, 215824402097400.	0.8	1
455	Capacity of open innovation activities in fostering product and process innovation in manufacturing SMEs. Review of Managerial Science, 2021, 15, 2137-2164.	4.3	23
456	Engaging Stakeholders of Crowdsourced Work. Journal of Electronic Commerce in Organizations, 2020, 18, 38-52.	0.6	3
457	The dynamics of innovation contest experience: An integrated framework from the customer's perspective. Journal of Business Research, 2020, 117, 29-43.	5.8	8
458	Does the source of external knowledge matter? Examining the role of customer co-creation and partner sourcing in knowledge creation and innovation. Information and Management, 2020, 57, 103325.	3.6	36
459	The relational governance antecedents and loyalty consequence of service quality in crowdsourcing: The moderating role of crowdsourcing experience. Telematics and Informatics, 2020, 55, 101453.	3.5	7
460	Information Display of User-Generated Products and Regulatory Focus Theory:. Japan Marketing Review, 2020, 1, 40-47.	0.0	1
461	Examining trust in consumers as new food co-creators: Does the communicator matter?. Food Quality and Preference, 2020, 86, 104004.	2.3	9
462	Civic Crowdfunding for Social Work Research: Opportunities, Challenges and Strategies. British Journal of Social Work, 2021, 51, 2782-2801.	0.9	4
463	The Ideator and the Idea: Exploring Wearable Technology Concepts and Their Sources. Fashion Practice, 2020, 12, 102-125.	0.4	1
464	Visitor-Sensing: Involving the Crowd in Cultural Heritage Organizations. Sustainability, 2020, 12, 1445.	1.6	32

#	Article	IF	CITATIONS
465	The value of online user generated content in product development. Journal of Business Research, 2020, 112, 136-146.	5.8	35
466	ls maximising creativity good? The importance of elaboration and internal confidence in producing creative ideas. Knowledge Management Research and Practice, 2022, 20, 776-791.	2.7	7
467	An exploratory study on computer-aided affective product design based on crowdsourcing. Journal of Ambient Intelligence and Humanized Computing, 2020, 11, 5115-5127.	3.3	2
468	Aligning regional and business strategies: Looking inside the Basque Country entrepreneurial innovation ecosystem. Thunderbird International Business Review, 2020, 62, 607-621.	0.9	8
469	Crowdsourcing as a strategic IS sourcing phenomenon: Critical review and insights for future research. Journal of Strategic Information Systems, 2020, 29, 101593.	3.3	36
470	Venture Investors' Monitoring and Product Innovation Performance in Serial Crowdfunding Projects: An Empirical Test. Chinese Economy, 2020, 53, 300-314.	1.1	7
471	Priorities of Urban Transport System Stakeholders According to Crowd Logistics Solutions in City Areas. A Sustainability Perspective. Sustainability, 2020, 12, 317.	1.6	22
472	Does applying design thinking result in better new product concepts than a traditional innovation approach? An experimental comparison study. European Management Journal, 2020, 38, 661-671.	3.1	44
473	Utilizing crowdsourcing and machine learning in education: Literature review. Education and Information Technologies, 2020, 25, 2971-2986.	3.5	35
474	A service ecosystem perspective on the diffusion of sustainability-oriented user innovations. Journal of Business Research, 2020, 116, 552-560.	5.8	54
475	Quality Inference Based Task Assignment in Mobile Crowdsensing. IEEE Transactions on Knowledge and Data Engineering, 2021, 33, 3410-3423.	4.0	26
476	Analysis of Enterprise Sustainable Crowdsourcing Incentive Mechanism Based on Principal-Agent Model. Sustainability, 2020, 12, 3238.	1.6	9
477	Co-creating brand image and reputation through stakeholder's social network. Journal of Business Research, 2020, 114, 42-59.	5.8	37
478	PSSCC: Provably secure communication framework for crowdsourced industrial Internet of Things environments. Software - Practice and Experience, 2022, 52, 744-755.	2.5	8
479	Avoiding food becoming waste in households – The role of packaging in consumers' practices across different food categories. Journal of Cleaner Production, 2020, 265, 121775.	4.6	55
480	Citizen science and sustainability transitions. Research Policy, 2020, 49, 103978.	3.3	117
481	Making more in crowdsourcing contests: a choice model of idea generation and feedback type. Journal of Marketing Communications, 2021, 27, 607-630.	2.7	5
482	"WHAT'S THE POINT OF THE TASK?―EXPLORING THE INFLUENCE OF TASK MEANING ON CREATIVITY IN CROWDSOURCING. International Journal of Innovation Management, 2021, 25, 2150007.	0.7	4

#	Article	IF	CITATIONS
483	New Product Development During the Last Ten Years: The Ongoing Debate and Future Avenues. IEEE Transactions on Engineering Management, 2021, 68, 330-344.	2.4	82
484	Crowdfunding digital platforms: Backer networks and their impact on project outcomes. Social Networks, 2021, 64, 158-172.	1.3	14
485	The Digital Transformation of Search and Recombination in the Innovation Function: Tensions and an Integrative Framework*. Journal of Product Innovation Management, 2021, 38, 90-113.	5.2	104
486	Big Data for Creating and Capturing Value in the Digitalized Environment: Unpacking the Effects of Volume, Variety, and Veracity on Firm Performance*. Journal of Product Innovation Management, 2021, 38, 49-67.	5.2	149
487	Kickstart my market: exploring an alternative method of raising capital in a new media sector. Journal of Media Business Studies, 2021, 18, 155-178.	1.0	5
488	When does coopetition affect price unfairness perception? The roles of market structure and innovation. Journal of Business and Industrial Marketing, 2021, 36, 209-229.	1.8	6
489	Organisational barriers and bridges to crowd openness in equity crowdfunding. Technological Forecasting and Social Change, 2021, 162, 120388.	6.2	12
490	Multi-source information fusion and deep-learning-based characteristics measurement for exploring the effects of peer engagement on stock price synchronicity. Information Fusion, 2021, 69, 1-21.	11.7	24
491	Optimal two-stage elimination contests for crowdsourcing. Transportation Research, Part E: Logistics and Transportation Review, 2021, 145, 102156.	3.7	6
492	A bricolage perspective on democratising innovation: The case of 3D printing in makerspaces. Technological Forecasting and Social Change, 2021, 163, 120453.	6.2	32
493	Consumers' Preference for User-Designed Versus Designer-Designed Products: The Moderating Role of Power Distance Belief. Journal of Marketing Research, 2021, 58, 163-181.	3.0	29
494	Integrating Home and Work: How the Work Environment Enhances Household-Sector Innovations. Research Policy, 2021, 50, 104139.	3.3	4
495	What Feedback Matters? The Role of Experience in Motivating Crowdsourcing Innovation. Production and Operations Management, 2021, 30, 103-126.	2.1	45
496	Determinants of idea sharing in crowdsourcing: evidence from the automotive industry. R and D Management, 2021, 51, 101-113.	3.0	12
497	Role of Feedback on Innovative Outcomes: Moderating Role of Resource-Constrained Environments. IEEE Transactions on Engineering Management, 2021, 68, 685-698.	2.4	3
498	EFFICACIOUSLY SMUGGLING IDEAS: UNTANGLING THE RELATIONSHIP BETWEEN ENTREPRENEURIAL SELF-EFFICACY, CREATIVE BOOTLEGGING AND EMBEDDED LEAD USERS. International Journal of Innovation Management, 2021, 25, 2150032.	0.7	8
499	Work functions shaping the ability to innovate: insights from the case of the safety engineer. Cognition, Technology and Work, 2021, 23, 143-159.	1.7	2
500	Internal idea contests: Work environment perceptions and the moderating role of power distance. Journal of Innovation & Knowledge, 2021, 6, 1-10.	7.3	28

#	Article	IF	CITATIONS
501	Crowdsourcing als neuartige Form der Arbeitsorganisation und des Innovierens. , 2021, , 827-840.		0
502	Communicating new product development openness – The impact on consumer perceptions and intentions. European Management Journal, 2021, 39, 802-815.	3.1	3
503	Social mechanisms in crowdsourcing contests: a literature review. Behaviour and Information Technology, 2022, 41, 1080-1114.	2.5	7
505	The Use of Crowdsourcing as a Business Strategy. Transactions on Computational Science and Computational Intelligence, 2021, , 971-984.	0.3	0
506	https://www.puntoorginternationaljournal.org/index.php/PIJ/article/view/90. PuntOorg International Journal, 2021, 6, 37-48.	0.0	0
507	Geography of Supply Chain 4.0 and Trade Policy. Accounting, Finance, Sustainability, Governance & Fraud, 2021, , 121-135.	0.2	0
508	Identifying and determining crowdsourcing service strategies: An empirical study on a crowdsourcing platform in China. Journal of Industrial and Management Optimization, 2022, 18, 1809.	0.8	4
509	A Model Proposal for Local Governments to Increase Citizen Involvement in the Age of Information Society and E-Government. Advances in Public Policy and Administration, 2021, , 172-190.	0.1	1
510	eLancing the Future Work Model. Advances in Logistics, Operations, and Management Science Book Series, 2021, , 1313-1327.	0.3	2
511	Crowds, Citizens, and Science: A Multi-Dimensional Framework and Agenda for Future Research. SSRN Electronic Journal, 0, , .	0.4	0
512	Impacts of Seeker Exemplars on Quantitative Ideation Outcomes in Crowdsourcing Contests. SSRN Electronic Journal, 0, , .	0.4	0
513	The adoption of inbound open innovation practices in developing countries: empirical evidence from the manufacturing sector. European Journal of Innovation Management, 2022, 25, 774-790.	2.4	7
514	The effectiveness of using crowdsourcing for improving information services: an action research approach. Library Hi Tech, 2022, 40, 1658-1670.	3.7	4
515	The role of crowdsourcing in product design: The moderating effect of user expertise and network connectivity. Technology in Society, 2021, 64, 101496.	4.8	21
516	Creative industries project financing through crowdfunding: the roles of fund target & backers. Creative Industries Journal, 2022, 15, 79-96.	1.1	2
517	Head in the clouds? Cannabis users' creativity in new venture ideation depends on their entrepreneurial passion and experience. Journal of Business Venturing, 2021, 36, 106088.	4.0	21
518	Die Netzwerkebenen von Genossenschaften als Innovationsraum – am Beispiel der BÄKO Ã−sterreich. Zeitschrift Für Das Gesamte Genossenschaftswesen, 2021, 71, 38-57.	0.1	0
519	Research on Incentive Strategy of Crowdsourcing Prize Quantity Based on MOA theory. , 2021, , .		Ο

#	Article	IF	CITATIONS
520	Motivations for User Participation in Co-Creation Communities Involving Companies. Japan Marketing Journal, 2021, 40, 58-65.	0.1	0
521	Living Labs and user engagement for innovation and sustainability. Journal of Cleaner Production, 2021, 289, 125721.	4.6	52
522	Creating value by giving away: A typology of different innovation revealing strategies. Journal of Business Research, 2021, 127, 137-150.	5.8	8
523	Citizen sensors for smart city planning and traffic management: crowdsourcing geospatial data through smartphones in Jeddah, Saudi Arabia. Geo Journal, 2022, 87, 3149-3168.	1.7	10
524	The boundary of crowdsourcing in the domain of creativity✰. Technological Forecasting and Social Change, 2021, 165, 120530.	6.2	7
525	Implementing digitally enabled collaborative innovation: A case study of online and offline interaction in the German automotive industry. Creativity and Innovation Management, 2021, 30, 368-383.	1.9	9
526	Factors influencing bid-winning performance in mixed crowdsourcing: The persuasive effect of credible information sources. Technology in Society, 2021, 65, 101539.	4.8	0
527	Customer participation in new product development: an Industry 4.0 perspective. European Journal of Innovation Management, 2022, 25, 637-655.	2.4	15
528	Measuring the Impact of Crowdsourcing Features on Mobile App User Engagement and Retention: A Randomized Field Experiment. Management Science, 2022, 68, 1297-1329.	2.4	18
529	Employee behaviours beyond innovators in internal crowdsourcing: What do employees do in internal crowdsourcing, if not innovating, and why?. Creativity and Innovation Management, 2021, 30, 542-562.	1.9	6
530	Strategic intent as a contingency of the relationship between external knowledge and firm innovation. Technovation, 2021, 104, 102260.	4.2	12
531	The effects of cluster collaboration and the utilization of big data on business performance: A research based on the expansion of open innovation and social capital. African Journal of Science, Technology, Innovation and Development, 2022, 14, 1032-1049.	0.8	7
532	Innovation in the digital economy: a broader view of its scope, antecedents, and consequences. Journal of the Academy of Marketing Science, 2021, 49, 627-631.	7.2	31
533	Analyzing the impact of social capital on US based Kickstarter projects outcome. Heliyon, 2021, 7, e07425.	1.4	2
534	Cross-cutting best practices for new product development (NPD) in turbulent environments: the effects of integration and co-creation. Innovation & Management Review, 2022, 19, 106-122.	1.1	3
535	Crowdsourcing and open innovation: a systematic literature review, an integrated framework and a research agenda. Review of Managerial Science, 2022, 16, 1269-1310.	4.3	30
536	The more, the better? The effect of feedback and user's past successes on idea implementation in open innovation communities. Journal of the Association for Information Science and Technology, 0, , .	1.5	9
537	MODELING AND PRODUCTIVITY PREDICTION OF THE COMPANIES-INTERNAL CROWDSOURCING-BASED IDEATION. Proceedings of the Design Society, 2021, 1, 2147-2156.	0.5	0

#	Article	IF	Citations
538	Crowdsourcing Ideas Using Product Prototypes: The Joint Effect of Prototype Enhancement and the Product Design Goal on Idea Novelty. Management Science, 2022, 68, 3008-3025.	2.4	11
539	Application of Artificial Intelligence in New Product Development: Innovative Cases of Crowdsourcing. Lecture Notes in Networks and Systems, 2022, , 57-63.	0.5	0
540	Customer Nontransactional Value Cocreation in an Online Hotel Brand Community: Driving Motivation, Engagement Behavior, and Value Beneficiary. Journal of Travel Research, 2022, 61, 1088-1104.	5.8	24
541	Leadership in innovation communities: The impact of transformational leadership language on member participation. Journal of Product Innovation Management, 2022, 39, 371-393.	5.2	12
542	Innovative users' diffusion channel selection: effects of lead userness and tacit need knowledge. Innovation: Management, Policy and Practice, 2022, 24, 459-491.	2.6	0
543	Strategic change and innovation reputation: Opening up the innovation process. Journal of Business Research, 2021, 132, 249-259.	5.8	9
544	The Impact of Cooperation in Innovation Contests: Poison Pill, Placebo, or Tonic?. Proceedings - Academy of Management, 2021, 2021, 15971.	0.0	0
545	Equity crowdfunding platforms and social media: a Twitter analysis. International Journal of Entrepreneurial Behaviour and Research, 2022, 28, 1206-1221.	2.3	15
546	Managing internal and external crowdsourcing: An investigation of emerging challenges in the context of a less experienced firm. Technovation, 2021, 106, 102290.	4.2	8
547	Business practices of highly innovative Japanese firms. Asia Pacific Management Review, 2022, 27, 155-162.	2.6	13
548	The double-edged sword of intricate idea enactment in product development. Journal of Business Research, 2021, 132, 392-402.	5.8	1
549	Examining the antecedents of idea contribution in online innovation communities: A perspective of creative self-efficacy. Technology in Society, 2021, 66, 101644.	4.8	20
550	Does crowdsourcing lead to better product design: the moderation of network connectivity. Journal of Business and Industrial Marketing, 2022, 37, 594-611.	1.8	5
551	Is self-knowledge the ultimate prize? A quantitative analysis of participation choice in online ideation crowdsourcing contests. Journal of Retailing and Consumer Services, 2021, 62, 102644.	5.3	8
552	Does Crowdsourcing as Part of User-Driven Innovation Activity Affect Its Results? An Empirical Analysis of R&D Departments in Poland. Energies, 2021, 14, 5809.	1.6	7
553	"Misalignments between users and designers as source of inspiration: A novel hybrid method for physical new product development― Technovation, 2022, 111, 102391.	4.2	6
554	Crowds, citizens, and science: a multi-dimensional framework and agenda for future research. Industry and Innovation, 2022, 29, 251-284.	1.7	19
555	Which effort pays off? Analyzing ideators' behavioral patterns on corporate ideation platforms. Journal of Product Innovation Management, 2022, 39, 419-444.	5.2	10

#	Article	IF	CITATIONS
556	Disentangling the collective motivations for user innovation in a 3D printing community. Technovation, 2022, 111, 102387.	4.2	8
557	Determinantes de la Sobrefinanciación en el Crowdfunding de Recompensas. Estudios De Economia Aplicada (discontinued), 2021, 39, .	0.2	Ο
558	Knowledge diversity and team creativity: How hobbyists beat professional designers in creating novel board games. Research Policy, 2021, 50, 104174.	3.3	24
559	Crowd modelling: aggregating non-expert views as a method for theorizing. International Journal of Crowd Science, 2021, ahead-of-print, .	1.1	0
560	Are Entrepreneurial Capabilities and Prior Knowledge the Silver Bullet for the Generation of New Digital Venture Ideas in a Digital Context?. Journal of Global Information Management, 2021, 29, 1-17.	1.4	15
561	Aggregate modeling and equilibrium analysis of the crowdsourcing market for autonomous vehicles. Transportation Research Part C: Emerging Technologies, 2021, 132, 103362.	3.9	3
562	Getting on board with new ideas: An analysis of idea commitments on a crowdsourcing platform. Research Policy, 2021, 50, 104320.	3.3	12
563	Do they see the signs? Organizational response behavior to customer complaint messages. Journal of Business Research, 2021, 137, 116-127.	5.8	9
564	Identifying new innovative services using M&A data: An integrated approach of data-driven morphological analysis. Technological Forecasting and Social Change, 2022, 174, 121197.	6.2	8
565	Balancing openness and control to improve the performance of crowdsourcing contests for product innovation: A configurational perspective. Technological Forecasting and Social Change, 2022, 174, 121194.	6.2	2
566	The Landscape of Social Commerce in Indonesia. Advances in Electronic Commerce Series, 2022, , 370-388.	0.2	1
567	Forecasting the Attractiveness of Crowdsourced Ideas Using Natural Language Processing Techniques:. Japan Marketing Journal, 2021, 40, 31-44.	0.1	0
568	Serial Integration, Real Innovation: Roles of Diverse Knowledge and Communicative Participation in Crowdsourcing. , 0, , .		0
571	Crowdsourcing as a Competitive Advantage for New Business Models. , 2014, , 29-37.		9
572	Practice 3: Amplify Creative Associations of Knowledge Fragments. , 2020, , 135-163.		1
573	Crowdfunding – An Innovative Corporate Finance Method and Its Decision-Making Steps. Advances in Intelligent Systems and Computing, 2020, , 544-555.	0.5	4
574	Scoping Review of Crowdsourcing Literature: Insights for IS Research. Progress in IS, 2020, , 361-386.	0.5	2
575	Principles of Human Computer Interaction in Crowdsourcing to Foster Motivation in the Context of Open Innovation. Lecture Notes in Computer Science, 2014, , 585-596.	1.0	5

#	Article	IF	CITATIONS
576	A Study about Designing Reward for Gamified Crowdsourcing System. Lecture Notes in Computer Science, 2014, , 678-687.	1.0	6
577	Protecting Location Privacy in Spatial Crowdsourcing. Lecture Notes in Computer Science, 2015, , 113-124.	1.0	12
578	The Analysis and Presentation of Patents to Support Engineering Design. , 2017, , 209-226.		5
579	Integrated Communication in the Innovation Process—An Approach to Integrated Innovation Communication. , 2017, , 205-225.		6
580	The Link between Inclusive Design and Innovation: Some Key Elements. Lecture Notes in Computer Science, 2013, , 41-50.	1.0	10
581	Online Idea Contests: Identifying Factors for User Retention. Lecture Notes in Computer Science, 2013, , 76-85.	1.0	3
583	Virtuelle Kundenintegration. , 2018, , 1-16.		1
584	How important is alignment of social media use and R&D–Marketing cooperation for innovation success?. Journal of Business Research, 2020, 116, 1-12.	5.8	31
585	Crowdsourcing: A new conceptual view for food safety and quality. Trends in Food Science and Technology, 2017, 66, 63-72.	7.8	20
586	Symbiotic Innovation: Getting the Most Out of Collaboration. , 2013, , 1-31.		9
587	Measuring the Success of Open Innovation. , 2013, , 52-74.		3
588	Influence of customer participation in new product development: the moderating role of social media. International Journal of Productivity and Performance Management, 2021, 70, 2092-2112.	2.2	5
589	Factors Influencing Decisions about Crowdsourcing in the Public Sector: A Literature Review. Acta Universitatis Agriculturae Et Silviculturae Mendelianae Brunensis, 2017, 65, 1997-2005.	0.2	2
590	Predicting Design Performance Utilizing Automated Topic Discovery. Journal of Mechanical Design, Transactions of the ASME, 2020, 142, .	1.7	5
591	Informing Early Design via Crowd-Based Co-Creation. , 2015, , .		2
592	Crowdsourcing Queue Estimations in Situ. , 2016, , .		17
593	Crowdsourcing in China: Exploring the Work Experiences of Solo Crowdworkers and Crowdfarm Workers. , 2020, , .		12
594	In Their Shoes. Proceedings of the ACM on Human-Computer Interaction, 2020, 4, 1-40.	2.5	5

#	Article	IF	CITATIONS
595	A Review of Crowdsourcing Literature Related to the Manufacturing Industry. Journal of Advanced Management Science, 2016, , 224-231.	0.1	11
596	Leveraging Crowd for Collecting and Maintaining Educational Resources for Privacy Learning. DEStech Transactions on Computer Science and Engineering, 2017, , .	0.1	1
597	Leveraging Wisdom of the Crowd for Decision Support. , 2016, , .		20
598	Leveraging Crowdsourcing for Organizational Value Co-Creation. Communications of the Association for Information Systems, 0, 33, .	0.7	9
599	Crowdfunding: The Current State Of Research. International Business and Economics Research Journal, 2015, 14, 407.	0.4	67
600	CROWDSOURCING IN PRODUCT DEVELOPMENT: CURRENT STATE AND FUTURE RESEARCH DIRECTIONS. , 0, , .		12
601	The Diffusion of Consumer-Developed Innovations: Patterns in Finland. SSRN Electronic Journal, 0, , .	0.4	8
602	Fostering Ideation Among Patients: Exaptation of Web-Based Ideation Platforms as Health 2.0 Tools for Virtual Patient Communities. SSRN Electronic Journal, 0, , .	0.4	2
603	Citizen Science and Sustainability Transitions. SSRN Electronic Journal, 0, , .	0.4	4
604	Crowdsourcing as a Strategic is Sourcing Phenomenon: Critical Review and Insights for Future Research. SSRN Electronic Journal, 0, , .	0.4	3
605	Crowdsourcing Contests: Understanding the Effect of Environment and Organization Specific Factors on Sustained Participation. , 2020, , .		2
606	Crowdsourcing als Chance für mittelstädische Unternehmen. ZfKE – Zeitschrift Für KMU Und Entrepreneurship, 2014, 62, 1-29.	0.1	4
607	Using the Power of Social Media Marketing to Build Consumer-Based Brand Equity. Advances in E-Business Research Series, 2014, , 56-77.	0.2	3
608	The Usage of Social Media in New Product Development Process. Advances in Marketing, Customer Relationship Management, and E-services Book Series, 2015, , 120-139.	0.7	5
609	A Semantic Framework for Knowledge Management in Virtual Innovation Factories. International Journal of Information System Modeling and Design, 2013, 4, 70-92.	0.9	14
610	Promoting the Masses' Investment through Crowdfunding Platform: Focusing on Lending based Crowdfunding Platform. The Journal of the Korea Contents Association, 2016, 16, 644-660.	0.0	3
611	The Legitimacy of Crowdfunding: An Institutional Theory Perspective. Proceedings - Academy of Management, 2014, 2014, 10611.	0.0	5
612	Crowdsourcing without profit: The role of seeker motivation and strategies. Proceedings - Academy of Management, 2017, 2017, 14684.	0.0	1

#	Article	IF	CITATIONS
613	Does the Opinion of the Crowd Predict Commercial Success? Evidence from Threadless. Proceedings - Academy of Management, 2018, 2018, 12728.	0.0	3
614	Crowdsourcing vs Design Thinking : Une étude comparative de deux démarches d'innovation externe dans la phase d'idéation. Decisions Marketing, 2016, 83, 123-138.	0.1	10
615	Crowd Participation Pattern in the Phases of a Product Development Process that Utilizes Crowdsourcing. Industrial Engineering and Management Systems, 2012, 11, 266-275.	0.3	23
616	A Quantitative Study of Influencing Factors on Crowd Participation in a Crowdsourcing Project for Consumer Product Design. Industrial Engineering and Management Systems, 2015, 14, 325-334.	0.3	7
617	Cooperation between The Consumer and Firms as A Determinant of Marketing Innovation: Empirical Study of Portuguese Firms. Contemporary Management Research, 2014, 10, 215-232.	1.4	6
618	An Analysis of Organizational-Adoptable and User-favorable Ideas in a Crowdsourcing Community : Focused on MyStarbucksIdea.com. Journal of the Korea Society of IT Services, 2013, 12, 69-81.	0.0	2
620	Motivaciones y barreras en la utilización de estrategias de e-marketing en pymes catalanas y el encaje del consumidor: el caso de la comarca del Alt EmpordÃ. Revista CEA, 2021, 7, e1889.	0.2	2
621	Effectuation Logic and Early Innovation Success: The Moderating Effect of Customer Coâ€creation. British Journal of Management, 2022, 33, 1757-1773.	3.3	3
622	Raw Ideas in the Fuzzy Front End: Verbosity Increases Perceived Creativity. Marketing Science, 0, , .	2.7	3
623	Crowdfunding for Independent Print Media: E-Commerce, Marketing, and Business Development. Sustainability, 2021, 13, 11100.	1.6	6
624	User design as a double-edged sword: exploring perceived self-improvement and uncertainty in purchasing utilitarian products. Journal of Product and Brand Management, 2022, 31, 744-760.	2.6	5
625	Collaboration and the Quality of User Generated Ideas in Online Innovation Communities. SSRN Electronic Journal, 0, , .	0.4	0
626	Design requirements and needs: Pre-CAD considerations. Engineering & Technology Reference, 2012, 1, .	0.1	0
627	What Can We Learn from User Entrepreneurs? Systematic Review, Synthesis, and Propositions. SSRN Electronic Journal, 0, , .	0.4	0
628	Integrated Communication in the Innovation Process: An Approach to Integrated Innovation Communication. , 2013, , 139-160.		0
629	How crowdsourced innovation models evolutionize idea creation. Business + Innovation, 2013, 4, 28-34.	0.7	0
630	Effectiveness of User Involvement for New Service Development : Focusing on Domestic Digital Content Industry. The Journal of the Korea Contents Association, 2013, 13, 493-505.	0.0	1
631	Open Innovation and Service Dominant Logic: Application of Foundational Premises to Innovative Firms. Harvard Deusto Business Research, 2013, 2, .	0.3	2

#	Article	IF	CITATIONS
632	Integrating Customers at the Front End of Innovation. , 2014, , 31-48.		2
634	Une Etude SSmantique Pour Une Exploration Des DDterminants Du Crowdsourcing (A Semantic Study) Tj ETQq1	1,0.7843] 0.4	14 rgBT /Ove
635	All that Glitters is not Gold: Alleged Innovations in Human Computer Interaction. Lecture Notes in Information Systems and Organisation, 2014, , 179-190.	0.4	1
636	Le Crowdsourcing Est Un Processus DDInnovation Pour LLExxcution Des TTches Crratives Et Des TTches Complexes (The Crowdsourcing as a Process of Innovation for the Execution of Creative and) Tj ETQq1 1 0	. 784 314	rg&T /Over <mark>lo</mark>
637	New Capabilities: Can IT Vendors Leverage Crowdsourcing?. Progress in IS, 2014, , 479-500.	0.5	1
638	ç¼2å®3æ™,ã®æf屿" ⁻ æ⁄ã«ãŠãʿã,‹ãf‹ãf¼ã,ºç™ºè¦‹ãŠã,^ã³ãf‹ãf¼ã,ºã¸ã®å⁻¾å¿œ. Japan Marketing Journal, 20	1 4, 134, 54	4-72.
639	New Approaches in Supporting to SMEs Competitiveness. Contributions To Management Science, 2015, , 29-57.	0.4	1
640	Using the Power of Social Media Marketing to Build Consumer-Based Brand Equity. , 2015, , 2135-2156.		1
641	The Crowdsourcing Scheme as an Innovative Management Tool in University Spin-Offs. Advances in Business Strategy and Competitive Advantage Book Series, 2015, , 256-272.	0.2	0
642	Soziale Medien in der empirischen Forschung. , 2015, , 1-19.		0
643	IP Norms in Online Communities: How User-Organized Intellectual Property Regulation Supports Innovation. SSRN Electronic Journal, 0, , .	0.4	0
644	Crowdsourcing Business Model in the Context of Changing Consumer Society. Advances in Information Quality and Management, 2014, , 2878-2886.	0.3	4
645	Value Co-Creation, Social Media, and Marketing 3.0. Advances in Marketing, Customer Relationship Management, and E-services Book Series, 2015, , 99-119.	0.7	2
646	The Effect of New brand's Entry on the Price Strategy of Incumbent Retailers. Asia Marketing Journal, 2015, 17, 73.	0.1	0
647	Kundenintegration im Innovationsprozess als Schlüssel zur Kundenzufriedenheit. , 2016, , 377-409.		0
648	Crowdsourcing Business Model Innovation. Proceedings - Academy of Management, 2016, 2016, 10034.	0.0	2
650	Research on Idea Generation and Selection: Implications for Management of Technology. SSRN Electronic Journal, 0, , .	0.4	1
651	Embracing Open Innovation to Acquire External Ideas and Technologies and to Transfer Internal Ideas and Technologies Outside. SSRN Electronic Journal, 0, , .	0.4	1

		CITATION REPORT		
#	Article		IF	CITATIONS
652	ãf²ãf¼ãf‰ãf¦ãf¼ã,¶ãf¼. Japan Marketing Journal, 2016, 35, 150-168.		0.1	5
654	The Effects of Self-Awareness and Self-Reflective Writing on Online Task Performance. Journal of Cyber Behavior, Psychology and Learning, 2016, 6, 39-55.	International	0.6	Ο
655	Relationship Between Web Based User Innovation Tools and Firms' Innovativeness Üniversitesi Sosyal Bilimler Enstitüsü Dergisi, 2016, 18, .	. Dokuz Eylül	0.2	0
656	Does Social Media Really Help?. International Journal of Online Marketing, 2016, 6, 15	-33.	0.9	1
658	Soziale Medien in der empirischen Forschung. , 2017, , 389-408.			4
660	Video Game Industry and User-Generated Content: A Dynamic Interplay Between Laws Community Norms. SSRN Electronic Journal, 0, , .	and Video Game	0.4	Ο
661	Crowdfunding et qualité de l'information. Réseaux, 2017, nº 205, 23-56.		0.1	4
663	The Future of Entrepreneurship: Crowd-Based Incubation. SSRN Electronic Journal, 0, ,		0.4	0
664	Designing Anonymous Collaboration in Computer-Supported Organizational Participat Notes in Computer Science, 2017, , 90-103.	tion. Lecture	1.0	0
665	The Evolution of Crowdfunding Towards an Impact Investing Logic: The Case of Paulov Project. Journal of Modern Accounting and Auditing, 2017, 13, .	vnia Social	0.1	1
666	Social Media Followers and Organizational Performance. SSRN Electronic Journal, 0, , .		0.4	0
667	Innovazione simbolica e comunità di consumatori. Economia E SocietÀ Regionale, 20	17, , 38-47.	0.2	1
668	Financing and Valuation of Innovations. , 2017, , 215-246.			0
669	å±å‰µå¿—å'ã°ç«¶äº‰å¿—å'ãग1∕4Œãf¦ãf1⁄4ã,¶ãf1⁄4ãf»ã,∰Žãf™ãf1⁄4ã,•ãf§ãf³ã«æ	œ‰åйã∙. Japan Marketing	; J ou rnal, 2	20 07, 36, 24
670	The Influence of Continuing Participation Intention on the Relationship between Self-E and Motivation Factors. Management & Information Systems Review, 2017, 36, 251-2	Determination 71.	0.1	1
671	Innovation by the Numbers. , 2018, , 183-206.			1
672	The Usage of Social Media in New Product Development Process. , 2018, , 246-265.			0
673	An Overview of Crowdsourcing. , 2018, , 8023-8035.			0

#	Article	IF	CITATIONS
675	Adopting Seekerss Solution Exemplars in Ideation Contests: Antecedents and Consequences. SSRN Electronic Journal, 0, , .	0.4	0
676	Co-Creation from a Telecommunication Provider's Perspective. , 2018, , .		0
677	Value of crowdsourcing in the development process of prod-uct innovations. Scientific Journal of the Military University of Land Forces, 2018, 189, 159-170.	0.1	0
678	Crowdsourcing als neuartige Form der Arbeitsorganisation und des Innovierens. , 2019, , 1-14.		0
679	Crowdfunding as an Alternative Method of Raising Capital. Financial Internet Quarterly, 2018, 14, 56-66.	0.3	0
680	Designing with and for the Crowd: A Cognitive Study of Design Processes in NatureNet. , 2019, , 55-73.		0
681	An Overview of Crowdsourcing. Advances in Computer and Electrical Engineering Book Series, 2019, , 1763-1776.	0.2	0
682	L'expert au sein des organisationsÂ: définition et cadrage théorique. , 2020, Vol. XXV, 11-25.	0.5	1
683	The Crowdsourcing Scheme as an Innovative Management Tool in University Spin-Offs. , 2019, , 1319-1335.		0
684	Quality and Acceptance of Crowdsourced Translation of Web Content. , 2019, , 1177-1194.		1
685	The Crowdsourcing Scheme as an Innovative Management Tool in University Spin-Offs. , 2019, , 484-500.		0
686	What Motivates the Crowd?. Advances in Logistics, Operations, and Management Science Book Series, 2019, , 103-133.	0.3	1
687	Piloting Crowdsourcing Platform for Monitoring and Evaluation of Projects. Advances in Logistics, Operations, and Management Science Book Series, 2019, , 199-217.	0.3	0
688	Quality and Acceptance of Crowdsourced Translation of Web Content. , 2019, , 881-897.		0
689	Value-Added Crowdsourcing. Advances in Human Resources Management and Organizational Development Book Series, 2019, , 160-178.	0.2	0
690	Implementation of Social Media Concepts for E-Government. , 2019, , 1071-1091.		30
691	Análise e interpretação de ideias: proposta de um modelo. Perspectivas Em Ciencia Da Informacao, 2019, 24, 54-71.	0.1	0
692	Is Crowdfunding Suitable for Financing German Public Research Organization (PRO) Projects?. FGF Studies in Small Business and Entrepreneurship, 2020, , 309-333.	0.5	6

	CITATION		
#	Article	IF	Citations
693	The Originator Effect of User Ideated Products. Japan Marketing Journal, 2019, 39, 61-67.	0.1	7
694	Potential for the Development of User Innovation by Salespersons in Stores. Japan Marketing Journal, 2019, 39, 49-60.	0.1	2
695	What Is Crowdsourcing for Innovation?. , 2020, , 3-46.		6
696	Practice 2: Crowds Offering a Variety of Types of Knowledge Are More Innovative Than Crowds Suggesting More Ideas. , 2020, , 109-134.		0
697	Produktpolitik. , 2020, , 597-719.		0
698	New Product Opportunity Identification: A Perspective from Inside the Intuitive Phenomenon. Journal of Technology Management and Innovation, 2020, 15, 40-54.	0.5	1
699	Toward Most Valuable City Logistics Initiatives: Crowd Logistics Solutions' Assessment Model. Central European Management Journal, 2020, 28, 38-56.	0.6	4
700	Generating Customer Insights Using the Digital Shadow of the Customer. Lecture Notes in Mechanical Engineering, 2022, , 322-329.	0.3	3
701	Design and Multi-disciplinarity: Co-creation in Practice. Lecture Notes in Educational Technology, 2020, , 63-76.	0.5	0
702	Enhancing quality and innovation performance: the role of supplier communication and knowledge development. Total Quality Management and Business Excellence, 2022, 33, 410-433.	2.4	14
703	Entrepreneurship and Crowdfunding in Lebanon: ABC Model of Attitude. International Business Research, 2020, 14, 119.	0.2	1
704	Virtuelle Kundenintegration. , 2020, , 1055-1070.		0
705	The Role of Constraints in Creative Problem-Solving: Field Experimental Evidence from a Community Crowdsourcing Program in a Consumer Electronics Company. SSRN Electronic Journal, 0, , .	0.4	0
706	Soziale Medien in der empirischen Forschung. Springer Reference Sozialwissenschaften, 2020, , 1-21.	0.2	0
707	The Effects of Self-Awareness and Self-Reflective Writing on Online Task Performance. , 2020, , 1435-1452.		0
708	Co-production in the recruitment of frontline public service employees. Policy and Politics, 2021, 49, 473-491.	1.4	2
709	Grundlagen und Prozess der Marktforschung. , 2020, , 269-352.		0
710	Cocreating Value with Customers: A Case Study of a Technology-Based Startup. Lecture Notes in Computer Science, 2020, , 320-330.	1.0	1

#	Article	IF	CITATIONS
711	Harnessing the "Crowd―and the Rise of "Prosumers―in Filmmaking in India. Advances in Religious and Cultural Studies, 2020, , 350-359.	0.1	0
713	Crowdfunding. Advances in Finance, Accounting, and Economics, 2020, , 259-285.	0.3	2
714	Crowd Innovation: The Philosopher's Stone, a Silver Bullet, or Pandora's Box?. NIM Marketing Intelligence Review, 2020, 12, 10-17.	0.4	1
715	Identifying high quality ideas in the online context: evidence from a meta-analysis. European Journal of Innovation Management, 2021, ahead-of-print, .	2.4	1
716	Lead users as idea supplier in online community platform: How to choose the right ideas to implement?. International Journal of Production Economics, 2022, 244, 108366.	5.1	4
717	Application of journey maps to the development of emergent sustainabilityâ€oriented technologies: Lessons for user involvement in agriculture. Business Strategy and Development, 0, , .	2.2	2
718	Knowing too much? On bias due to domainâ€specific knowledge in internal crowdsourcing for explorative ideas. R and D Management, 0, , .	3.0	2
719	Seeker Exemplars and Quantitative Ideation Outcomes in Crowdsourcing Contests. Information Systems Research, 2022, 33, 265-284.	2.2	8
720	Co-Design of a routine that implements an equity and quality checklist to vulnerable elders on primary care: a living lab approach. Procedia Computer Science, 2022, 196, 517-524.	1.2	1
721	How are social and mass media different in relation to the stock market? A study on topic coverage and predictive value. Information and Management, 2022, 59, 103588.	3.6	11
722	On external knowledge sources and innovation performance: Family versus non-family firms. Technovation, 2022, 114, 102448.	4.2	29
723	A question worth a million: The expert, the crowd, or myself? An investigation of problem solving. Research Policy, 2022, 51, 104453.	3.3	3
724	Un análisis descriptivo del crowdfunding en México. Inquietud Empresarial, 2020, 20, 25-42.	0.1	1
725	Chapitre 11. La co-innovation avec les membresÂ: une nouvelle forme de démocratie participative dans les coopératives. , 2020, , 178-192.		0
726	Integrating Social Media and Traditional Modes of Customer Interaction for New B2B Service Development. Journal of Business-to-Business Marketing, 2021, 28, 321-345.	0.8	4
727	Financing Sustainability in the Arts Sector: The Case of the Art Bonus Public Crowdfunding Campaign in Italy. Sustainability, 2022, 14, 1641.	1.6	3
728	A Model Proposal for Local Governments to Increase Citizen Involvement in the Age of Information Society and E-Government. , 2022, , 344-362.		0
730	Color matching design simulation platform based on collaborative collective intelligence. CCF Transactions on Pervasive Computing and Interaction, 2022, 4, 61-75.	1.7	3

#	Article	IF	CITATIONS
731	The State and Critical Assessment of the Sharing Economy in Europe. , 2022, , 387-403.		1
732	Mapping the Benefits from Innovation Contests. Research Technology Management, 2022, 65, 29-38.	0.6	3
733	Conceptualizing open distributed innovation: A framework for the collaboration of private companies with grassrootsâ€driven open communities. Creativity and Innovation Management, 2022, 31, 340-357.	1.9	6
734	Failed but validated? The effect of market validation on persistence and performance after a crowdfunding failure. Journal of Business Venturing, 2022, 37, 106175.	4.0	10
735	Crowdsourcing research questions in science. Research Policy, 2022, 51, 104491.	3.3	17
736	Towards a solver-aware systems architecting framework: leveraging experts, specialists and the crowd to design innovative complex systems. Design Science, 2022, 8, .	1.1	1
737	Using Machine Learning to Improve Lead Times in the Identification of Emerging Customer Needs. IEEE Access, 2022, 10, 37774-37795.	2.6	6
738	Users Complementing Commercial Products: An Analysis of Contributions by Professional and Hobbyist Users. SSRN Electronic Journal, 0, , .	0.4	0
739	Inhouse-Ideenwettbewerbe $\hat{a} \in \mathcal{W}$ Wie aus Mitarbeitenden Intrapreneure werden. , 2022, , 195-208.		0
740	EFFECTS OF USER COMMUNITY SENSING CAPABILITY IN DIGITAL PRODUCT INNOVATION: EVIDENCE FROM THE VIDEO GAME INDUSTRY. International Journal of Innovation Management, 2022, 26, .	0.7	2
741	Investigating the role of crowdsourcing in improving the quality of production processes: aÂsystematic literature review. TQM Journal, 2022, ahead-of-print, .	2.1	2
742	Lead Users inside the Firm. Japan Marketing Journal, 2022, 41, 71-79.	0.1	0
743	Network creativity: A conceptual lens for inter- and intra-organizational creative processes. Industrial Marketing Management, 2022, 102, 503-513.	3.7	1
744	The effect of cooperative team culture on innovation. Journal of Business Research, 2022, 144, 1256-1271.	5.8	5
745	Designing crowdsolving Ba: A closer look at the features of crowdsolving platforms to manage organizational knowledge. Information and Management, 2022, 59, 103641.	3.6	1
746	Organizing Form, Experimentation, and Performance: Innovation in the Nascent Civilian Drone Industry. Organization Science, 2022, 33, 1645-1674.	3.0	19
747	Design and Evaluation of a Conversational Agent for Facilitating Idea Generation in Organizational Innovation Processes. Information Systems Frontiers, 2022, 24, 771-796.	4.1	4
749	Better together: involving consumers in the ideation, creation and dissemination of transformative value. Journal of Service Management, 2022, ahead-of-print, .	4.4	4

#	Article	IF	CITATIONS
750	Effective creative crowdsourcing: A multiâ€dimensional evaluation framework. Creativity and Innovation Management, 2022, 31, 223-235.	1.9	2
751	Supporting Crowd Workers in Ideation Tasks Through Information Gathering and Reflective Activity. International Journal of Human-Computer Interaction, 0, , 1-14.	3.3	0

752 伿¥å†…ãfªãf¼ãf‰ãf¦ãf¼ã,¶ãf¼ç™ºæ¡`製å"ã®ãf'ãf•ã,©ãf¼ãfžãf³ã,¹è©•価. Japan Marketing Journaþ.2022, , .1

754	Group creativity in the wild: When building on ideas enhances the generation and selection of creative ideas. Creativity and Innovation Management, 2022, 31, 430-446.	1.9	4
755	Political connections, internet use, and firm innovation. Computers in Human Behavior Reports, 2022, 7, 100211.	2.3	2
757	Cognitive sources of liability of foreignness in crowdsourcing creative work. Journal of International Business Studies, 2023, 54, 686-716.	4.6	3
758	Product design, social exclusion, and product preference: The mediating role of psychological ownership and the moderating role of product type. Psychology and Marketing, 2022, 39, 1920-1932.	4.6	6
760	Linking text characteristics of ideas to their popularity in online user innovation communities. Computers in Human Behavior, 2022, 136, 107382.	5.1	4
761	Compliance risks for crowdfunding. A neglected aspect of money laundering, terrorist financing and fraud. Journal of Financial Crime, 2022, ahead-of-print, .	0.7	4
762	Automated identification of different lead users regarding the innovation process. Electronic Markets, 2022, 32, 945-970.	4.4	5
763	Boosting creativity in co-creation with consumers in the fuzzy front-end of new product development: A literature review and organising framework. E-mentor, 2022, 94, 36-47.	0.1	2
764	New Service Scenarios Development through Lead User Involvement. Journal of Digital Contents Society, 2022, 23, 1257-1265.	0.1	0
765	How innovation types affect users' continuous knowledge sharing intention: aÂself-determination perspective. Aslib Journal of Information Management, 2022, 75, 297.	1.3	0
766	Aligning the crowdsourcing type with the problem attributes to improve solution search efficacy. Technovation, 2023, 119, 102613.	4.2	4
767	Innovation contests: attracting new solvers and new highâ \in quality solutions. R and D Management, O, , .	3.0	1
768	Employee Engagement in Quality Improvement and Patient Sociodemographic Characteristics in Federally Qualified Health Centers. Medical Care Research and Review, 2023, 80, 43-52.	1.0	2
769	Does one rotten apple always spoil the barrel? The role of perceptions of empowerment when consumers observe destructive others in online co-creation activities. Journal of Business Research, 2022, 152, 436-446.	5.8	1
770	A Typology of Crowd Configurations Based on Crowd Attributes and Their Impacts on Crowdsourcing Outcomes. IEEE Access, 2022, 10, 88178-88190.	2.6	0

#	Article	IF	CITATIONS
771	Gaming times four: How does customer participation shape consumer brand identification during the new product creation process A conceptual model proposal. Procedia Computer Science, 2022, 204, 370-377.	1.2	0
772	Open Innovation, Crowdsourcing, and Co-creation: Advancing the Service Marketing Activities of Indonesian Small and Medium Enterprises. Studies on Entrepreneurship, Structural Change and Industrial Dynamics, 2022, , 125-143.	0.3	1
773	Innovative Users' Diffusion Channel Selection: Effects of Lead Userness and Tacit Need Knowledge. SSRN Electronic Journal, 0, , .	0.4	0
774	The rise of decentralized autonomous organizations (DAOs): a first empirical glimpse. Venture Capital, 2023, 25, 187-203.	1.1	23
775	Handling customer green pressures: The mediating role of process innovation among exportâ€oriented manufacturing industries. Business Strategy and the Environment, 2023, 32, 2312-2326.	8.5	2
776	How Does Green Supply Chain Management Promote the Success of Crowdfunding Projects? Empirical Research Based on the QCA Method. Sustainability, 2022, 14, 12312.	1.6	2
777	Exploring the impact of innovation guidance on user participation in online communities: A mixed methods investigation of cognitive and affective perspectives. Frontiers in Psychology, 0, 13, .	1.1	1
778	The impact of consumers' status - participant or nonparticipant - on the evaluation of empowerment strategies. Recherche Et Applications En Marketing, 0, , 205157072211188.	0.3	0
779	L'impact du statut participant ou non-participant des consommateurs sur l'évaluation des stratégies d'empowerment. Recherche Et Applications En Marketing, 0, , 076737012211248.	0.2	0
780	How Institutional Logics Shape Fairness in Crowdsourcing: The Case of Threadless. International Journal of Research in Marketing, 2022, , .	2.4	0
781	Addiction-Prone Personality and Creative Cognitive Styles: A Moderated Mediation Model of Novelty Seeking and Depression Tendency. Psychological Reports, 0, , 003329412211372.	0.9	0
782	Crowd inputs in reward-based andÂequity-based crowdfunding: aÂlatent DirichletÂallocation approach on their potential for innovation. European Journal of Innovation Management, 2022, ahead-of-print, .	2.4	2
783	Creative crowdsourcing: understanding participation barriers and levers from a heterogeneous crowd perspective. Journal of Marketing Management, 2023, 39, 585-614.	1.2	0
784	TEAM-BASED INNOVATION CONTESTS FOR CROWDSOURCING: AN EXPLORATORY STUDY ON IDEACONNECTION PLATFORM. International Journal of Innovation Management, 0, , .	0.7	Ο
785	Gravitational Intelligent Decision-Making Model at the Fuzzy Front End with Extrinsic Idea Integration by the K-Means Algorithm. Systems, 2022, 10, 194.	1.2	0
786	Crowdsourcing innovation challenges: How participants react when their ideas are rejected. Creativity and Innovation Management, 2023, 32, 158-173.	1.9	Ο
787	Crowdsourcing a wellspring ofÂvalue co-creation: an integration ofÂsocial capital and organisational learning mechanisms. Kybernetes, 2022, ahead-of-print, .	1.2	1
788	Does customer participation moderate the effects of innovation on cost-based financial performance? An examination of different forms of customer participation. Journal of Business Research, 2023, 156, 113479.	5.8	7

	Сіта	CITATION REPORT	
#	ARTICLE	IF	Citations
789	伿¥å†…ãfªãf¼ãf‰ãf¦ãf¼ã,¶ãf¼ã«ã,ˆã,<ã,₿fŽãf™ãf¼ã,•ãf§ãf³. Japan Marketing Review, 2022,	,. 0.0	0
790	Is customer involvement always beneficial for R&D efficiency? The difference between highâ€ŧech and lowâ€ŧech industries. Managerial and Decision Economics, 0, , .	1.3	3
791	Co-Creation als Ansatz für ein kundenzentriertes Marketing. , 2023, , 297-349.		0
792	The Opportunists in Innovation Contests. Research Technology Management, 2023, 66, 30-40.	0.6	0
793	Soziale Medien in der empirischen Forschung. , 2022, , 167-187.		0
794	Urban infrastructure patching: Citizen-led solutions to infrastructure ruptures. Urban Studies, 2023, 60, 1932-1948.	2.2	1
795	Customer Empowerment, Customer Retention, and Performance of Firms. Advances in Marketing, Customer Relationship Management, and E-services Book Series, 2023, , 112-132.	0.7	0
796	Involving online community customers in product innovation: The double-edged sword effect. Technovation, 2023, 123, 102687.	4.2	3
797	Does crowdsourcing necessarily lead to brand engagement? The role of crowdsourcing cues and relationship norms on customer-brand relationships. Journal of Product and Brand Management, 2023, 32, 988-1004.	2.6	6
798	Where are your ideas going? IdeaÂadoption in online user innovation communities. European Journal of Innovation Management, 2023, ahead-of-print, .	2.4	1
799	Equilibrium analysis of multi-parties of interest conflicts and game in the operation of smart city PPP projects. Economic Change and Restructuring, 0, , .	2.5	0
800	Monetary rewards and self-selection in design crowdsourcing contests: Managing participation, contribution appropriateness, and winning trade-offs. Technological Forecasting and Social Change, 2023, 191, 122447.	6.2	3
801	The effect of lead investors' trustworthiness on funding performance: The moderating effect of investment-specific human capital. Technology in Society, 2023, 73, 102222.	4.8	3
802	Assessing the notion of art as a product: entrepreneurial marketing insights from the visual arts. Journal of Research in Marketing and Entrepreneurship, 2023, 25, 410-430.	0.7	0
803	Does constructive feedback improve idea quality in idea contests? Exploring the role of hierarchy and feedback overlap. R and D Management, 2023, 53, 345-363.	3.0	1
804	The role of feedback source and valence in crowdsourced idea innovation. Behaviour and Information Technology, 2024, 43, 458-474.	2.5	2
805	Influence of Narrative Strategies on Fundraising Outcome: An Exploratory Study of Online Medical Crowdfunding. Journal of Social Computing, 2022, 3, 303-321.	1.5	1
806	The more the better? The role of stakeholder information processing in complex urban innovation projects for green transformation. International Journal of Project Management, 2023, 41, 102466.	2.7	4

~			-	
C	ITAT	ION	Repc)RT

#	Article	IF	CITATIONS
807	The role of rating feedback and its implications for solver submission behavior in crowdsourcing contests. Information and Management, 2023, 60, 103790.	3.6	0
808	Assessing the Feasibility of Practical Cradle to Cradle in Sustainable Conceptual Product Design. Sustainability, 2023, 15, 6755.	1.6	0
809	Blinded by the person? Experimental evidence from idea evaluation. Strategic Management Journal, O, , .	4.7	4
810	Governing crowdsourcing for unconstrained innovation problems. Strategic Management Journal, 2023, 44, 2783-2817.	4.7	3
811	The Effects of Dynamic Strategy and Updating Network Structure Towards Customer Participation Innovation Performance. Journal of the Knowledge Economy, 0, , .	2.7	1
819	Co-Creation im PrivatkundengeschÇ von Finanzinstituten. , 2023, , 409-480.		0
842	Crowdfunding in Ukraine: Problems and Prospects for the Development of an Alternative Way of Financing Science. , 2023, , .		0
848	Digital. , 2023, , 71-86.		0