

# Ben Light

## List of Publications by Year in descending order

Source: <https://exaly.com/author-pdf/2413028/publications.pdf>

Version: 2024-02-01

47  
papers

1,599  
citations

394421

19  
h-index

345221

36  
g-index

47  
all docs

47  
docs citations

47  
times ranked

910  
citing authors

#	ARTICLE	IF	CITATIONS
1	The walkthrough method: An approach to the study of apps. <i>New Media and Society</i> , 2018, 20, 881-900.	5.0	387
2	A stage maturity model for enterprise resource planning systems use. <i>Data Base for Advances in Information Systems</i> , 2001, 32, 34-45.	1.7	105
3	ERP and best of breed: a comparative analysis. <i>Business Process Management Journal</i> , 2001, 7, 216-224.	4.2	92
4	Data cultures of mobile dating and hook-up apps: Emerging issues for critical social science research. <i>Big Data and Society</i> , 2017, 4, 205395171772095.	4.5	92
5	The maintenance implications of the customization of ERP software. <i>Journal of Software: Evolution and Process</i> , 2001, 13, 415-429.	1.1	86
6	Ethics and social networking sites: a disclosive analysis of Facebook. <i>Information Technology and People</i> , 2010, 23, 290-311.	3.2	84
7	Disconnecting with Social Networking Sites. , 2014, , .		75
8	Strategies for the suspension and prevention of connection: Rendering disconnection as socioeconomic lubricant with Facebook. <i>New Media and Society</i> , 2014, 16, 1169-1184.	5.0	67
9	Going beyond "misfit" as a reason for ERP package customisation. <i>Computers in Industry</i> , 2005, 56, 606-619.	9.9	65
10	Reflections on issues of power in packaged software selection. <i>Information Systems Journal</i> , 2006, 16, 215-235.	6.9	58
11	Gay men, Gaydar and the commodification of difference. <i>Information Technology and People</i> , 2008, 21, 300-314.	3.2	49
12	Introducing Masculinity Studies to Information Systems Research: the case of Gaydar. <i>European Journal of Information Systems</i> , 2007, 16, 658-665.	9.2	35
13	Social networking and digital gaming media convergence: Classification and its consequences for appropriation. <i>Information Systems Frontiers</i> , 2008, 10, 447-459.	6.4	32
14	The Dick Pic: Harassment, Curation, and Desire. <i>Social Media and Society</i> , 2019, 5, 205630511982612.	3.0	30
15	Potential pitfalls in packaged software adoption. <i>Communications of the ACM</i> , 2005, 48, 119-121.	4.5	29
16	CRM packaged software: a study of organisational experiences. <i>Business Process Management Journal</i> , 2003, 9, 603-616.	4.2	28
17	Integration in ERP environments: rhetoric, realities and organisational possibilities. <i>New Technology, Work and Employment</i> , 2006, 21, 215-228.	4.0	28
18	A Case Study of a Fast Track SAP R/3 Implementation at Guilbert. <i>Electronic Markets</i> , 1999, 9, 190-193.	8.1	25

#	ARTICLE	IF	CITATIONS
19	â€œConnect and createâ€™: Young people, YouTube and Graffiti communities. <i>Continuum</i> , 2012, 26, 343-355.	0.9	23
20	Making Digital Cultures of Gender and Sexuality With Social Media. <i>Social Media and Society</i> , 2016, 2, 205630511667248.	3.0	20
21	Unpacking User Relations in an Emerging Ubiquitous Computing Environment: Introducing the Bystander. <i>Journal of Information Technology</i> , 2008, 23, 163-175.	3.9	19
22	Is there an app for that? A case study of the potentials and limitations of the participatory turn and networked publics for classical music audience engagement. <i>Information, Communication and Society</i> , 2014, 17, 1072-1085.	4.0	18
23	Locked down apps versus the social media ecology: Why do young people and educators disagree on the best delivery platform for digital sexual health entertainment education?. <i>New Media and Society</i> , 2018, 20, 4571-4589.	5.0	18
24	Locating packaged software in information systems research. <i>European Journal of Information Systems</i> , 2007, 16, 527-530.	9.2	17
25	Secondary user relations in emerging mobile computing environments. <i>European Journal of Information Systems</i> , 2006, 15, 301-306.	9.2	15
26	Going offline: An exploratory cultural artifact analysis of an internet dating site's development trajectories. <i>International Journal of Information Management</i> , 2007, 27, 422-431.	17.5	13
27	The material role of digital media in connecting with, within and beyond museums. <i>Convergence</i> , 2018, 24, 407-423.	2.7	13
28	IT consultants, salesmanship and the challenges of packaged software selection in SMEs. <i>Journal of Enterprise Information Management</i> , 2008, 21, 597-615.	7.5	8
29	A Framework for Understanding Success and Failure in Enterprise Resource Planning System Implementation. , 2003, , 180-195.		7
30	Producing Sexual Cultures and Pseudonymous Publics with Digital Networks. , 2016, , 231-246.		7
31	Focus Issue on Legacy Information Systems and Business Process Change: A Business Perspective of Legacy Information Systems. <i>Communications of the Association for Information Systems</i> , 1999, 2, ,	0.9	6
32	An Orchestral Audience: Classical Music and Continued Patterns of Distinction. <i>Cultural Sociology</i> , 2014, 8, 483-500.	1.3	6
33	Branded app implementation at the London Symphony Orchestra. <i>Arts and the Market</i> , 2016, 6, 2-16.	0.5	6
34	An investigation into resistance practices at an SME consultancy. <i>Journal of Enterprise Information Management</i> , 2009, 22, 119-136.	7.5	6
35	Big Data, Method and the Ethics of Location: A Case Study of a Hookup App for Men Who Have Sex with Men. <i>Social Media and Society</i> , 2018, 4, 205630511876829.	3.0	5
36	The rise of speculative devices: Hooking up with the bots of Ashley Madison. <i>First Monday</i> , 0, , ,	0.6	5

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37	Realizing the Potential of ERP Systems: The Strategic Implications of Implementing an ERP Strategy: The Case of Global Petroleum. <i>Electronic Markets</i> , 1999, 9, 238-241.	8.1	4
38	Imagining the Internet. <i>Information, Communication and Society</i> , 2016, 19, 709-714.	4.0	4
39	Constructing, deconstructing and negotiating the boundaries of digital cultures. <i>Information Technology and People</i> , 2011, 24, .	3.2	3
40	Digitally Mediated Social Networking Practices: A Focus on Connectedness and Disconnectedness. , 2013, , .		2
41	User-Led Innovation in Call Center Knowledge Work. , 2007, , 133-147.		2
42	Contradictions and the Appropriation of ERP Packages. , 2008, , 85-99.		2
43	Users as Developers. <i>Journal of Organizational and End User Computing</i> , 2007, 19, 42-56.	2.9	1
44	Study protocol: responding to the needs of patients with IgA nephropathy, a social media approach. <i>CKJ: Clinical Kidney Journal</i> , 2018, 11, 474-478.	2.9	1
45	An E-Support Firm's Response to Local E-Readiness and the Global E-Business Environment. , 0, , 185-199.		1
46	Digital culture: blurred boundaries and ethical considerations. <i>Journal of Information Communication and Ethics in Society</i> , 2009, 7, .	1.5	0
47	The Social Design of Information Systems. <i>International Federation for Information Processing</i> , 2011, , 287-290.	0.4	0