

Tua A Björklund

List of Publications by Year in descending order

Source: <https://exaly.com/author-pdf/4057800/publications.pdf>

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16
papers

289
citations

1040056

9
h-index

1058476

14
g-index

16
all docs

16
docs citations

16
times ranked

248
citing authors

#	ARTICLE	IF	CITATIONS
1	Expanding entrepreneurial solution spaces in times of crisis: Business model experimentation amongst packaged food and beverage ventures. <i>Journal of Business Venturing Insights</i> , 2020, 14, e00197.	3.4	31
2	Crafters, explorers, innovators, and co-creators: Narratives in designers'™ identity work. <i>Design Studies</i> , 2020, 68, 82-112.	3.1	17
3	Integrating Design into Organizations: The Coevolution of Design Capabilities. <i>California Management Review</i> , 2020, 62, 100-124.	6.3	30
4	Early-Career Engineers'™ Perceptions of Support for Innovation at the Workplace - What Seems to Matter. <i>Proceedings of the Design Society International Conference on Engineering Design</i> , 2019, 1, 1753-1762.	0.6	0
5	Meaningful Moments at Work: Frames Evoked by In-House and Consultancy Designers. <i>Design Journal</i> , 2019, 22, 753-774.	0.8	4
6	Learning across silos: Design Factories as hubs for co'€creation. <i>European Journal of Education</i> , 2019, 54, 552-565.	2.8	9
7	Generating resources through co-evolution of entrepreneurs and ecosystems. <i>Journal of Enterprising Communities</i> , 2016, 10, 477-498.	2.5	26
8	Perceived managerial functions in the front-end phase of innovation. <i>International Journal of Managing Projects in Business</i> , 2016, 9, 414-432.	2.5	2
9	Adapting to the changing needs of managing innovative projects. <i>European Journal of Innovation Management</i> , 2016, 19, 111-132.	4.6	13
10	Developing as a teacher in the fields of science and technology. <i>Teaching in Higher Education</i> , 2014, 19, 685-696.	2.6	4
11	Initial mental representations of design problems: Differences between experts and novices. <i>Design Studies</i> , 2013, 34, 135-160.	3.1	106
12	Understanding idea advancement efforts in innovation through proactive behavior. <i>Journal of Research in Marketing and Entrepreneurship</i> , 2013, 15, 124-142.	1.2	11
13	A Sino-Finnish initiative for experimental teaching practices using the Design Factory pedagogical platform. <i>European Journal of Engineering Education</i> , 2013, 38, 567-577.	2.3	1
14	Foundations for studying creative design practices. , 2011, , .		7
15	Quantitative Evaluation of the Effectiveness of Idea Generation in the Wild. <i>Lecture Notes in Computer Science</i> , 2011, , 120-129.	1.3	10
16	Enhancing creative knowledge'€work: challenges and points of leverage. <i>International Journal of Managing Projects in Business</i> , 2010, 3, 517-525.	2.5	18