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List of Publications by Year
in descending order

Source: https://exaly.com/author-pdf/674658/publications.pdf

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72	3,505	331670	182427
papers	citations	21	51
		h-index	g-index

81	81	81	3917
all docs	docs citations	times ranked	citing authors

#	Article	IF	Citations
1	COVID-19 transforms health care through telemedicine: Evidence from the field. Journal of the American Medical Informatics Association: JAMIA, 2020, 27, 1132-1135.	4.4	994
2	What motivates Wikipedians?. Communications of the ACM, 2007, 50, 60-64.	4.5	426
3	Exploring motivations for contributing to open source initiatives: The roles of contribution context and personal values. Computers in Human Behavior, 2008, 24, 2055-2073.	8.5	257
4	Telemedicine and healthcare disparities: a cohort study in a large healthcare system in New York City during COVID-19. Journal of the American Medical Informatics Association: JAMIA, 2021, 28, 33-41.	4.4	207
5	Scientists@Home: What Drives the Quantity and Quality of Online Citizen Science Participation?. PLoS ONE, 2014, 9, e90375.	2.5	176
6	Information Quality in Wikipedia: The Effects of Group Composition and Task Conflict. Journal of Management Information Systems, 2011, 27, 71-98.	4.3	170
7	Dusting for science. , 2011, , .		97
8	Sources of Volunteer Motivation: Transformational Leadership and Personal Motives Influence Volunteer Outcomes. Nonprofit Management and Leadership, 2013, 24, 181-205.	2.5	75
9	Activating social strategies: Face-to-face interaction in technology-mediated citizen science. Journal of Environmental Management, 2016, 182, 374-384.	7.8	74
10	Fusion of Disruptive Technologies:. European Management Journal, 2006, 24, 174-188.	5.1	66
11	Rational Inattention, Competitive Supply, and Psychometrics*. Quarterly Journal of Economics, 2020, 135, 1681-1724.	8.6	59
12	Volunteer computing. , 2010, , .		50
13	Stay on the Wikipedia task: When taskâ€related disagreements slip into personal and procedural conflicts. Journal of the Association for Information Science and Technology, 2013, 64, 1634-1648.	2.6	46
14	Open Humans: A platform for participant-centered research and personal data exploration. GigaScience, 2019, 8, .	6.4	41
15	Development of a Mechatronics-Based Citizen Science Platform for Aquatic Environmental Monitoring. IEEE/ASME Transactions on Mechatronics, 2014, 19, 1541-1551.	5.8	39
16	Communicating Personal Genomic Information to Non-experts: A New Frontier for Human-Computer Interaction. Foundations and Trends in Human-Computer Interaction, 2017, 11, 1-62.	2.9	38
17	Exploring personality-targeted UI design in online social participation systems. , 2013, , .		37
18	Personality-targeted design. , 2013, , .		37

#	Article	IF	Citations
19	Increasing Patient Engagement in Rehabilitation Exercises Using Computer-Based Citizen Science. PLoS ONE, 2015, 10, e0117013.	2.5	35
20	Increasing citizen science contribution using a virtual peer. Journal of the Association for Information Science and Technology, 2017, 68, 583-593.	2.9	31
21	The Persuasive Power of Algorithmic and Crowdsourced Advice. Journal of Management Information Systems, 2018, 35, 1092-1120.	4.3	29
22	Motivation to share knowledge using wiki technology and the moderating effect of role perceptions. Journal of the Association for Information Science and Technology, 2016, 67, 2362-2378.	2.9	28
23	On the "How" and "Why" of Emergent Role Behaviors in Wikipedia. , 2017, , .		28
24	Open source content contributorsâ€™ response to free-riding: The effect of personality and context. Computers in Human Behavior, 2008, 24, 2848-2861.	8.5	27
25	Technology-mediated contributions. , 2012, , .		27
26	Data Visualization for Human Rights Advocacy. Journal of Human Rights Practice, 2016, 8, 171-197.	0.5	27
27	Crowdsourcing Multi-label Audio Annotation Tasks with Citizen Scientists. , 2019, , .		25
28	Can Force Feedback and Science Learning Enhance the Effectiveness of Neuro-Rehabilitation? An Experimental Study on Using a Low-Cost 3D Joystick and a Virtual Visit to a Zoo. PLoS ONE, 2013, 8, e83945.	2.5	25
29	Informing the Design of Direct-to-Consumer Interactive Personal Genomics Reports. Journal of Medical Internet Research, 2015, 17, e146.	4.3	22
30	Informing and Improving Retirement Saving Performance using Behavioral Economics Theory-driven User Interfaces. , 2015, , .		20
31	Personalityzation: UI Personalization, Theoretical Grounding in HCI and Design Research. AIS Transactions on Human-Computer Interaction, 2015, 7, 43-69.	1.5	19
32	A natural user interface to integrate citizen science and physical exercise. PLoS ONE, 2017, 12, e0172587.	2.5	18
33	Using targeted design interventions to encourage extraâ€role crowdsourcing behavior. Journal of the Association for Information Science and Technology, 2016, 67, 483-489.	2.9	16
34	Social signals as design interventions for enhancing citizen science contributions. Information, Communication and Society, 2018, 21, 594-611.	4.0	14
35	Body Size and Behavioural Plasticity Interact to Influence the Performance of Free-Foraging Bumble Bee Colonies. Insects, 2021, 12, 236.	2.2	14
36	Social Annotation Valence: The Impact on Online Informed Consent Beliefs and Behavior. Journal of Medical Internet Research, 2016, 18, e197.	4.3	14

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37	The Effect of Exposure to Social Annotation on Online Informed Consent Beliefs and Behavior. , 2016, , .		12
38	The Role of Social Interactions in Motor Performance: Feasibility Study Toward Enhanced Motivation in Telerehabilitation. Journal of Medical Internet Research, 2019, 21, e12708.	4.3	11
39	Spatial memory training in a citizen science context. Computers in Human Behavior, 2017, 73, 38-46.	8.5	10
40	Investigating the Motivational Paths of Peer Production Newcomers. , 2017, , .		10
41	Social Information as a Means to Enhance Engagement in Citizen Scienceâ€Based Telerehabilitation. Journal of the Association for Information Science and Technology, 2019, 70, 587-595.	2.9	10
42	Ordering creativity? Knowledge, creativity, and idea generation in the advertising industry. International Journal of Product Development, 2006, 3, 252.	0.2	9
43	The Influence of Social Information and Self-expertise on Emergent Task Allocation in Virtual Groups. Frontiers in Ecology and Evolution, 2018, 6, .	2.2	9
44	Motivation-Targeted Personalized UI Design: A Novel Approach to Enhancing Citizen Science Participation. , 2013, , 287-297.		9
45	Influencing Retirement Saving Behavior with Expert Advice and Social Comparison as Persuasive Techniques. Lecture Notes in Computer Science, 2015, , 205-216.	1.3	9
46	Understanding Users Information Needs and Collaborative Sensemaking of Microbiome Data. Proceedings of the ACM on Human-Computer Interaction, 2019, 3, 1-21.	3.3	9
47	HCI for personal genomics. Interactions, 2014, 21, 32-37.	1.0	8
48	Using interactive â€œNutrition labelsâ€•for financial products to assist decision making under uncertainty. Journal of the Association for Information Science and Technology, 2017, 68, 1836-1849.	2.9	8
49	GenomiX. , 2016, , .		7
50	The Impact of Telemedicine on Physiciansâ€™ After-hours Electronic Health Record â€œWork Outside Workâ€• During the COVID-19 Pandemic: Retrospective Cohort Study. JMIR Medical Informatics, 2022, 10, e34826.	2.6	7
51	Measuring the premium on common knowledge in computer-mediated coordination problems. Computers in Human Behavior, 2009, 25, 171-174.	8.5	6
52	Chapter 1 Information Sharing and Social Computing. Advances in Computers, 2009, 76, 1-18.	1.6	6
53	Empowering Investors with Social Annotation When Saving for Retirement. , 2017, , .		6
54	Exploring Genetic Data Across Individuals: Design and Evaluation of a Novel Comparative Report Tool. Journal of Medical Internet Research, 2018, 20, e10297.	4.3	6

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55	Effects of Self-focused Augmented Reality on Health Perceptions During the COVID-19 Pandemic: A Web-Based Between-Subject Experiment. Journal of Medical Internet Research, 2021, 23, e26963.	4.3	5
56	Exploring user contributed information in social computing systems: quantity versus quality. Online Information Review, 2013, 37, 752-770.	3.2	4
57	A Low-Cost Telerehabilitation Paradigm for Bimanual Training. IEEE/ASME Transactions on Mechatronics, 2022, 27, 395-406.	5.8	4
58	The transformation of patient-clinician relationships with AI-based medical advice. Communications of the ACM, 2021, 64, 46-48.	4.5	4
59	Asymmetric Recommendations. , 2015, , .		3
60	A 3D printing approach toward targeted intervention in telerehabilitation. Scientific Reports, 2020, 10, 3694.	3.3	3
61	Data-Driven Classification of Human Movements in Virtual Realityâ€“Based Serious Games: Preclinical Rehabilitation Study in Citizen Science. JMIR Serious Games, 2022, 10, e27597.	3.1	3
62	Good for the Many or Best for the Few?. Proceedings of the ACM on Human-Computer Interaction, 2020, 4, 1-22.	3.3	3
63	â€˜Are They Doing Better In The Clinic Or At Home?â€™: Understanding Cliniciansâ€™ Needs When Visualizing Wearable Sensor Data Used In Remote Gait Assessments For People With Multiple Sclerosis. , 2022, , .		3
64	Understanding information practices of interactive personal genomics users. , 2014, , .		2
65	A Model for Citizen Scientist Contribution in an Image Tagging Task. , 2016, , .		2
66	Eliciting Users' Demand for Interface Features. , 2018, , .		2
67	Preferences and patterns of response to public health advice during the COVID-19 pandemic. Scientific Reports, 2021, 11, 21700.	3.3	2
68	Increasing Patient Engagement in Rehabilitation Through Citizen Science. , 2014, , .		1
69	The gold miner's dilemma: Use of information scent in cooperative and competitive information foraging. Computers in Human Behavior, 2020, 109, 106352.	8.5	1
70	Matching individual attributes with task types in collaborative citizen science. PeerJ Computer Science, 2019, 5, e209.	4.5	1
71	Living in a bubble? Toward a unified bubble theory. International Journal of General Systems, 2008, 37, 627-635.	2.5	0
72	A Robotic Vehicle for Aquatic Environmental Monitoring. , 2015, , .		0