Microcomputer Playfulness: Development of a Measure with Workplace Implications Author(s): Jane Webster and Joseph J. Martocchio Source: MIS Quarterly, Vol. 16, No. 2 (Jun., 1992), pp. 201-226

Academic Metrics	
Number of Citations	1149; <mark>3 (1000+)</mark>
Number of Years since publication	1992 20+years (3)
Perceived quality of the journal/conference	MIS Quarterly; (3)
External grants funding the research (NSF or NIH or DARPA	No (0)
or EU or other private)	
Other disciplines have adopted or are using the idea in the	No (0)
research	
Industry/Practice Metrics	
Patents issued or filed	Yes (1); No (0)
Actual intervention in field or site	Yes (1); No (0)
Use of Research Frameworks or Tools by policy groups,	UNKNOWN
industry groups or government agencies.	
Commercialization of idea into product/service	UNKNOWN
Startups created based on the idea	Yes (1); No (0)
Influence on Society (qualitative or subjective data)	
Benefit of research to scientific community	1 (low); 2 (medium); 3 (high)
Benefit of research to society at large	1 (low); 2 (medium); 3 (high)
Media coverage (Radio, TV, Print, Movie)	Yes (1); No (0)
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Here is one paper (not mine) that I think should be included. It has influenced so much of research studies in IS, HCI, marketing, management and other areas.