

Namkee Park

List of Publications by Year in descending order

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33
papers

2,707
citations

236612

25
h-index

395343

33
g-index

34
all docs

34
docs citations

34
times ranked

2173
citing authors

#	ARTICLE	IF	CITATIONS
1	Virtual reality advertising with brand experiences: the effects of media devices, virtual representation of the self, and self-presence. <i>International Journal of Advertising</i> , 2021, 40, 1096-1114.	4.2	19
2	Use of offensive language in human-artificial intelligence chatbot interaction: The effects of ethical ideology, social competence, and perceived humanlikeness. <i>Computers in Human Behavior</i> , 2021, 121, 106795.	5.1	24
3	Cultural differences in social comparison on Facebook. <i>Behaviour and Information Technology</i> , 2019, 38, 172-183.	2.5	20
4	Private Self-Awareness and Aggression in Computer-Mediated Communication: Abusive User Comments on Online News Articles. <i>International Journal of Human-Computer Interaction</i> , 2019, 35, 1160-1169.	3.3	14
5	I Know My Professor: Teacher Self-Disclosure in Online Education and a Mediating Role of Social Presence. <i>International Journal of Human-Computer Interaction</i> , 2019, 35, 448-455.	3.3	71
6	Effects of mobile instant messenger use on acculturative stress among international students in South Korea. <i>Computers in Human Behavior</i> , 2018, 82, 34-43.	5.1	24
7	Examining intention of digital piracy: an integration of social norms and ethical ideologies. <i>Journal of Information Communication and Ethics in Society</i> , 2018, 16, 157-172.	1.0	4
8	Network Environments and Well-Being: An Examination of Personal Network Structure, Social Capital, and Perceived Social Support. <i>Health Communication</i> , 2018, 33, 22-31.	1.8	80
9	Uses of cellphone texting: An integration of motivations, usage patterns, and psychological outcomes. <i>Computers in Human Behavior</i> , 2016, 62, 712-719.	5.1	28
10	Social comparison on Facebook: Its antecedents and psychological outcomes. <i>Computers in Human Behavior</i> , 2016, 62, 147-154.	5.1	103
11	Linking Cultural Capital With Subjective Well-Being and Social Support. <i>Social Science Computer Review</i> , 2016, 34, 172-196.	2.6	31
12	Effects of ego involvement and social norms on individuals' uploading intention on <sc>W</sc>ikipedia: A comparative study between the <sc>U</sc>nited <sc>S</sc>tates and <sc>S</sc>outh <sc>K</sc>orea. <i>Journal of the Association for Information Science and Technology</i> , 2015, 66, 1494-1506.	1.5	12
13	College Students' Motivations for Facebook Use and Psychological Outcomes. <i>Journal of Broadcasting and Electronic Media</i> , 2014, 58, 601-620.	0.8	89
14	Social networking sites and other media use, acculturation stress, and psychological well-being among East Asian college students in the United States. <i>Computers in Human Behavior</i> , 2014, 36, 138-146.	5.1	96
15	Understanding the acceptance of teleconferencing systems among employees: An extension of the technology acceptance model. <i>Computers in Human Behavior</i> , 2014, 39, 118-127.	5.1	109
16	Factors influencing smartphone use and dependency in South Korea. <i>Computers in Human Behavior</i> , 2013, 29, 1763-1770.	5.1	178
17	Mobile voice communication and loneliness: Cell phone use and the social skills deficit hypothesis. <i>New Media and Society</i> , 2013, 15, 1094-1111.	3.1	69
18	Explaining the Use of Text-Based Communication Media: An Examination of Three Theories of Media Use. <i>Cyberpsychology, Behavior, and Social Networking</i> , 2012, 15, 357-363.	2.1	38

#	ARTICLE	IF	CITATIONS
19	Individuals'™ personal network characteristics and patterns of Facebook use: A social network approach. <i>Computers in Human Behavior</i> , 2012, 28, 1700-1707.	5.1	109
20	Understanding Online Community Participation. <i>Communication Research</i> , 2012, 39, 781-801.	3.9	63
21	Factors influencing intention to upload content on Wikipedia in South Korea: The effects of social norms and individual differences. <i>Computers in Human Behavior</i> , 2012, 28, 898-905.	5.1	26
22	Online environmental community members'™ intention to participate in environmental activities: An application of the theory of planned behavior in the Chinese context. <i>Computers in Human Behavior</i> , 2012, 28, 1298-1306.	5.1	62
23	Effects of self-disclosure on relational intimacy in Facebook. <i>Computers in Human Behavior</i> , 2011, 27, 1974-1983.	5.1	152
24	Intention to upload video content on the internet: The role of social norms and ego-involvement. <i>Computers in Human Behavior</i> , 2011, 27, 1996-2004.	5.1	46
25	Age differences in perceptions of online community participation among non-users: An extension of the Technology Acceptance Model. <i>Computers in Human Behavior</i> , 2010, 26, 1674-1684.	5.1	313
26	Effects of pre-game stories on feelings of presence and evaluation of computer games. <i>International Journal of Human Computer Studies</i> , 2010, 68, 822-833.	3.7	43
27	Adoption and Use of Computer-Based Voice Over Internet Protocol Phone Service: Toward an Integrated Model. <i>Journal of Communication</i> , 2010, 60, 40-72.	2.1	95
28	Strategic misrepresentation in online dating: The effects of gender, self-monitoring, and personality traits. <i>Journal of Social and Personal Relationships</i> , 2010, 27, 117-135.	1.4	134
29	In-Person Contact Begets Calling and Texting: Interpersonal Motives for Cell Phone Use, Face-to-Face Interaction, and Loneliness. <i>Cyberpsychology, Behavior, and Social Networking</i> , 2010, 13, 611-618.	2.1	72
30	Parasocial Interaction with My Avatar: Effects of Interdependent Self-Construal and the Mediating Role of Self-Presence in an Avatar-Based Console Game, Wii. <i>Cyberpsychology, Behavior and Social Networking</i> , 2009, 12, 723-727.	2.2	140
31	User acceptance of a digital library system in developing countries: An application of the Technology Acceptance Model. <i>International Journal of Information Management</i> , 2009, 29, 196-209.	10.5	230
32	University Instructors'™ Acceptance of Electronic Courseware: An Application of the Technology Acceptance Model. <i>Journal of Computer-Mediated Communication</i> , 2007, 13, 163-186.	1.7	114
33	Can a Robot Be Perceived as a Developing Creature?.. <i>Human Communication Research</i> , 2005, 31, 538-563.	1.9	98