Mun Y Yi

List of Publications by Year
in descending order

Source: https://exaly.com/author-pdf/11603252/publications.pdf

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20	4,363	516215 16	794141 19
papers	citations	h-index	g-index

20	20	20	2997
all docs	docs citations	times ranked	citing authors

#	Article	IF	Citations
1	Predicting the use of web-based information systems: self-efficacy, enjoyment, learning goal orientation, and the technology acceptance model. International Journal of Human Computer Studies, 2003, 59, 431-449.	3.7	864
2	Understanding information technology acceptance by individual professionals: Toward an integrative view. Information and Management, 2006, 43, 350-363.	3.6	780
3	The Multilevel and Multifaceted Character of Computer Self-Efficacy: Toward Clarification of the Construct and an Integrative Framework for Research. Information Systems Research, 1998, 9, 126-163.	2.2	569
4	Developing and Validating an Observational Learning Model of Computer Software Training and Skill Acquisition. Information Systems Research, 2003, 14, 146-169.	2.2	428
5	Computer playfulness and anxiety: positive and negative mediators of the system experience effect on perceived ease of use. Information and Management, 2003, 40, 221-232.	3.6	386
6	Understanding the Role of Individual Innovativeness in the Acceptance of IT-Based Innovations: Comparative Analyses of Models and Measures. Decision Sciences, 2006, 37, 393-426.	3.2	299
7	Antecedents and consequences of mobile phone usability: Linking simplicity and interactivity to satisfaction, trust, and brand loyalty. Information and Management, 2015, 52, 295-304.	3.6	278
8	Untangling the antecedents of initial trust in Web-based health information: The roles of argument quality, source expertise, and user perceptions of information quality and risk. Decision Support Systems, 2013, 55, 284-295.	3.5	180
9	An empirical test of three mediation models for the relationship between personal innovativeness and user acceptance of technology. Information and Management, 2013, 50, 154-161.	3.6	158
10	Toward an Integrative Framework for Online Consumer Behavior Research. Journal of Organizational and End User Computing, 2003, 15, 1-26.	1.6	105
11	Improving Computer Skill Training: Behavior Modeling, Symbolic Mental Rehearsal, and the Role of Knowledge Structures.. Journal of Applied Psychology, 2004, 89, 509-523.	4.2	102
12	Improving Computer Training Effectiveness for Decision Technologies: Behavior Modeling and Retention Enhancement. Decision Sciences, 2001, 32, 521-544.	3.2	65
13	Personal information management effectiveness of knowledge workers: conceptual development and empirical validation. European Journal of Information Systems, 2015, 24, 588-606.	5.5	43
14	GAMESIT: A gamified system for information technology training. Computers and Education, 2019, 142, 103643.	5.1	28
15	User disposition and extent of Web utilization: A trait hierarchy approach. International Journal of Human Computer Studies, 2012, 70, 346-363.	3.7	20
16	Determining and validating smart TV UX factors: A multiple-study approach. International Journal of Human Computer Studies, 2019, 130, 58-72.	3.7	20
17	A study on the motivational aspects of information management practice. International Journal of Information Management, 2013, 33, 177-184.	10.5	19
18	Timeâ€User Preference and Technology Acceptance: Measure Development of Computer Polychronicity. American Journal of Business, 2009, 24, 23-32.	0.3	12

#	Article	IF	Citations
19	Effects of individual innovativeness on physician acceptance of information technology. International Journal of Services and Standards, 2010, 6, 21.	0.2	4
20	Exploiting Knowledge Structure for Proximity-aware Movie Retrieval Model. , 2014, , .		3