

# Mun Y Yi

## List of Publications by Year in descending order

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

Version: 2024-02-01

20  
papers

4,363  
citations

516215

16  
h-index

794141

19  
g-index

20  
all docs

20  
docs citations

20  
times ranked

2997  
citing authors

#	ARTICLE	IF	CITATIONS
1	GAMESIT: A gamified system for information technology training. <i>Computers and Education</i> , 2019, 142, 103643.	5.1	28
2	Determining and validating smart TV UX factors: A multiple-study approach. <i>International Journal of Human Computer Studies</i> , 2019, 130, 58-72.	3.7	20
3	Personal information management effectiveness of knowledge workers: conceptual development and empirical validation. <i>European Journal of Information Systems</i> , 2015, 24, 588-606.	5.5	43
4	Antecedents and consequences of mobile phone usability: Linking simplicity and interactivity to satisfaction, trust, and brand loyalty. <i>Information and Management</i> , 2015, 52, 295-304.	3.6	278
5	Exploiting Knowledge Structure for Proximity-aware Movie Retrieval Model. , 2014, , .		3
6	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. <i>Decision Support Systems</i> , 2013, 55, 284-295.	3.5	180
7	An empirical test of three mediation models for the relationship between personal innovativeness and user acceptance of technology. <i>Information and Management</i> , 2013, 50, 154-161.	3.6	158
8	A study on the motivational aspects of information management practice. <i>International Journal of Information Management</i> , 2013, 33, 177-184.	10.5	19
9	User disposition and extent of Web utilization: A trait hierarchy approach. <i>International Journal of Human Computer Studies</i> , 2012, 70, 346-363.	3.7	20
10	Effects of individual innovativeness on physician acceptance of information technology. <i>International Journal of Services and Standards</i> , 2010, 6, 21.	0.2	4
11	Timeâ€User Preference and Technology Acceptance: Measure Development of Computer Polychronicity. <i>American Journal of Business</i> , 2009, 24, 23-32.	0.3	12
12	Understanding the Role of Individual Innovativeness in the Acceptance of IT-Based Innovations: Comparative Analyses of Models and Measures. <i>Decision Sciences</i> , 2006, 37, 393-426.	3.2	299
13	Understanding information technology acceptance by individual professionals: Toward an integrative view. <i>Information and Management</i> , 2006, 43, 350-363.	3.6	780
14	Improving Computer Skill Training: Behavior Modeling, Symbolic Mental Rehearsal, and the Role of Knowledge Structures.. <i>Journal of Applied Psychology</i> , 2004, 89, 509-523.	4.2	102
15	Computer playfulness and anxiety: positive and negative mediators of the system experience effect on perceived ease of use. <i>Information and Management</i> , 2003, 40, 221-232.	3.6	386
16	Predicting the use of web-based information systems: self-efficacy, enjoyment, learning goal orientation, and the technology acceptance model. <i>International Journal of Human Computer Studies</i> , 2003, 59, 431-449.	3.7	864
17	Developing and Validating an Observational Learning Model of Computer Software Training and Skill Acquisition. <i>Information Systems Research</i> , 2003, 14, 146-169.	2.2	428
18	Toward an Integrative Framework for Online Consumer Behavior Research. <i>Journal of Organizational and End User Computing</i> , 2003, 15, 1-26.	1.6	105

#	ARTICLE	IF	CITATIONS
19	Improving Computer Training Effectiveness for Decision Technologies: Behavior Modeling and Retention Enhancement. <i>Decision Sciences</i> , 2001, 32, 521-544.	3.2	65
20	The Multilevel and Multifaceted Character of Computer Self-Efficacy: Toward Clarification of the Construct and an Integrative Framework for Research. <i>Information Systems Research</i> , 1998, 9, 126-163.	2.2	569