

Chin-Lung Hsu

List of Publications by Year in descending order

Source: <https://exaly.com/author-pdf/11653331/publications.pdf>

Version: 2024-02-01

20
papers

4,581
citations

759233

12
h-index

888059

17
g-index

20
all docs

20
docs citations

20
times ranked

3126
citing authors

#	ARTICLE	IF	CITATIONS
1	Why do people play on-line games? An extended TAM with social influences and flow experience. Information and Management, 2004, 41, 853-868.	6.5	1,453
2	Acceptance of blog usage: The roles of technology acceptance, social influence and knowledge sharing motivation. Information and Management, 2008, 45, 65-74.	6.5	1,223
3	What drives purchase intention for paid mobile apps? An expectation confirmation model with perceived value. Electronic Commerce Research and Applications, 2015, 14, 46-57.	5.0	416
4	Consumer behavior in online game communities: A motivational factor perspective. Computers in Human Behavior, 2007, 23, 1642-1659.	8.5	385
5	Adoption of the mobile Internet: An empirical study of multimedia message service (MMS). Omega, 2007, 35, 715-726.	5.9	291
6	An empirical examination of consumer adoption of Internet of Things services: Network externalities and concern for information privacy perspectives. Computers in Human Behavior, 2016, 62, 516-527.	8.5	288
7	Effect of perceived value and social influences on mobile app stickiness and in-app purchase intention. Technological Forecasting and Social Change, 2016, 108, 42-53.	11.6	238
8	Exploring Factors Affecting the Adoption of Internet of Things Services. Journal of Computer Information Systems, 2018, 58, 49-57.	2.9	96
9	Factors affecting the adoption of cloud services in enterprises. Information Systems and E-Business Management, 2016, 14, 791-822.	3.7	53
10	Why Are People Loyal to Live Stream Channels? The Perspectives of Uses and Gratifications and Media Richness Theories. Cyberpsychology, Behavior, and Social Networking, 2020, 23, 351-356.	3.9	52
11	Understanding continuance intention to use online to offline (O2O) apps. Electronic Markets, 2020, 30, 883-897.	8.1	36
12	Antecedents and gains of user participation in social media in Taiwan. Technology in Society, 2020, 61, 101243.	9.4	15
13	Examining Social Networking O2O Apps User Loyalty. Journal of Computer Information Systems, 2020, 60, 459-467.	2.9	11
14	Exploring the Player Flow Experience in E-Game Playing. International Journal of Technology and Human Interaction, 2010, 6, 47-64.	0.4	10
15	A Multi-Facet Analysis of Factors Affecting the Adoption of Multimedia Messaging Service (MMS). International Journal of Technology and Human Interaction, 2009, 5, 18-36.	0.4	6
16	Factors affecting customers' intention to voice shopping over smart speaker. Journal, 2023, 43, 785-805.	8.3	6
17	An Empirical Study of Smartphone User Behavior. International Journal of Mobile Human Computer Interaction, 2015, 7, 1-24.	0.4	2
18	An Empirical Study of Smartphone User Behavior. , 2019, , 1491-1517.		0

#	ARTICLE	IF	CITATIONS
19	A Multi-Facet Analysis of Factors Affecting the Adoption of Multimedia Messaging Service (MMS). , 0, , 222-240.		0
20	Exploring the Player Flow Experience in E-Game Playing. , 0, , 48-65.		0