

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	Factors affecting customersâ€™ intention to voice shopping over smart speakerâ€™s. Journal, 2023, 43, 785-805.	8.3	6
2	Examining Social Networking O2O Apps User Loyalty. Journal of Computer Information Systems, 2020, 60, 459-467.	2.9	11
3	Understanding continuance intention to use online to offline (O2O) apps. Electronic Markets, 2020, 30, 883-897.	8.1	36
4	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
5	Antecedents and gains of user participation in social media in Taiwan. Technology in Society, 2020, 61, 101243.	9.4	15
6	An Empirical Study of Smartphone User Behavior. , 2019, , 1491-1517.		0
7	Exploring Factors Affecting the Adoption of Internet of Things Services. Journal of Computer Information Systems, 2018, 58, 49-57.	2.9	96
8	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
9	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
10	Factors affecting the adoption of cloud services in enterprises. Information Systems and E-Business Management, 2016, 14, 791-822.	3.7	53
11	An Empirical Study of Smartphone User Behavior. International Journal of Mobile Human Computer Interaction, 2015, 7, 1-24.	0.4	2
12	What drives purchase intention for paid mobile apps? â€œ An expectation confirmation model with perceived value. Electronic Commerce Research and Applications, 2015, 14, 46-57.	5.0	416
13	Exploring the Player Flow Experience in E-Game Playing. International Journal of Technology and Human Interaction, 2010, 6, 47-64.	0.4	10
14	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
15	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
16	Consumer behavior in online game communities: A motivational factor perspective. Computers in Human Behavior, 2007, 23, 1642-1659.	8.5	385
17	Adoption of the mobile Internet: An empirical study of multimedia message service (MMS). Omega, 2007, 35, 715-726.	5.9	291
18	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

#	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