Lieven De Marez

List of Publications by Year
in descending order

107 papers	2,573 citations	257450 24 h-index	243625 44 g-index
109 all docs	109 docs citations	109 times ranked	2232 citing authors

#	Article	IF	Citations
1	Smart Ideas for Smart Cities: Investigating Crowdsourcing for Generating and Selecting Ideas for ICT Innovation in a City Context. Journal of Theoretical and Applied Electronic Commerce Research, 2012, 7, 11-12.	5.7	199
2	Fear of Missing Out as a Predictor of Problematic Social Media Use and Phubbing Behavior among Flemish Adolescents. International Journal of Environmental Research and Public Health, 2018, 15, 2319.	2.6	198
3	Player Identification in Online Games: Validation of a Scale for Measuring Identification in MMOGs. Media Psychology, 2012, 15, 197-221.	3.6	188
4	Teaching and Learning with Mobile Technology: A Qualitative Explorative Study about the Introduction of Tablet Devices in Secondary Education. PLoS ONE, 2015, 10, e0144008.	2.5	108
5	Quantifying the Influence of Rebuffering Interruptions on the User's Quality of Experience During Mobile Video Watching. IEEE Transactions on Broadcasting, 2013, 59, 47-61.	3.2	97
6	Proposed Framework for Evaluating Quality of Experience in a Mobile, Testbed-oriented Living Lab Setting. Mobile Networks and Applications, 2010, 15, 378-391.	3.3	87
7	Rethinking determinants of ICT acceptance: Towards an integrated and comprehensive overview. Technovation, 2011, 31, 411-423.	7.8	86
8	360Â° Video Journalism: Experimental Study on the Effect of Immersion on News Experience and Distant Suffering. Journalism Studies, 2019, 20, 2053-2076.	2.1	81
9	Whatâ€™s APPening to news? A mixed-method audience-centred study on mobile news consumption. Mobile Media and Communication, 2015, 3, 196-213.	4.8	68
10	Understanding persistence in the use of Online Fitness Communities: Comparing novice and experienced users. Computers in Human Behavior, 2016, 64, 34-42.	8.5	67
11	A Living Lab research approach for mobile TV. Telematics and Informatics, 2011, 28, 271-282.	5.8	62
12	Adopter segments, adoption determinants and mobile marketing. Journal of Targeting, Measurement and Analysis for Marketing, 2007, 16, 78-95.	0.4	59
13	Investigating and comparing the predictors of the intention towards taking security measures against malware, scams and cybercrime in general. Computers in Human Behavior, 2019, 92, 139-150.	8.5	58
14	Linking an integrated framework with appropriate methods for measuring QoE. , 2010, , .		54
15	Cognitive abilities, digital games and arithmetic performance enhancement: A study comparing the effects of a math game and paper exercises. Computers and Education, 2015, 85, 123-133.	8.3	53
16	User-driven innovation? Challenges of user involvement in future technology analysis. Science and Public Policy, 2010, 37, 51-61.	2.4	49
17	QoE measurement of mobile YouTube video streaming. , 2010, , .		46
18	Innovation diffusion: The need for more accurate consumer insight. Illustration of the PSAP scale as a segmentation instrument. Journal of Targeting, Measurement and Analysis for Marketing, 2004, 13, 32-49.	0.4	43

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19	Staying Informed and Bridging "Social Distance": Smartphone News Use and Mobile Messaging Behaviors of Flemish Adults during the First Weeks of the COVID-19 Pandemic. Socius, 2020, 6, 237802312095019.	2.0	42
20	Introducing Smart grids in residential contexts: Consumers' perception of smart household appliances. , 2010, , .		39
21	Student acceptance of tablet devices in secondary education: A three-wave longitudinal cross-lagged case study. Computers in Human Behavior, 2014, 35, 278-286.	8.5	39
22	Improving arithmetic skills through gameplay: Assessment of the effectiveness of an educational game in terms of cognitive and affective learning outcomes. Information Sciences, 2014, 264, 19-31.	6.9	39
23	Mapping the Mobile DNA of News. Understanding Incidental and Serendipitous Mobile News Consumption. Digital Journalism, 2020, 8, 49-68.	4.2	37
24	Smartphone Use and Academic Performance: Correlation or Causal Relationship?. Kyklos, 2020, 73, 22-46.	1.4	33
25	The Triple Articulation of Media Technologies in Audiovisual Media Consumption. Television and New Media, 2013, 14, 421-439.	2.6	31
26	News Diversity Reconsidered: A Systematic Literature Review Unraveling the Diversity in Conceptualizations. Journalism Studies, 2020, 21, 1893-1912.	2.1	30
27	Recreational athletes' running motivations as predictors of their use of online fitness community features. Behaviour and Information Technology, 2018, 37, 815-827.	4.0	27
28	The triple articulation of media technologies in teenage media consumption. New Media and Society, 2012, 14, 401-420.	5.0	26
29	A user-centric evaluation of context-aware recommendations for a mobile news service. Multimedia Tools and Applications, 2016, 75, 3323-3351.	3.9	26
30	Content and context for mobile television: Integrating trial, expert and user findings. Telematics and Informatics, 2009, 26, 293-305.	5.8	24
31	Living Labs as open innovation systems for knowledge exchange: solutions for sustainable innovation development. International Journal of Business Innovation and Research, 2016, 10, 322.	0.2	24
32	Access to premium content on mobile television platforms: The case of mobile sports. Telematics and Informatics, 2011, 28, 32-39.	5.8	23
33	Quantifying Subjective Quality Evaluations for Mobile Video Watching in a Semi-Living Lab Context. IEEE Transactions on Broadcasting, 2012, 58, 580-589.	3.2	23
34	In-between child's play and teenage pop culture: tweens, TikTok & privacy. Journal of Youth Studies, 2022, 25, 1108-1125.	2.3	23
35	Performing QoE-measurements in an actual 3G network. , 2010, , .		21
36	Fanboys, competers, escapists and time-killers. , 2008, , .		20

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37	Appreciating News Algorithms: Examining Audiences' Perceptions to Different News Selection Mechanisms. Digital Journalism, 2021, 9, 589-618.	4.2	19
38	Forecasting broadband Internet adoption on trains in Belgium. Telematics and Informatics, 2010, 27, 10-20.	5.8	18
39	Linking Users' Subjective QoE Evaluation to Signal Strength in an IEEE 802.11b/g Wireless LAN Environment. Eurasip Journal on Wireless Communications and Networking, 2010, 2010, .	2.4	18
40	Computer-Mediated Social Support for Physical Activity: A Content Analysis. Health Education and Behavior, 2018, 45, 124-131.	2.5	18
41	(What) Can Journalism Studies Learn from Supervised Machine Learning?. Journalism Studies, 2020, 21, 912-927.	2.1	18
42	A living lab research approach for mobile TV. , 2009, , .		17
43	Towards Innovation Foresight: Two empirical case studies on future TV experiences for/by users. Futures, 2014, 59, 39-49.	2.5	17
44	Data Mining in the Development of Mobile Health Apps: Assessing In-App Navigation Through Markov Chain Analysis. Journal of Medical Internet Research, 2019, 21, e11934.	4.3	14
45	Smart, smarter, smartest… the consumer meets the smart electrical grid. , 2010, , .		13
46	Mobile Learning in Secondary Education. International Journal of Mobile and Blended Learning, 2014, 6, 26-40.	0.8	13
47	MobileDNA: Relating Physiological Stress Measurements to Smartphone Usage to Assess the Effect of a Digital Detox. Communications in Computer and Information Science, 2018, , 356-363.	0.5	13
48	Analysis of the quality of experience of a commercial voice-over-IP service. Multimedia Tools and Applications, 2015, 74, 5873-5895.	3.9	12
49	A first investigation into gender minority adolescents' sexting experiences. Journal of Adolescence, 2020, 84, 213-218.	2.4	12
50	Quality assessment and usage behavior of a mobile voice-over-IP service. Telecommunication Systems, 2016, 61, 417-432.	2.5	11
51	Teenagers' reflections on media literacy initiatives at school and everyday media literacy discourses. Journal of Children and Media, 2022, 16, 221-239.	1.7	11
52	QoE estimation of a location-based mobile game using on-body sensors and QoS-related data. , 2010, , .		10
53	New media adoption and usage among Flemish youngsters. Telematics and Informatics, 2011, 28, 77-85.	5.8	10
54	Development and psychometric properties of the Digital Difficulties Scale (DDS): An instrument to measure who is disadvantaged to fulfill basic needs by experiencing difficulties in using a smartphone or computer. PLoS ONE, 2020, 15, e0233891.	2.5	10

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55	A software tool to relate technical performance to user experience in a mobile context. , 2008, , .		9
56	Investigating User Typologies and Their Relevance within a Living Lab-Research Approach for ICT-Innovation. , 2010, , .		9
57	A fourfold typology of living labs: An empirical investigation amongst the ENoLL community. , 2013, , .		9
58	Reframing Current Debates on Young People's Online Privacy by Taking into Account the Cultural Construction of Youth. , 2019, , .		9
59	Measuring Energy-Efficient Behavior in Households: The Development of a Standardized Scale. Ecopsychology, 2012, 4, 64-71.	1.4	8
60	Balancing Public and Private Value for the Digital Television Era. Javnost, 2010, 17, 37-54.	1.7	7
61	Teenage Uploaders on YouTube: Networked Public Expectancies, Online Feedback Preference, and Received On-Platform Feedback. Cyberpsychology, Behavior, and Social Networking, 2011, 14, 315-322.	3.9	7
62	Investigating the influence of QoS on personal evaluation behaviour in a mobile context. Multimedia Tools and Applications, 2012, 57, 335-358.	3.9	7
63	Kilowhat? A multidisciplinary approach on the development of a home energy management system. Behaviour and Information Technology, 2013, 32, 1086-1104.	4.0	7
64	Understanding Civic Crowdfunding as a Mechanism for Leveraging Civic Engagement and Urban Innovation. Technology Innovation Management Review, 2020, 10, 51-66.	1.4	7
65	Exploring the acceptability of the audiovisual quality for a mobile video session based on objectively measured parameters. , 2011, , .		6
66	Participation is Blind: Involving Low Vision Lead Users in Product Development. Procedia Computer Science, 2015, 67, 48-56.	2.0	6
67	User consultation during the fuzzy front end: evaluating student's design outcomes. International Journal of Technology and Design Education, 2017, 27, 563-575.	2.6	6
68	Adoption versus use diffusion of iDTV in flanders - personalized television content as a tool to cross the chasm?. Computers in Entertainment, 2011, 9, 1-15.	1.1	6
69	Communicating Creativity on YouTube: What and for Whom?. Cyberpsychology, Behavior, and Social Networking, 2012, 15, 129-134.	3.9	5
70	Human-Computer Interaction to Human-Computer-Context Interaction: Towards a Conceptual Framework for Conducting User Studies for Shifting Interfaces. Lecture Notes in Computer Science, 2018, , 277-293.	1.3	5
71	Generation Stream: The Audiovisual Repertoire of Teenagers. Journal of Broadcasting and Electronic Media, 2021, 65, 185-204.	1.5	5
72	User Needs in Smart Homes: Changing Needs According to Life Cycles and the Impact on Designing Smart Home Solutions. Lecture Notes in Computer Science, 2019, , 536-551.	1.3	5

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73	The analog switch-off in a cable dominated television landscape. Implications for the transition to digital television in Flanders. Communications: the European Journal of Communication Research, 2009, 34, 87-101.	0.5	4
74	Uploaders' definition of the networked public on YouTube and their feedback preferences: a multi-method approach. Behaviour and Information Technology, 2013, 32, 612-624.	4.0	4
75	The role of socio-spatial context in the habitâ€"goal interface of audiovisual media consumption. Poetics, 2014, 45, 1-18.	1.3	4
76	Seeing is Believing: The Effect of Video Quality on Quality of Experience in Virtual Reality. , 2020, , .		4
77	News Diversity and Recommendation Systems: Setting the Interdisciplinary Scene. IFIP Advances in Information and Communication Technology, 2020, , 90-105.	0.7	4
78	Composition and role of convergent technological repertoires in audiovisual media consumption. Behaviour and Information Technology, 2014, 33, 844-858.	4.0	3
79	Product Ideation by Persons with Disabilities. , 2016, , .		3
80	Do Not Disturb: Psychophysiological Correlates of Boredom, Flow and Frustration During VR Gaming. Lecture Notes in Computer Science, 2018, , 101-119.	1.3	3
81	Applying contextual integrity to digital contact tracing and automated triage for hospitals during COVID-19. Technology in Society, 2021, 67, 101748.	9.4	3
82	Adoption versus use diffusion of iDTV in flanders. , 2010, , .		2
83	Audiovisual consumption as the interplay of objects, texts and contexts. , 2011, , .		2
84	Use- and QoE-related aspects of personal cloud applications: An exploratory survey. , 2013, , .		2
85	â€œItâ€™s the services, stupid!â€‌ Identifying killer applications for next-generation networks. Telematics and Informatics, 2013, 30, 121-131.	5.8	2
86	Towards More Energy Efficient Domestic Appliances? Measuring the Perception of Households on Smart Appliances. Energy and Environment, 2013, 24, 689-700.	4.6	2
87	Subjective insights from time and place shifters in assessing temporal quality of experience. , 2015, , .		2
88	Evaluating User Experience in Smart Home Contexts: A Methodological Framework. Lecture Notes in Computer Science, 2018, , 91-102.	1.3	2
89	Users' (Dis)satisfaction with the personalTV application. Computers in Entertainment, 2011, 9, 1-22.	1.1	1
90	Triple screen viewing practices. , 2011, , .		1

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91	Household Energy Use and Creating Awareness: Opportunities for ICT. , 2012, , .		1
92	Blind Evaluation. , 2015, , .		1
93	Exploring the Potential and Challenges of VR Prototyping in Fashion Design. , 2018, , .		1
94	ExperienceDNA. Lecture Notes in Computer Science, 2021, , 171-186.	1.3	1
95	Smooth Operator. Communications in Computer and Information Science, 2021, , 233-240.	0.5	1
96	Mona Prisa: A Tool for Behaviour Change in Renewable Energy Communities. Lecture Notes of the Institute for Computer Sciences, Social-Informatics and Telecommunications Engineering, 2021, , 102-117.	0.3	1
97	<i>Spaz!</i> The Effects of Local Latency on Player Actions in a Desktop-Based Exergame. IEEE Transactions on Games, 2022, 14, 623-631.	1.4	1
98	Evaluating a recommendation application for online video content. , 2010, , .		0
99	Enriching living lab-approaches for ICT-innovation by introducing different user roles. , 2010, , .		0
100	People with disabilities as product innovators: a pilot study. Disability and Rehabilitation: Assistive Technology, 2018, 13, 791-797.	2.2	0
101	Killer Applications for Fiber to the Home Networks: Market Potential, Time Horizons and User Groups. Communications in Computer and Information Science, 2012, , 115-128.	0.5	0
102	Studying Web 2.0 Interactivity. , 2014, , 1699-1716.		0
103	Fake People, Real Effects. Lecture Notes in Computer Science, 2020, , 440-452.	1.3	0
104	Title is missing!. , 2020, 15, e0233891.		0
105	Title is missing!. , 2020, 15, e0233891.		0
106	Title is missing!. , 2020, 15, e0233891.		0
107	Title is missing!. , 2020, 15, e0233891.		0