

# Lieven De Marez

## List of Publications by Year in descending order

Source: <https://exaly.com/author-pdf/1300687/publications.pdf>

Version: 2024-02-01

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	In-between childâ€™s play and teenage pop culture: tweens, TikTok & privacy. <i>Journal of Youth Studies</i> , 2022, 25, 1108-1125.	2.3	23
2	Teenagersâ€™ reflections on media literacy initiatives at school and everyday media literacy discourses. <i>Journal of Children and Media</i> , 2022, 16, 221-239.	1.7	11
3	Spaz! The Effects of Local Latency on Player Actions in a Desktop-Based Exergame. <i>IEEE Transactions on Games</i> , 2022, 14, 623-631.	1.4	1
4	ExperienceDNA. <i>Lecture Notes in Computer Science</i> , 2021, , 171-186.	1.3	1
5	Generation Stream: The Audiovisual Repertoire of Teenagers. <i>Journal of Broadcasting and Electronic Media</i> , 2021, 65, 185-204.	1.5	5
6	Appreciating News Algorithms: Examining Audiencesâ€™ Perceptions to Different News Selection Mechanisms. <i>Digital Journalism</i> , 2021, 9, 589-618.	4.2	19
7	Applying contextual integrity to digital contact tracing and automated triage for hospitals during COVID-19. <i>Technology in Society</i> , 2021, 67, 101748.	9.4	3
8	Smooth Operator. <i>Communications in Computer and Information Science</i> , 2021, , 233-240.	0.5	1
9	Mona Prisa: A Tool for Behaviour Change in Renewable Energy Communities. <i>Lecture Notes of the Institute for Computer Sciences, Social-Informatics and Telecommunications Engineering</i> , 2021, , 102-117.	0.3	1
10	Mapping the Mobile DNA of News. Understanding Incidental and Serendipitous Mobile News Consumption. <i>Digital Journalism</i> , 2020, 8, 49-68.	4.2	37
11	Smartphone Use and Academic Performance: Correlation or Causal Relationship?. <i>Kyklos</i> , 2020, 73, 22-46.	1.4	33
12	Staying Informed and Bridging â€œSocial Distanceâ€ Smartphone News Use and Mobile Messaging Behaviors of Flemish Adults during the First Weeks of the COVID-19 Pandemic. <i>Socius</i> , 2020, 6, 237802312095019.	2.0	42
13	A first investigation into gender minority adolescentsâ€™ sexting experiences. <i>Journal of Adolescence</i> , 2020, 84, 213-218.	2.4	12
14	News Diversity Reconsidered: A Systematic Literature Review Unraveling the Diversity in Conceptualizations. <i>Journalism Studies</i> , 2020, 21, 1893-1912.	2.1	30
15	(What) Can Journalism Studies Learn from Supervised Machine Learning?. <i>Journalism Studies</i> , 2020, 21, 912-927.	2.1	18
16	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. <i>PLoS ONE</i> , 2020, 15, e0233891.	2.5	10
17	Seeing is Believing: The Effect of Video Quality on Quality of Experience in Virtual Reality. , 2020, , .		4
18	News Diversity and Recommendation Systems: Setting the Interdisciplinary Scene. <i>IFIP Advances in Information and Communication Technology</i> , 2020, , 90-105.	0.7	4

#	ARTICLE	IF	CITATIONS
19	Understanding Civic Crowdfunding as a Mechanism for Leveraging Civic Engagement and Urban Innovation. <i>Technology Innovation Management Review</i> , 2020, 10, 51-66.	1.4	7
20	Fake People, Real Effects. <i>Lecture Notes in Computer Science</i> , 2020, , 440-452.	1.3	0
21	Title is missing!. , 2020, 15, e0233891.		0
22	Title is missing!. , 2020, 15, e0233891.		0
23	Title is missing!. , 2020, 15, e0233891.		0
24	Title is missing!. , 2020, 15, e0233891.		0
25	Reframing Current Debates on Young People's Online Privacy by Taking into Account the Cultural Construction of Youth. , 2019, , .		9
26	Investigating and comparing the predictors of the intention towards taking security measures against malware, scams and cybercrime in general. <i>Computers in Human Behavior</i> , 2019, 92, 139-150.	8.5	58
27	360° Video Journalism: Experimental Study on the Effect of Immersion on News Experience and Distant Suffering. <i>Journalism Studies</i> , 2019, 20, 2053-2076.	2.1	81
28	User Needs in Smart Homes: Changing Needs According to Life Cycles and the Impact on Designing Smart Home Solutions. <i>Lecture Notes in Computer Science</i> , 2019, , 536-551.	1.3	5
29	Data Mining in the Development of Mobile Health Apps: Assessing In-App Navigation Through Markov Chain Analysis. <i>Journal of Medical Internet Research</i> , 2019, 21, e11934.	4.3	14
30	Computer-Mediated Social Support for Physical Activity: A Content Analysis. <i>Health Education and Behavior</i> , 2018, 45, 124-131.	2.5	18
31	People with disabilities as product innovators: a pilot study. <i>Disability and Rehabilitation: Assistive Technology</i> , 2018, 13, 791-797.	2.2	0
32	Exploring the Potential and Challenges of VR Prototyping in Fashion Design. , 2018, , .		1
33	Fear of Missing Out as a Predictor of Problematic Social Media Use and Phubbing Behavior among Flemish Adolescents. <i>International Journal of Environmental Research and Public Health</i> , 2018, 15, 2319.	2.6	198
34	Do Not Disturb: Psychophysiological Correlates of Boredom, Flow and Frustration During VR Gaming. <i>Lecture Notes in Computer Science</i> , 2018, , 101-119.	1.3	3
35	Human-Computer Interaction to Human-Computer-Context Interaction: Towards a Conceptual Framework for Conducting User Studies for Shifting Interfaces. <i>Lecture Notes in Computer Science</i> , 2018, , 277-293.	1.3	5
36	Evaluating User Experience in Smart Home Contexts: A Methodological Framework. <i>Lecture Notes in Computer Science</i> , 2018, , 91-102.	1.3	2

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37	Recreational athletes' running motivations as predictors of their use of online fitness community features. <i>Behaviour and Information Technology</i> , 2018, 37, 815-827.	4.0	27
38	MobileDNA: Relating Physiological Stress Measurements to Smartphone Usage to Assess the Effect of a Digital Detox. <i>Communications in Computer and Information Science</i> , 2018, , 356-363.	0.5	13
39	User consultation during the fuzzy front end: evaluating student's design outcomes. <i>International Journal of Technology and Design Education</i> , 2017, 27, 563-575.	2.6	6
40	Living Labs as open innovation systems for knowledge exchange: solutions for sustainable innovation development. <i>International Journal of Business Innovation and Research</i> , 2016, 10, 322.	0.2	24
41	Understanding persistence in the use of Online Fitness Communities: Comparing novice and experienced users. <i>Computers in Human Behavior</i> , 2016, 64, 34-42.	8.5	67
42	Product Ideation by Persons with Disabilities. , 2016, , .		3
43	A user-centric evaluation of context-aware recommendations for a mobile news service. <i>Multimedia Tools and Applications</i> , 2016, 75, 3323-3351.	3.9	26
44	Quality assessment and usage behavior of a mobile voice-over-IP service. <i>Telecommunication Systems</i> , 2016, 61, 417-432.	2.5	11
45	Subjective insights from time and place shifters in assessing temporal quality of experience. , 2015, , .		2
46	Blind Evaluation. , 2015, , .		1
47	Teaching and Learning with Mobile Technology: A Qualitative Explorative Study about the Introduction of Tablet Devices in Secondary Education. <i>PLoS ONE</i> , 2015, 10, e0144008.	2.5	108
48	What's APPening to news? A mixed-method audience-centred study on mobile news consumption. <i>Mobile Media and Communication</i> , 2015, 3, 196-213.	4.8	68
49	Participation is Blind: Involving Low Vision Lead Users in Product Development. <i>Procedia Computer Science</i> , 2015, 67, 48-56.	2.0	6
50	Cognitive abilities, digital games and arithmetic performance enhancement: A study comparing the effects of a math game and paper exercises. <i>Computers and Education</i> , 2015, 85, 123-133.	8.3	53
51	Analysis of the quality of experience of a commercial voice-over-IP service. <i>Multimedia Tools and Applications</i> , 2015, 74, 5873-5895.	3.9	12
52	Mobile Learning in Secondary Education. <i>International Journal of Mobile and Blended Learning</i> , 2014, 6, 26-40.	0.8	13
53	Composition and role of convergent technological repertoires in audiovisual media consumption. <i>Behaviour and Information Technology</i> , 2014, 33, 844-858.	4.0	3
54	Student acceptance of tablet devices in secondary education: A three-wave longitudinal cross-lagged case study. <i>Computers in Human Behavior</i> , 2014, 35, 278-286.	8.5	39

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55	Towards Innovation Foresight: Two empirical case studies on future TV experiences for/by users. <i>Futures</i> , 2014, 59, 39-49.	2.5	17
56	The role of socio-spatial context in the habitâ€™goal interface of audiovisual media consumption. <i>Poetics</i> , 2014, 45, 1-18.	1.3	4
57	Improving arithmetic skills through gameplay: Assessment of the effectiveness of an educational game in terms of cognitive and affective learning outcomes. <i>Information Sciences</i> , 2014, 264, 19-31.	6.9	39
58	Studying Web 2.0 Interactivity. , 2014, , 1699-1716.		0
59	Kilowhat? A multidisciplinary approach on the development of a home energy management system. <i>Behaviour and Information Technology</i> , 2013, 32, 1086-1104.	4.0	7
60	Uploaders' definition of the networked public on YouTube and their feedback preferences: a multi-method approach. <i>Behaviour and Information Technology</i> , 2013, 32, 612-624.	4.0	4
61	Use- and QoE-related aspects of personal cloud applications: An exploratory survey. , 2013, , .		2
62	The Triple Articulation of Media Technologies in Audiovisual Media Consumption. <i>Television and New Media</i> , 2013, 14, 421-439.	2.6	31
63	â€™s the services, stupid!â€™ Identifying killer applications for next-generation networks. <i>Telematics and Informatics</i> , 2013, 30, 121-131.	5.8	2
64	Quantifying the Influence of Rebuffering Interruptions on the User's Quality of Experience During Mobile Video Watching. <i>IEEE Transactions on Broadcasting</i> , 2013, 59, 47-61.	3.2	97
65	A fourfold typology of living labs: An empirical investigation amongst the ENOLL community. , 2013, , .		9
66	Towards More Energy Efficient Domestic Appliances? Measuring the Perception of Households on Smart Appliances. <i>Energy and Environment</i> , 2013, 24, 689-700.	4.6	2
67	The triple articulation of media technologies in teenage media consumption. <i>New Media and Society</i> , 2012, 14, 401-420.	5.0	26
68	Player Identification in Online Games: Validation of a Scale for Measuring Identification in MMOGs. <i>Media Psychology</i> , 2012, 15, 197-221.	3.6	188
69	Measuring Energy-Efficient Behavior in Households: The Development of a Standardized Scale. <i>Ecopsychology</i> , 2012, 4, 64-71.	1.4	8
70	Communicating Creativity on YouTube: What and for Whom?. <i>Cyberpsychology, Behavior, and Social Networking</i> , 2012, 15, 129-134.	3.9	5
71	Quantifying Subjective Quality Evaluations for Mobile Video Watching in a Semi-Living Lab Context. <i>IEEE Transactions on Broadcasting</i> , 2012, 58, 580-589.	3.2	23
72	Household Energy Use and Creating Awareness: Opportunities for ICT. , 2012, , .		1

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73	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
74	Investigating the influence of QoS on personal evaluation behaviour in a mobile context. Multimedia Tools and Applications, 2012, 57, 335-358.	3.9	7
75	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
76	Users' (Dis)satisfaction with the personalTV application. Computers in Entertainment, 2011, 9, 1-22.	1.1	1
77	Exploring the acceptability of the audiovisual quality for a mobile video session based on objectively measured parameters. , 2011, , .		6
78	Rethinking determinants of ICT acceptance: Towards an integrated and comprehensive overview. Technovation, 2011, 31, 411-423.	7.8	86
79	Access to premium content on mobile television platforms: The case of mobile sports. Telematics and Informatics, 2011, 28, 32-39.	5.8	23
80	New media adoption and usage among Flemish youngsters. Telematics and Informatics, 2011, 28, 77-85.	5.8	10
81	A Living Lab research approach for mobile TV. Telematics and Informatics, 2011, 28, 271-282.	5.8	62
82	Audiovisual consumption as the interplay of objects, texts and contexts. , 2011, , .		2
83	Triple screen viewing practices. , 2011, , .		1
84	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
85	Adoption versus use diffusion of iTV in flanders - personalized television content as a tool to cross the chasm?. Computers in Entertainment, 2011, 9, 1-15.	1.1	6
86	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
87	Forecasting broadband Internet adoption on trains in Belgium. Telematics and Informatics, 2010, 27, 10-20.	5.8	18
88	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
89	Balancing Public and Private Value for the Digital Television Era. Javnost, 2010, 17, 37-54.	1.7	7
90	Investigating User Typologies and Their Relevance within a Living Lab-Research Approach for ICT-Innovation. , 2010, , .		9

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91	Adoption versus use diffusion of iDTV in flanders. , 2010, , .		2
92	Evaluating a recommendation application for online video content. , 2010, , .		0
93	Enriching living lab-approaches for ICT-innovation by introducing different user roles. , 2010, , .		0
94	QoE measurement of mobile YouTube video streaming. , 2010, , .		46
95	Performing QoE-measurements in an actual 3G network. , 2010, , .		21
96	Linking an integrated framework with appropriate methods for measuring QoE. , 2010, , .		54
97	User-driven innovation? Challenges of user involvement in future technology analysis. Science and Public Policy, 2010, 37, 51-61.	2.4	49
98	Introducing Smart grids in residential contexts: Consumers' perception of smart household appliances. , 2010, , .		39
99	Smart, smarter, smartest&#x2026; the consumer meets the smart electrical grid. , 2010, , .		13
100	QoE estimation of a location-based mobile game using on-body sensors and QoS-related data. , 2010, , .		10
101	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
102	Content and context for mobile television: Integrating trial, expert and user findings. Telematics and Informatics, 2009, 26, 293-305.	5.8	24
103	A living lab research approach for mobile TV. , 2009, , .		17
104	A software tool to relate technical performance to user experience in a mobile context. , 2008, , .		9
105	Fanboys, competers, escapists and time-killers. , 2008, , .		20
106	Adopter segments, adoption determinants and mobile marketing. Journal of Targeting, Measurement and Analysis for Marketing, 2007, 16, 78-95.	0.4	59
107	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