

# Soussan Djamasbi

## List of Publications by Year in descending order

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46  
papers

1,037  
citations

623734

14  
h-index

477307

29  
g-index

54  
all docs

54  
docs citations

54  
times ranked

711  
citing authors

#	ARTICLE	IF	CITATIONS
1	Effects of Text Simplification on Reading Behavior of Older and Younger Users. Lecture Notes in Computer Science, 2021, , 240-252.	1.3	1
2	Outlier-Aware, density-Based gaze fixation identification. Omega, 2021, 102, 102298.	5.9	5
3	Identifying Fixations in Gaze Data via Inner Density and Optimization. INFORMS Journal on Computing, 2019, 31, 459-476.	1.7	3
4	Detecting task demand via an eye tracking machine learning system. Decision Support Systems, 2019, 116, 91-101.	5.9	47
5	Transforming User Experience of Nutrition Facts Label - An Exploratory Service Innovation Study. Lecture Notes in Computer Science, 2019, , 225-237.	1.3	2
6	Bridging a Bridge. , 2018, , .		4
7	Effect of Social Media Product Reviews on Buying Decision When Presented in Augmented Reality. Lecture Notes in Computer Science, 2018, , 313-326.	1.3	2
8	Eye Movements and Reading Behavior of Younger and Older Users: An Exploratory Eye-Tacking Study. Lecture Notes in Computer Science, 2018, , 377-391.	1.3	2
9	Information systems and task demand: An exploratory pupillometry study of computerized decision making. Decision Support Systems, 2017, 97, 1-11.	5.9	31
10	Cognitive factors that lead people to comply with spam email. Journal of Organizational Computing and Electronic Commerce, 2017, 27, 118-134.	1.8	3
11	Text Simplification and Pupillometry: An Exploratory Study. Lecture Notes in Computer Science, 2017, , 65-77.	1.3	2
12	Introduction to User Experience Design for Health and Wellness Minitrack. , 2016, , .		0
13	Social Viewing, Bullet Screen, and User Experience: A First Look. , 2016, , .		12
14	Design Implications of User Experience Studies: The Case of a Diabetes Wellness App. , 2016, , .		12
15	Text Simplification and User Experience. Lecture Notes in Computer Science, 2016, , 285-295.	1.3	5
16	Density of Gaze Points Within a Fixation and Information Processing Behavior. Lecture Notes in Computer Science, 2016, , 465-471.	1.3	11
17	Generation Y, Baby Boomers, and Gaze Interaction Experience in Gaming. , 2015, , .		11
18	Cognitive predictors of consumersâ€™ intention to comply with social marketing email appeals. Computers in Human Behavior, 2015, 52, 307-314.	8.5	10

#	ARTICLE	IF	CITATIONS
19	The Relationship of Demographics to Consumers' Use of an Extended Range of E-health Services. , 2015, , .		3
20	Baby Boomers and Gaze Enabled Gaming. Lecture Notes in Computer Science, 2015, , 479-487.	1.3	1
21	Visual Search. , 2014, , 27-45.		6
22	Introduction to HCI and Consumer Health Informatics Minitrack. , 2014, , .		0
23	Can Fixation on Main Images Predict Visual Appeal of Homepages?. , 2014, , .		7
24	Designing for Success: Creating Business Value with Mobile User Experience (UX). Lecture Notes in Computer Science, 2014, , 299-306.	1.3	14
25	Eye Tracking and Web Experience. AIS Transactions on Human-Computer Interaction, 2014, 6, 37-54.	1.5	84
26	Integer-valued DEA super-efficiency based on directional distance function with an application of evaluating mood and its impact on performance. International Journal of Production Economics, 2013, 146, 550-556.	8.9	13
27	Factors that affect visually impaired users' acceptance of audio and music websites. International Journal of Human Computer Studies, 2013, 71, 321-334.	5.6	21
28	Introduction to HCI and Consumer Health Informatics Minitrack. , 2013, , .		1
29	Do Ads Matter? An Exploration of Web Search Behavior, Visual Hierarchy, and Search Engine Results Pages. , 2013, , .		7
30	Corporate website accessibility: does legislation matter?. Universal Access in the Information Society, 2013, 12, 115-124.	3.0	27
31	SERPs and Ads on Mobile Devices: An Eye Tracking Study for Generation Y. Lecture Notes in Computer Science, 2013, , 259-268.	1.3	14
32	Search Results Pages and Competition for Attention Theory: An Exploratory Eye-Tracking Study. Lecture Notes in Computer Science, 2013, , 576-583.	1.3	3
33	Designing Noticeable Bricklets by Tracking Users' Eye Movements. , 2012, , .		6
34	Faces and Viewing Behavior: An Exploratory Investigation. AIS Transactions on Human-Computer Interaction, 2012, 4, 190-211.	1.5	26
35	Visual Hierarchy and Viewing Behavior: An Eye Tracking Study. Lecture Notes in Computer Science, 2011, , 331-340.	1.3	45
36	Online Viewing and Aesthetic Preferences of Generation Y and the Baby Boom Generation: Testing User Web Site Experience Through Eye Tracking. International Journal of Electronic Commerce, 2011, 15, 121-158.	3.0	82

#	ARTICLE	IF	CITATIONS
37	Why Virtual Job Recruitment Is Not Well Accepted by Generation Y?â€”A Case Study on Second Life. Lecture Notes in Computer Science, 2011, , 245-254.	1.3	2
38	Affect and acceptance: Examining the effects of positive mood on the technology acceptance model. Decision Support Systems, 2010, 48, 383-394.	5.9	80
39	Generation Y, web design, and eye tracking. International Journal of Human Computer Studies, 2010, 68, 307-323.	5.6	276
40	Efficiency, Trust, and Visual Appeal: Usability Testing through Eye Tracking. , 2010, , .		38
41	The effect of positive mood on intention to use computerized decision aids. Information and Management, 2008, 45, 43-51.	6.5	23
42	Do men and women use feedback provided by their Decision Support Systems (DSS) differently?. Decision Support Systems, 2008, 44, 854-869.	5.9	39
43	Does positive affect influence the effective usage of a Decision Support System?. Decision Support Systems, 2007, 43, 1707-1717.	5.9	34
44	Can a Reasonable Time Limit Improve the Effective Usage of a Computerized Decision Aid?. Communications of the Association for Information Systems, 0, 23, .	0.9	2
45	User Experience-driven Innovation in Smart and Connected Worlds. AIS Transactions on Human-Computer Interaction, 0, , 215-231.	1.5	12
46	Developing and Validating Feedback and Coherence Measures in Computer-mediated Communication. Communications of the Association for Information Systems, 0, 32, .	0.9	3