

Joanne M Hinds

List of Publications by Year in descending order

Source: <https://exaly.com/author-pdf/1897591/publications.pdf>

Version: 2024-02-01

12
papers

339
citations

1163117

8
h-index

1281871

11
g-index

13
all docs

13
docs citations

13
times ranked

222
citing authors

#	ARTICLE	IF	CITATIONS
1	Human and Computer Personality Prediction From Digital Footprints. <i>Current Directions in Psychological Science</i> , 2019, 28, 204-211.	5.3	72
2	“It wouldn't happen to me” Privacy concerns and perspectives following the Cambridge Analytica scandal. <i>International Journal of Human Computer Studies</i> , 2020, 143, 102498.	5.6	72
3	What demographic attributes do our digital footprints reveal? A systematic review. <i>PLoS ONE</i> , 2018, 13, e0207112.	2.5	57
4	How is extraversion related to social media use? A literature review. <i>Personality and Individual Differences</i> , 2020, 164, 110040.	2.9	38
5	Understanding neuroticism and social media: A systematic review. <i>Personality and Individual Differences</i> , 2021, 168, 110344.	2.9	27
6	The evolution of online ideological communities. <i>PLoS ONE</i> , 2019, 14, e0216932.	2.5	21
7	Personality and Motives for Social Media Use When Physically Distanced: A Uses and Gratifications Approach. <i>Frontiers in Psychology</i> , 2021, 12, 607948.	2.1	17
8	Collaborative Inhibition and Semantic Recall: Improving Collaboration Through Computer-Mediated Communication. <i>Applied Cognitive Psychology</i> , 2016, 30, 554-565.	1.6	12
9	Integrating Insights About Human Movement Patterns From Digital Data Into Psychological Science. <i>Current Directions in Psychological Science</i> , 2022, 31, 88-95.	5.3	9
10	The influence of multiple trials and computer-mediated communication on collaborative and individual semantic recall. <i>Memory</i> , 2018, 26, 415-423.	1.7	7
11	Exploring Workers' Subjective Experiences of Habit Formation in Cybersecurity: A Qualitative Survey. <i>Cyberpsychology, Behavior, and Social Networking</i> , 2021, 24, 599-604.	3.9	5
12	Supporting social pretend play with a virtual toy. , 2016, , .		1