Yong Liu

List of Publications by Year
in descending order

56 papers	3,559 citations	257101 24 h-index	189595 50 g-index
57 all docs	57 docs citations	57 times ranked	2830 citing authors

#	Article	IF	Citations
1	Exploring the impact of initial herd on overfunding in equity crowdfunding. Information and Management, 2022, 59, 103269.	3.6	19
2	Knowledge sharing in online smoking cessation communities: a social capital perspective. Internet Research, 2022, 32, 111-138.	2.7	12
3	Quantifying the effects of online review content structures on hotel review helpfulness. Internet Research, 2022, 32, 202-227.	2.7	16
4	Promoting users' smartphone avoidance intention: the role of health beliefs. Industrial Management and Data Systems, 2022, 122, 963-982.	2.2	2
5	Exploring the topic structure and evolution of associations in information behavior research through co-word analysis. Journal of Librarianship and Information Science, 2021, 53, 280-297.	1.6	7
6	Visualizing research trends and research theme evolution in E-learning field: 1999â€"2018. Scientometrics, 2021, 126, 1389-1414.	1.6	27
7	Dealing with pandemics: An investigation of the effects of COVID-19 on customers' evaluations of hospitality services. Tourism Management, 2021, 85, 104320.	5.8	79
8	Why discontinue Facebook usage? An empirical investigation based on a pushâ€"pullâ€"mooring framework. Industrial Management and Data Systems, 2021, 121, 2318-2337.	2.2	11
9	Predicting user personality with social interactions in Weibo. Aslib Journal of Information Management, 2021, 73, 839-864.	1.3	7
10	Revisiting the relationship between smartphone use and academic performance: A large-scale study. Computers in Human Behavior, 2021, 122, 106835.	5.1	24
11	Music-search behaviour on a social Q&A site: A cross-gender comparison. Journal of Information Science, 2020, 46, 560-574.	2.0	0
12	Comprehending customer satisfaction with hotels. International Journal of Contemporary Hospitality Management, 2020, 32, 1713-1735.	5.3	71
13	Disentangling the factors driving electronic word-of-mouth use through a configurational approach. Internet Research, 2020, 30, 925-943.	2.7	6
14	Optimizing service offerings using asymmetric impact-sentiment-performance analysis. International Journal of Hospitality Management, 2020, 89, 102557.	5.3	25
15	Social media overload, exhaustion, and use discontinuance: Examining the effects of information overload, system feature overload, and social overload. Information Processing and Management, 2020, 57, 102307.	5.4	157
16	Who contributes what? Scrutinizing the activity data of 4.2 million Zhihu users via immersion scores. Information Processing and Management, 2020, 57, 102274.	5.4	22
17	Motivating scholars' responses in academic social networking sites: An empirical study on ResearchGate Q&A behavior. Information Processing and Management, 2019, 56, 102082.	5.4	21
18	Evolving customer expectations of hospitality services: Differences in attribute effects on satisfaction and Re-Patronage. Tourism Management, 2019, 74, 345-357.	5.8	41

#	Article	IF	Citations
19	Disentangling the factors driving users' continuance intention towards social media: A configurational perspective. Computers in Human Behavior, 2018, 85, 175-182.	5.1	35
20	How to Implement Informational and Emotional Appeals in Print Advertisements. Journal of Advertising Research, 2018, 58, 363-379.	1.0	42
21	Applying configurational analysis to IS behavioural research: a methodological alternative for modelling combinatorial complexities. Information Systems Journal, 2017, 27, 59-89.	4.1	125
22	Understanding mobile learning adoption in higher education. Electronic Library, 2017, 35, 846-860.	0.8	35
23	Big data for big insights: Investigating language-specific drivers of hotel satisfaction with 412,784 user-generated reviews. Tourism Management, 2017, 59, 554-563.	5.8	204
24	Is all Internet gambling equally problematic? Considering the relationship between mode of access and gambling problems. Computers in Human Behavior, 2016, 55, 717-728.	5.1	38
25	Modeling consumer switching behavior in social network games by exploring consumer cognitive dissonance and change experience. Industrial Management and Data Systems, 2016, 116, 801-820.	2.2	34
26	Donating Context Data to Science: The Effects of Social Signals and Perceptions on Action-Taking. Interacting With Computers, 2016, , .	1.0	3
27	Worker Performance in a Situated Crowdsourcing Market. Interacting With Computers, 2016, 28, 612-624.	1.0	2
28	Fragmentation or cohesion? Visualizing the process and consequences of information system diversity, 1993â€"2012. European Journal of Information Systems, 2016, 25, 509-533.	5.5	24
29	Understanding mobile IM continuance usage from the perspectives of network externality and switching costs. International Journal of Mobile Communications, 2015, 13, 188.	0.2	37
30	The impacts of unique service resources and habit on e-service loyalty in a highly competitive market. Journal of Systems and Information Technology, 2015, 17, 336-350.	0.8	3
31	Understanding perceived risks in mobile payment acceptance. Industrial Management and Data Systems, 2015, 115, 253-269.	2.2	240
32	Modeling hedonic is continuance through the uses and gratifications theory: An empirical study in online games. Computers in Human Behavior, 2015, 48, 261-272.	5.1	213
33	Increasing the Reach of Government Social Media: A Case Study in Modeling Government-Citizen Interaction on Facebook. Policy and Internet, 2015, 7, 80-102.	2.0	18
34	Climatic Effects on Planning Behavior. PLoS ONE, 2015, 10, e0126205.	1.1	2
35	CHI 1994-2013. , 2014, , .		111
36	Identity crisis of ubicomp?. , 2014, , .		27

#	Article	IF	Citations
37	Modeling What Friendship Patterns on Facebook Reveal About Personality and Social Capital. ACM Transactions on Computer-Human Interaction, 2014, 21, 1-20.	4.6	22
38	Understanding post-adoption behaviors of e-service users in the context of online travel services. Information and Management, 2014, 51, 1043-1052.	3.6	136
39	An empirical investigation of mobile government adoption in rural China: A case study in Zhejiang province. Government Information Quarterly, 2014, 31, 432-442.	4.0	143
40	Eliciting situated feedback: A comparison of paper, web forms and public displays. Displays, 2014, 35, 27-37.	2.0	24
41	Examining continuance usage of mobile banking from the perspectives of ECT and flow. International Journal of Services, Technology and Management, 2014, 20, 199.	0.1	13
42	E-Loyalty Building in Competitive E-Service Market of SNS: Resources, Habit, Satisfaction and Switching Costs. IFIP Advances in Information and Communication Technology, 2014, , 79-90.	0.5	1
43	A co-word analysis of library and information science in China. Scientometrics, 2013, 97, 369-382.	1.6	115
44	Website attributes in urging online impulse purchase: An empirical investigation on consumer perceptions. Decision Support Systems, 2013, 55, 829-837.	3.5	311
45	How Does Personality Matter? An Investigation of the Impact of Extraversion on Individuals' SNS Use. Cyberpsychology, Behavior, and Social Networking, 2013, 16, 575-581.	2.1	19
46	Exploring the factors motivating e-service users' WOM behaviour. International Journal of Services, Technology and Management, 2013, 19, 187.	0.1	6
47	Crowdsourcing on the spot. , 2013, , .		70
48	Exploring the impact of use context on mobile hedonic services adoption: An empirical study on mobile gaming in China. Computers in Human Behavior, 2011, 27, 890-898.	5.1	171
49	An empirical study on determinants of web based question–answer services adoption. Online Information Review, 2011, 35, 789-798.	2.2	45
50	Mobile internet diffusion in China: an empirical study. Industrial Management and Data Systems, 2010, 110, 309-324.	2.2	75
51	The effect of flow experience on mobile SNS users' loyalty. Industrial Management and Data Systems, 2010, 110, 930-946.	2.2	220
52	Understanding the factors driving m‐learning adoption: a literature review. Campus Wide Information Systems, 2010, 27, 210-226.	1.1	121
53	Impact of Experience and Gender Differences on Users' Perceptions on Mobile Game. , 2010, , .		2
54	Factors driving the adoption of m-learning: An empirical study. Computers and Education, 2010, 55, 1211-1219.	5.1	318

#	ARTICLE	IF	CITATIONS
55	Mobile Manufacturer or Service Provider? An Empirical Study on Consumersâ€™ Adoption Intention. Communications in Computer and Information Science, 2009, , 1-5.	0.4	1
56	A Case Study on Mobile Learning Implementation in Basic Education. , 2008, , .		6