

Donghee Yvette Wohn

List of Publications by Year in descending order

Source: <https://exaly.com/author-pdf/279127/publications.pdf>

Version: 2024-02-01

106
papers

3,559
citations

293460

24
h-index

232693

48
g-index

107
all docs

107
docs citations

107
times ranked

2553
citing authors

#	ARTICLE	IF	CITATIONS
1	Beyond fans: The relational labor and communication practices of creators on Patreon. <i>New Media and Society</i> , 2023, 25, 2684-2703.	3.1	8
2	Understanding and identifying the use of emotes in toxic chat on Twitch. <i>Online Social Networks and Media</i> , 2022, 27, 100180.	2.3	7
3	Twitch Users' Motivations and Practices During Community Mental Health Discussions. <i>Proceedings of the ACM on Human-Computer Interaction</i> , 2022, 6, 1-23.	2.5	4
4	Social Support in Digital Patronage: OnlyFans Adult Content Creators as an Online Community. , 2022, , .		11
5	Coordination and Collaboration: How do Volunteer Moderators Work as a Team in Live Streaming Communities? . , 2022, , .		10
6	Multi-platform practices among digital patronage creators. <i>Convergence</i> , 2022, 28, 1438-1456.	1.6	0
7	How Video Streamersâ€™ Mental Health Disclosures Affect Viewersâ€™ Risk Perceptions. <i>Health Communication</i> , 2021, 36, 1931-1941.	1.8	19
8	An Exploration of Mental Health Discussions in Live Streaming Gaming Communities. <i>Frontiers in Psychology</i> , 2021, 12, 575653.	1.1	13
9	Urban green space and happiness in developed countries. <i>EPJ Data Science</i> , 2021, 10, 28.	1.5	30
10	Moderation Visibility: Mapping the Strategies of Volunteer Moderators in Live Streaming Micro Communities. , 2021, , .		9
11	Harassment Experiences of Women and LGBTQ Live Streamers and How They Handled Negativity. , 2021, , .		10
12	Predictors of parasocial interaction and relationships in live streaming. <i>Convergence</i> , 2021, 27, 1714-1734.	1.6	12
13	Whose agenda is it anyway: an exploration of cancel culture and political affiliation in the United States. <i>SN Social Sciences</i> , 2021, 1, 1.	0.4	6
14	The Interplay of Financial Exchanges and Offline Interpersonal Relationships through Digital Peer-to-Peer Payments. <i>Telematics and Informatics</i> , 2021, 63, 101671.	3.5	4
15	Understanding Decisions to Share Minor Public Safety Incidents on Twitter Through a Collective Action Theory Lens. <i>International Journal of Social Media and Online Communities</i> , 2021, 13, 76-92.	0.1	0
16	Live Streaming, Playing, and Money Spending Behaviors in eSports. <i>Games and Culture</i> , 2020, 15, 73-88.	1.7	63
17	Online social capital: recent trends in research. <i>Current Opinion in Psychology</i> , 2020, 36, 147-152.	2.5	34
18	Programming Learnersâ€™ Perceptions of Interactive Computer Tutors and Human Teachers. <i>International Journal of Emerging Technologies in Learning</i> , 2020, 15, 123.	0.8	2

#	ARTICLE	IF	CITATIONS
19	Green Space and Happiness of Developed Countries. , 2020, , .		1
20	Gender and Genre Differences in Multiplayer Gaming Motivations. Lecture Notes in Computer Science, 2020, , 233-248.	1.0	5
21	Streaming your Identity: Navigating the Presentation of Gender and Sexuality through Live Streaming. Computer Supported Cooperative Work, 2020, 29, 795-825.	1.9	14
22	Audience Management Practices of Live Streamers on Twitch. , 2020, , .		30
23	A Room With a "Fake" View: Installing Digital Windows in Windowless Offices. , 2020, , .		5
24	Digital Patronage Platforms. , 2020, , .		6
25	"Talking without a Voice". Proceedings of the ACM on Human-Computer Interaction, 2020, 4, 1-25.	2.5	76
26	How a Live Streamer's Choice in Played Game Affects Mental Health Conversations. , 2020, , .		2
27	Spontaneous, Yet Studious. Proceedings of the ACM on Human-Computer Interaction, 2020, 4, 1-25.	2.5	9
28	Power in Skin: The Interplay of Self-Presentation, Tactical Play, and Spending in Fortnite. , 2020, , .		8
29	Detection of Hate Speech with Emotes in Online Streaming Chat: Based on Deep Learning Model. Journal of KIISE, 2020, 47, 1032-1037.	0.0	2
30	The Effect of Tracking and Reflecting on Study Habits on Study Behavior and Grades. , 2020, , .		1
31	Motivations and habits of micro-news consumption on mobile social media. Telematics and Informatics, 2019, 44, 101262.	3.5	8
32	Understanding Safety Concerns and Protection Behaviors of Rideshare Drivers. , 2019, , .		2
33	Beyond the "Like": How People Respond to Negative Posts on Facebook. Journal of Broadcasting and Electronic Media, 2019, 63, 250-267.	0.8	9
34	Who Purchases and Why?. , 2019, , .		10
35	Individual and Collaborative Behaviors of Rideshare Drivers in Protecting their Safety. Proceedings of the ACM on Human-Computer Interaction, 2019, 3, 1-21.	2.5	16
36	Volunteer Moderators in Twitch Micro Communities. , 2019, , .		105

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37	Comparison of Learning Programming Between Interactive Computer Tutors and Human Teachers. , 2019, , .		6
38	Understanding Facebook news post comment reading and reacting behavior through political extremism and cultural orientation. Computers in Human Behavior, 2019, 100, 118-126.	5.1	16
39	Effect of Internet Literacy in Understanding Older Adultsâ€™ Social Capital and Expected Internet Support. Communication Research Reports, 2019, 36, 93-102.	1.0	7
40	Charity Streaming: Why Charity Organizations Use Live Streams for Fundraising. , 2019, , .		7
41	Making the city my own: uses and practices of mobile location technologies for exploration of a new city. Personal and Ubiquitous Computing, 2019, 23, 269-278.	1.9	9
42	Understanding eSports Team Formation and Coordination. Computer Supported Cooperative Work, 2019, 28, 95-126.	1.9	45
43	Understanding Digital Patronage. , 2019, , .		35
44	Volunteer Work. , 2019, , .		9
45	What are Effective Strategies of Handling Harassment on Twitch?. , 2019, , .		10
46	Live Streaming Commerce: Uses and Gratifications Approach to Understanding Consumersâ€™ Motivations. , 2019, , .		91
47	Categorizing Live Streaming Moderation Tools. International Journal of Interactive Communication Systems and Technologies, 2019, 9, 36-50.	0.7	19
48	Social Contributors and Consequences of Habitual and Compulsive Game Play. , 2019, , 343-362.		0
49	Social Contributors and Consequences of Habitual and Compulsive Game Play. , 2019, , 362-381.		0
50	Psychological Wellbeing as an Explanation of User Engagement in the Lifecycle of Online Community Participation. , 2018, , .		12
51	All the news that you don't like: Cross-cutting exposure and political participation in the age of social media. Computers in Human Behavior, 2018, 83, 24-31.	5.1	30
52	A Hot Bot. , 2018, , .		0
53	How Users Choose a Face Lens on Snapchat. , 2018, , .		14
54	Screen-viewing Practices in Social Virtual Reality. , 2018, , .		3

#	ARTICLE	IF	CITATIONS
55	Utilitarian and Hedonic Motivations for Live Streaming Shopping. , 2018, , .		121
56	The Antecedents of Incidental News Exposure on Social Media. Social Media and Society, 2018, 4, 205630511877282.	1.5	43
57	Time for Break. , 2018, , .		41
58	Explaining Viewers' Emotional, Instrumental, and Financial Support Provision for Live Streamers. , 2018, , .		115
59	How to Handle Online Risks?. , 2017, , .		8
60	eSports as An Emerging Research Context at CHI. , 2017, , .		45
61	Face to Face Matters. , 2017, , .		7
62	Social Support in eSports. , 2017, , .		48
63	A Game of Research. , 2017, , .		3
64	Self-Efficacy Versus Expertise. , 2017, , 1-2.		0
65	Designing Paralinguistic Digital Affordances for Social Support. , 2016, , .		5
66	Itâ€™s the Audience: Differences in Social Support Across Social Media. Social Media and Society, 2016, 2, 205630511667889.	1.5	39
67	as social support: Relational closeness, automaticity, and interpreting social support from paralinguistic digital affordances in social media. Computers in Human Behavior, 2016, 62, 385-393.	5.1	97
68	The (De-)evolution of Evolution Games: A Content Analysis of the Representation of Evolution Through Natural Selection in Digital Games. Journal of Science Education and Technology, 2016, 25, 655-664.	2.4	3
69	From Faux-Social to Pro-Social: The Mediating Role of Copresence in Developing Expectations of Social Support in a Game. Presence: Teleoperators and Virtual Environments, 2016, 25, 61-74.	0.3	7
70	How Affective Is a â€œLikeâ€?: The Effect of Paralinguistic Digital Affordances on Perceived Social Support. Cyberpsychology, Behavior, and Social Networking, 2016, 19, 562-566.	2.1	87
71	One Click, Many Meanings: Interpreting Paralinguistic Digital Affordances in Social Media. Journal of Broadcasting and Electronic Media, 2016, 60, 171-187.	0.8	194
72	Micro Agenda Setters: The Effect of Social Media on Young Adultsâ€™ Exposure to and Attitude Toward News. Social Media and Society, 2016, 2, 205630511562675.	1.5	38

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73	Reactions to other-generated face threats on Facebook and their relational consequences. <i>Computers in Human Behavior</i> , 2016, 57, 187-194.	5.1	18
74	Are there generational differences?. , 2015, , .		12
75	Social Contributors and Consequences of Habitual and Compulsive Game Play. <i>International Journal of Technology and Human Interaction</i> , 2015, 11, 17-34.	0.3	2
76	From Ambient to Adaptation. , 2015, , .		9
77	Understanding Perceived Social Support through Communication Time, Frequency, and Media Multiplexity. , 2015, , .		6
78	Factors Related to Privacy Concerns and Protection Behaviors Regarding Behavioral Advertising. , 2015, , .		3
79	Social media and college access. <i>Interactions</i> , 2014, 21, 62-65.	0.8	4
80	Spending real money. , 2014, , .		27
81	Adolescentsâ€™ visions of their future careers, educational plans, and life pathways. <i>Journal of Social and Personal Relationships</i> , 2014, 31, 516-534.	1.4	29
82	Effects of loneliness and differential usage of Facebook on college adjustment of first-year students. <i>Computers and Education</i> , 2014, 76, 158-167.	5.1	100
83	Actual friends matter: An internet skills perspective on teens' informal academic collaboration on Facebook. <i>Computers and Education</i> , 2014, 79, 138-147.	5.1	43
84	Players of facebook games and how they play. <i>Entertainment Computing</i> , 2013, 4, 171-178.	1.8	34
85	The role of social media in shaping first-generation high school students' college aspirations: A social capital lens. <i>Computers and Education</i> , 2013, 63, 424-436.	5.1	73
86	A virtual "Room" with a cue: Detecting personality through spatial customization in a city simulation game. <i>Computers in Human Behavior</i> , 2013, 29, 155-159.	5.1	16
87	Virtual item purchasing patterns in a social game. , 2012, , .		4
88	Predicting length of membership in online community "everything2" using feedback. , 2012, , .		9
89	Korea okays stem cell therapies despite limited peer-reviewed data. <i>Nature Medicine</i> , 2012, 18, 329-329.	15.2	26
90	The Role of Habit Strength in Social Network Game Play. <i>Communication Research Reports</i> , 2012, 29, 74-79.	1.0	34

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91	Online Reviews, Helpfulness Ratings, and Consumer Attitudes: An Extension of Congruity Theory to Multiple Sources in Web 2.0. <i>Journal of Computer-Mediated Communication</i> , 2012, 18, 97-112.	1.7	62
92	Are there cultural differences in how we play? Examining cultural effects on playing social network games. <i>Computers in Human Behavior</i> , 2012, 28, 1307-1314.	5.1	75
93	Facebook as a toolkit: A uses and gratification approach to unbundling feature use. <i>Computers in Human Behavior</i> , 2011, 27, 2322-2329.	5.1	719
94	Gender and Race Representation in Casual Games. <i>Sex Roles</i> , 2011, 65, 198-207.	1.4	38
95	Student use of Facebook for organizing collaborative classroom activities. <i>International Journal of Computer-Supported Collaborative Learning</i> , 2011, 6, 329-347.	1.9	202
96	The "S" in Social Network Games: Initiating, Maintaining, and Enhancing Relationships. , 2011, , .		67
97	Coordinating the ordinary. , 2011, , .		24
98	Mandatory registration required for Korean stem cell lines. <i>Nature Medicine</i> , 2010, 16, 137-137.	15.2	0
99	Beyond high school, 'colleges' teach medical marijuana. <i>Nature Medicine</i> , 2010, 16, 621-621.	15.2	0
100	Building common ground and reciprocity through social network games. , 2010, , .		28
101	Social network games. , 2010, , .		13
102	SOUTH KOREA: Premier Science University Ousts Unpopular President. <i>Science</i> , 2006, 312, 32a-33a.	6.0	1
103	KOREAN CLONING SCANDAL: Prosecutors Allege Elaborate Deception and Missing Funds. <i>Science</i> , 2006, 312, 980-981.	6.0	12
104	Tweeting about TV: Sharing television viewing experiences via social media message streams. <i>First Monday</i> , 0, , .	0.6	82
105	Assessing the cognitive and communicative properties of Facebook Reactions and Likes as lightweight feedback cues. <i>First Monday</i> , 0, , .	0.6	6
106	The Death of TV (As We Know It). <i>SSRN Electronic Journal</i> , 0, , .	0.4	0