Hsi-Peng Lu

List of Publications by Year
in descending order

61 papers	**5,792** citations	201385 **27** h-index	168136 **53** g-index
61 all docs	**61** docs citations	**61** times ranked	**4197** citing authors

#	Article	IF	Citations
1	Why do people play on-line games? An extended TAM with social influences and flow experience. Information and Management, 2004, 41, 853-868.	3.6	1,453
2	Why people use social networking sites: An empirical study integrating network externalities and motivation theory. Computers in Human Behavior, 2011, 27, 1152-1161.	5.1	1,170
3	Consumer behavior in online game communities: A motivational factor perspective. Computers in Human Behavior, 2007, 23, 1642-1659.	5.1	385
4	Persuasive messages, popularity cohesion, and message diffusion in social media marketing. Journal of Business Research, 2015, 68, 777-782.	5.8	274
5	The influence of extro/introversion on the intention to pay for social networking sites. Information and Management, 2010, 47, 150-157.	3.6	197
6	Intention to Continue Using Facebook Fan Pages from the Perspective of Social Capital Theory. Cyberpsychology, Behavior, and Social Networking, 2011, 14, 565-570.	2.1	195
7	Why do people play mobile social games? An examination of network externalities and of uses and gratifications. Internet Research, 2014, 24, 313-331.	2.7	191
8	Predicting mobile social network acceptance based on mobile value and social influence. Internet Research, 2015, 25, 107-130.	2.7	172
9	The role of experience and innovation characteristics in the adoption and continued use of e-learning websites. Computers and Education, 2008, 51, 1405-1416.	5.1	153
10	An examination of the celebrity endorsements and online customer reviews influence female consumers' shopping behavior. Computers in Human Behavior, 2013, 29, 193-201.	5.1	152
11	Toward an understanding of the behavioral intention to use a social networking site: An extension of task-technology fit to social-technology fit. Computers in Human Behavior, 2014, 34, 323-332.	5.1	147
12	Smart manufacturing technology, market maturity analysis and technology roadmap in the computer and electronic product manufacturing industry. Technological Forecasting and Social Change, 2018, 133, 85-94.	6.2	125
13	The effect of emoticons in simplex and complex task-oriented communication: An empirical study of instant messaging. Computers in Human Behavior, 2010, 26, 889-895.	5.1	95
14	Information sharing behaviour on blogs in Taiwan: Effects of interactivities and gender differences. Journal of Information Science, 2010, 36, 401-416.	2.0	91
15	The impact of individual differences on e-learning system satisfaction: A contingency approach. British Journal of Educational Technology, 2010, 41, 307-323.	3.9	87
16	Stereotypes or golden rules? Exploring likable voice traits of social robots as active aging companions for tech-savvy baby boomers in Taiwan. Computers in Human Behavior, 2018, 84, 194-210.	5.1	84
17	The effects of cognitive style and model type on DSS acceptance: An empirical study. European Journal of Operational Research, 2001, 131, 649-663.	3.5	74
18	Exploring the emotional, aesthetic, and ergonomic facets of innovative product on fashion technology acceptance model. Behaviour and Information Technology, 2009, 28, 311-322.	2.5	65

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19	Exploring the critical quality attributes and models of smart homes. Maturitas, 2015, 82, 377-386.	1.0	55
20	Exploring the mass adoption of third-generation (3G) mobile phones in Taiwan. Telecommunications Policy, 2009, 33, 628-641.	2.6	54
21	Technology roadmap for building a smart city: An exploring study on methodology. Future Generation Computer Systems, 2019, 97, 727-742.	4.9	52
22	Assessment of institutions, scholars, and contributions on agile software development (2001â€"2012). Journal of Systems and Software, 2014, 93, 84-101.	3.3	47
23	Understanding the intentions of users to â€˜stickâ€™ to social networking sites: a case study in Taiwan. Behaviour and Information Technology, 2015, 34, 151-162.	2.5	47
24	Contribution to quality research: a literature review of Kano's model from 1998 to 2012. Total Quality Management and Business Excellence, 2015, 26, 234-247.	2.4	45
25	Experience differences and continuance intention of blog sharing. Behaviour and Information Technology, 2012, 31, 1081-1095.	2.5	41
26	Facebook Users' Motivation for Clicking the â€œLikeâ€•Button. Social Behavior and Personality, 2015, 43, 579-592.	0.3	41
27	The relationships between management styles, user participation, and system success over MIS growth stages. Information and Management, 1997, 32, 203-213.	3.6	40
28	Reciprocal Reinforcement Between Wearable Activity Trackers and Social Network Services in Influencing Physical Activity Behaviors. JMIR MHealth and UHealth, 2016, 4, e84.	1.8	34
29	Trends in and contributions to entrepreneurship research: a broad review of literature from 1996 to June 2012. Scientometrics, 2014, 99, 353-369.	1.6	26
30	Exploring the Impact of Gamification on Usersâ€™ Engagement for Sustainable Development: A Case Study in Brand Applications. Sustainability, 2020, 12, 4169.	1.6	24
31	A new flow of Location Based Service mobile games: Non-stickiness on PokÃ©mon Go. Computers in Human Behavior, 2018, 89, 182-190.	5.1	21
32	First drive-through pharmacy services in Taiwan. Journal of the Chinese Medical Association, 2013, 76, 37-41.	0.6	16
33	A systematic review and meta-analysis of the comparison of performance among step-tip, split-tip, and symmetrical-tip hemodialysis catheters. Journal of Vascular Surgery, 2019, 69, 1282-1292.	0.6	14
34	Clonal relationship and the association of the ST218 strain harboring blaOXA-72 gene to mortality in carbapenem-resistant Acinetobacter baumannii bacteremia. Journal of Microbiology, Immunology and Infection, 2019, 52, 297-303.	1.5	13
35	Continuance Intention of Facebook Check-In Service Users: An Integrated Model. Social Behavior and Personality, 2014, 42, 1745-1760.	0.3	12
36	Trends and lacunae for future computer assisted learning (CAL) research: An assessment of the literature in SSCI journals from 1998â€"2006. Journal of the Association for Information Science and Technology, 2008, 59, 1313-1320.	2.6	11

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37	Measuring the perception discrepancy of the service quality between provider and customers in the Internet Protocol Television industry. Total Quality Management and Business Excellence, 2012, 23, 981-995.	2.4	11
38	Sustainability in Online Video Hosting Services: The Effects of Serendipity and Flow Experience on Prolonged Usage Time. Sustainability, 2020, 12, 1271.	1.6	11
39	Comparative analysis of experience-oriented customer needs based on the Kano model: an empirical study. Service Industries Journal, 2012, 32, 1973-1990.	5.0	10
40	Gender Differences in Antecedents and Consequences of Trust in an Enterprise's Travel Blogs. Social Behavior and Personality, 2015, 43, 269-286.	0.3	6
41	Observational study of a new strategy and management policy for measles prevention in medical personnel in a hospital setting. BMC Infectious Diseases, 2019, 19, 551.	1.3	6
42	Scientific research trends in gifted individuals with autism spectrum disorder: A Bibliographic Scattering Analysis (1998-2020). High Ability Studies, 2022, 33, 169-193.	1.0	5
43	Weighting of Firefighting Turnout Gear Risk Factors According to Expert Opinion. Sustainability, 2022, 14, 7040.	1.6	5
44	Contributions to financial crisis research: an assessment of the literature in Social Science Citation Index journals from 1990 to 2008. Applied Economics, 2011, 44, 4689-4700.	1.2	4
45	A study of renal function influence by integrating cloud-based manometers and physician order entry systems. Journal of the Chinese Medical Association, 2014, 77, 642-647.	0.6	3
46	New service development model: A user experience-oriented design. , 2014, , .		3
47	Integrating the Kano model with NSD and EMF to assess the innovative attributes of service quality â€" an empirical study of Taiwan's KTV service industry. Quality Technology and Quantitative Management, 2016, 13, 416-438.	1.1	3
48	How the Microfilm Marketing Strategy Stimulates Consumers' Purchase Intention. Social Behavior and Personality, 2018, 46, 953-968.	0.3	3
49	Critical Success Factors (CSFs) of Distance Learning Systems: A Literature Assessment. , 2019, , .		3
50	Box office performance: Influence of online word-of-mouth on consumersâ€™ motivations to watch movies. Social Behavior and Personality, 2019, 47, 1-17.	0.3	3
51	The role of intellectual capital and social capital on the intention to use MOOC. Knowledge Management Research and Practice, 2023, 21, 29-40.	2.7	3
52	Why do People Continue to Play Social Network Game (SNG)?. International Journal of E-Adoption, 2013, 5, 22-35.	1.0	3
53	Heteroscedasticity and Precise Estimation Model Approach for Complex Financial Time-Series Data: An Example of Taiwan Stock Index Futures before and during COVID-19. Mathematics, 2021, 9, 2719.	1.1	3
54	The analysis of human judgment accuracy using decision tree models. , 2011, , .		1

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55	Emotional Labor and Workplace Relationships Among Personnel Officials and Teachers. Social Behavior and Personality, 2015, 43, 547-558.	0.3	1
56	Contribution to Research on Securitization: Assessment of SCI and SSCI Articles from 1996 To 2012. InformaticÄƒ EconomicÄƒ, 2013, 17, 39-46.	0.2	1
57	How to observe business operations: An empirical study of family business. PLoS ONE, 2022, 17, e0267223.	1.1	1
58	Cognitive style and medical computerised support system use. International Journal of Healthcare Technology and Management, 1999, 1, 317.	0.1	0
59	Fixed Income Investors on the Acceptance of E-Commerce: An Empirical Study. , 2009, , .		0
60	Contribution for Wireless E-Health Research: An Assessment of SCI and SSCI Articles from 2002â€"2011. Advanced Science Letters, 2013, 19, 2025-2028.	0.2	0
61	The influence of attractive women in social media on usage behavior. WIT Transactions on Engineering Sciences, 2014, , .	0.0	0