

Matti Mäntymäki

List of Publications by Year in descending order

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Version: 2024-02-01

61
papers

2,942
citations

159585

30
h-index

189892

50
g-index

65
all docs

65
docs citations

65
times ranked

1643
citing authors

#	ARTICLE	IF	CITATIONS
1	Blockchain in healthcare: A systematic literature review, synthesizing framework and future research agenda. <i>Computers in Industry</i> , 2020, 122, 103290.	9.9	231
2	Enterprise social networking: A knowledge management perspective. <i>International Journal of Information Management</i> , 2016, 36, 1042-1052.	17.5	165
3	Why do people purchase from online travel agencies (OTAs)? A consumption values perspective. <i>International Journal of Hospitality Management</i> , 2020, 88, 102534.	8.8	139
4	Big data analytics and enterprises: a bibliometric synthesis of the literature. <i>Enterprise Information Systems</i> , 2020, 14, 737-768.	4.7	135
5	Blockchain applications in management: A bibliometric analysis and literature review. <i>Technological Forecasting and Social Change</i> , 2021, 166, 120649.	11.6	135
6	Teenagers in social virtual worlds: Continuous use and purchasing behavior in Habbo Hotel. <i>Computers in Human Behavior</i> , 2011, 27, 2088-2097.	8.5	133
7	Barriers toward purchasing from online travel agencies. <i>International Journal of Hospitality Management</i> , 2020, 89, 102593.	8.8	120
8	Big data analytics in healthcare: a systematic literature review. <i>Enterprise Information Systems</i> , 2020, 14, 878-912.	4.7	119
9	Fear of missing out (FoMO) among social media users: a systematic literature review, synthesis and framework for future research. <i>Internet Research</i> , 2021, 31, 782-821.	4.9	113
10	Bibliometric analysis and literature review of ecotourism: Toward sustainable development. <i>Tourism Management Perspectives</i> , 2021, 37, 100777.	5.2	108
11	Why do teens spend real money in virtual worlds? A consumption values and developmental psychology perspective on virtual consumption. <i>International Journal of Information Management</i> , 2015, 35, 124-134.	17.5	99
12	Digital natives in social virtual worlds: A multi-method study of gratifications and social influences in Habbo Hotel. <i>International Journal of Information Management</i> , 2014, 34, 210-220.	17.5	90
13	Why do people purchase from food delivery apps? A consumer value perspective. <i>Journal of Retailing and Consumer Services</i> , 2021, 63, 102667.	9.4	88
14	Sleepless due to social media? Investigating problematic sleep due to social media and social media sleep hygiene. <i>Computers in Human Behavior</i> , 2020, 113, 106487.	8.5	81
15	The Janus face of Facebook: Positive and negative sides of social networking site use. <i>Computers in Human Behavior</i> , 2016, 61, 14-26.	8.5	79
16	Purchasing behavior in social virtual worlds: An examination of Habbo Hotel. <i>International Journal of Information Management</i> , 2013, 33, 282-290.	17.5	78
17	Does a contextualized theory of planned behavior explain why teenagers stay in virtual worlds?. <i>International Journal of Information Management</i> , 2014, 34, 567-576.	17.5	61
18	Digital platforms and the changing nature of physical work: Insights from ride-hailing. <i>International Journal of Information Management</i> , 2019, 49, 452-460.	17.5	56

#	ARTICLE	IF	CITATIONS
19	Social media induced fear of missing out (FoMO) and phubbing: Behavioural, relational and psychological outcomes. <i>Technological Forecasting and Social Change</i> , 2022, 174, 121149.	11.6	56
20	What drives subscribing to premium in freemium services? A consumer value-based view of differences between upgrading to and staying with premium. <i>Information Systems Journal</i> , 2020, 30, 295-333.	6.9	55
21	Dark consequences of social media-induced fear of missing out (FoMO): Social media stalking, comparisons, and fatigue. <i>Technological Forecasting and Social Change</i> , 2021, 171, 120931.	11.6	52
22	Psychological and behavioral outcomes of social media-induced fear of missing out at the workplace. <i>Journal of Business Research</i> , 2021, 136, 186-197.	10.2	49
23	The dark side of social media “ and <i>Fifty Shades of Grey</i> introduction to the special issue: the dark side of social media. <i>Internet Research</i> , 2018, 28, 1166-1168.	4.9	48
24	The influence of developer multi-homing on competition between software ecosystems. <i>Journal of Systems and Software</i> , 2016, 111, 119-127.	4.5	47
25	How Self-tracking and the Quantified Self Promote Health and Well-being: Systematic Review. <i>Journal of Medical Internet Research</i> , 2021, 23, e25171.	4.3	46
26	Adverse consequences of emotional support seeking through social network sites in coping with stress from a global pandemic. <i>International Journal of Information Management</i> , 2022, 62, 102431.	17.5	44
27	Why do blockchains split? An actor-network perspective on Bitcoin splits. <i>Technological Forecasting and Social Change</i> , 2019, 148, 119743.	11.6	43
28	Defining organizational AI governance. <i>AI and Ethics</i> , 2022, 2, 603-609.	6.8	41
29	Duality of self-promotion on social networking sites. <i>Information Technology and People</i> , 2019, 32, 269-296.	3.2	40
30	Harnessing user innovation for social media marketing: Case study of a crowdsourced hamburger. <i>International Journal of Information Management</i> , 2018, 43, 319-327.	17.5	37
31	The Use of Social Media for Artist Marketing: Music Industry Perspectives and Consumer Motivations. <i>JMM International Journal on Media Management</i> , 2013, 15, 23-41.	0.8	35
32	How to explain AI systems to end users: a systematic literature review and research agenda. <i>Internet Research</i> , 2022, 32, 1-31.	4.9	31
33	An attention-based view of AI assimilation in public sector organizations: The case of Saudi Arabia. <i>Government Information Quarterly</i> , 2022, 39, 101617.	6.8	28
34	What about investors? ESG analyses as tools for ethics-based AI auditing. <i>AI and Society</i> , 2024, 39, 329-343.	4.6	22
35	Social virtual world continuance among teens: uncovering the moderating role of perceived aggregate network exposure. <i>Behaviour and Information Technology</i> , 2014, 33, 536-547.	4.0	21
36	Towards a Decomposed Expectation-Confirmation Model of IT Continuance: The Role of Usability. <i>Communications of the Association for Information Systems</i> , 0, 40, 502-523.	0.9	19

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37	Jealousy due to social media? A systematic literature review and framework of social media-induced jealousy. <i>Internet Research</i> , 2021, 31, 1541-1582.	4.9	18
38	How Do Small and Medium-Sized Game Companies Use Analytics? An Attention-Based View of Game Analytics. <i>Information Systems Frontiers</i> , 2020, 22, 1163-1178.	6.4	17
39	Understanding the influential and mediating role of cultural enablers of AI integration to supply chain. <i>International Journal of Production Research</i> , 2022, 60, 4592-4620.	7.5	17
40	Platform-Based Business Models: Insights from an Emerging Ai-Enabled Smart Building Ecosystem. <i>Electronics (Switzerland)</i> , 2019, 8, 1150.	3.1	16
41	Why Do Small and Medium-Size Freemium Game Developers Use Game Analytics?. <i>Lecture Notes in Computer Science</i> , 2015, , 326-337.	1.3	13
42	Understanding the Role of Actor Heterogeneity in Blockchain Splits: An Actor-Network Perspective of Bitcoin Forks. , 2019, , .		13
43	Co-Shaping an Ecosystem for Responsible AI: Five Types of Expectation Work in Response to a Technological Frame. <i>Information Systems Frontiers</i> , 2023, 25, 103-121.	6.4	13
44	Decomposing social networking site regret: a uses and gratifications approach. <i>Information Technology and People</i> , 2019, 33, 83-105.	3.2	11
45	Investigating the Drivers of the Continuous Use of Social Virtual Worlds. , 2010, , .		10
46	Coping with pandemics using social network sites: A psychological detachment perspective to COVID-19 stressors. <i>Technological Forecasting and Social Change</i> , 2022, 179, 121660.	11.6	10
47	Promoting Health in Virtual Worlds: Lessons From Second Life. <i>Journal of Medical Internet Research</i> , 2014, 16, e229.	4.3	9
48	Young People Purchasing Virtual Goods in Virtual Worlds: The Role of User Experience and Social Context. <i>IFIP Advances in Information and Communication Technology</i> , 2014, , 303-314.	0.7	8
49	Is Ecosystem Health a Useful Metaphor? Towards a Research Agenda for Ecosystem Health Research. <i>Lecture Notes in Computer Science</i> , 2018, , 141-149.	1.3	6
50	Exploring the Disruptiveness of Cryptocurrencies: A Causal Layered Analysis-Based Approach. <i>Lecture Notes in Computer Science</i> , 2020, , 27-38.	1.3	6
51	Towards Ecosystems for Responsible AI. <i>Lecture Notes in Computer Science</i> , 2021, , 220-232.	1.3	5
52	Trends and Trajectories in the Software Industry: implications for the future of work. <i>Information Systems Frontiers</i> , 0, , 1.	6.4	5
53	Managing medication information with electronic patient records â€“ a Finnish cliniciansâ€™ perspective. <i>Health and Technology</i> , 2012, 2, 113-122.	3.6	3
54	Multi-homing and Software Firm Performance. <i>Lecture Notes in Computer Science</i> , 2017, , 442-452.	1.3	3

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55	Do Business Ecosystems Differ from Other Business Networks? The Case of an Emerging Business Ecosystem for Digital Real-Estate and Facility Services. Lecture Notes in Computer Science, 2018, , 102-116.	1.3	3
56	Correction to: Responsible Design, Implementation and Use of Information and Communication Technology. Lecture Notes in Computer Science, 2021, , C1-C1.	1.3	3
57	Digital Transformation of Software Development: Implications for the Future of Work. Lecture Notes in Computer Science, 2021, , 609-621.	1.3	2
58	Consumer Acceptance of Electronic Reading Devices. Journal of Information Technology Research, 2013, 6, 20-31.	0.5	2
59	Social Media Marketing in the Scandinavian Industrial Markets. , 2015, , 1136-1152.		1
60	Continued Social Virtual World Use among Teens: Examining the Moderating Role of Perceived Network Exposure. , 2013, , .		0
61	Investigating Dual Effects of Social Networking Sites. Lecture Notes in Computer Science, 2018, , 81-101.	1.3	0