

Aqdas Malik

List of Publications by Year in descending order

Source: <https://exaly.com/author-pdf/4079849/publications.pdf>

Version: 2024-02-01

19
papers

880
citations

758635

12
h-index

996533

15
g-index

20
all docs

20
docs citations

20
times ranked

821
citing authors

#	ARTICLE	IF	CITATIONS
1	Uses and Gratifications of digital photo sharing on Facebook. <i>Telematics and Informatics</i> , 2016, 33, 129-138.	3.5	289
2	Uses and Gratifications of Pok�mon Go: Why do People Play Mobile Location-Based Augmented Reality Games?. <i>International Journal of Human-Computer Interaction</i> , 2019, 35, 804-819.	3.3	118
3	Correlates of social media fatigue and academic performance decrement. <i>Information Technology and People</i> , 2020, 34, 557-580.	1.9	81
4	Gamification for Older Adults: A Systematic Literature Review. <i>Gerontologist</i> , The, 2021, 61, e360-e372.	2.3	61
5	Use of Twitter across educational settings: a review of the literature. <i>International Journal of Educational Technology in Higher Education</i> , 2019, 16, .	4.5	56
6	Public health agencies outreach through Instagram during the COVID-19 pandemic: Crisis and Emergency Risk Communication perspective. <i>International Journal of Disaster Risk Reduction</i> , 2021, 61, 102346.	1.8	48
7	Impact of privacy, trust and user activity on intentions to share Facebook photos. <i>Journal of Information Communication and Ethics in Society</i> , 2016, 14, 364-382.	1.0	41
8	Characterizing vaping posts on Instagram by using unsupervised machine learning. <i>International Journal of Medical Informatics</i> , 2020, 141, 104223.	1.6	33
9	Live, Love, Juul: User and Content Analysis of Twitter Posts about Juul. <i>American Journal of Health Behavior</i> , 2019, 43, 326-336.	0.6	30
10	Privacy and trust in Facebook photo sharing: age and gender differences. <i>Data Technologies and Applications</i> , 2016, 50, 462-480.	0.8	25
11	How players across gender and age experience Pok�mon Go?. <i>Universal Access in the Information Society</i> , 2020, 19, 799-812.	2.1	25
12	Immunity debt or vaccination crisis? A multi-method evidence on vaccine acceptance and media framing for emerging COVID-19 variants. <i>Vaccine</i> , 2022, 40, 1855-1863.	1.7	21
13	Getting Healthy by Catching Them All: A Study on the Relationship Between Player Orientations and Perceived Health Benefits in an Augmented Reality Game. , 2019, , .		18
14	How Diverse Users and Activities Trigger Connective Action via Social Media: Lessons from the Twitter Hashtag Campaign #ILookLikeAnEngineer. , 2018, , .		13
15	Modeling Public Sentiments About JUUL Flavors on Twitter Through Machine Learning. <i>Nicotine and Tobacco Research</i> , 2021, 23, 1869-1879.	1.4	8
16	Instagram as a research tool for examining tobacco-related content: A methodological review. <i>Technology in Society</i> , 2022, , 102008.	4.8	8
17	More Than an Engineer. , 2018, , .		2
18	How social media supports hashtag activism through multivocality: A case study of #ILookLikeanEngineer. <i>First Monday</i> , 0, , .	0.6	2

#	ARTICLE	IF	CITATIONS
19	Characterizing HIV discussions and engagement on Twitter. Health and Technology, 2021, 11, 1237-1245.	2.1	1