

Jih-Hsuan Lin

List of Publications by Year in descending order

Source: <https://exaly.com/author-pdf/4194454/publications.pdf>

Version: 2024-02-01

16
papers

1,347
citations

623188

14
h-index

940134

16
g-index

17
all docs

17
docs citations

17
times ranked

1452
citing authors

#	ARTICLE	IF	CITATIONS
1	Is Playing Exergames Really Exercising? A Meta-Analysis of Energy Expenditure in Active Video Games. <i>Cyberpsychology, Behavior, and Social Networking</i> , 2011, 14, 681-688.	2.1	315
2	Need Satisfaction Supportive Game Features as Motivational Determinants: An Experimental Study of a Self-Determination Theory Guided Exergame. <i>Media Psychology</i> , 2012, 15, 175-196.	2.1	261
3	Using Active Video Games for Physical Activity Promotion. <i>Health Education and Behavior</i> , 2013, 40, 171-192.	1.3	247
4	Social networking and adjustments among international students. <i>New Media and Society</i> , 2012, 14, 421-440.	3.1	109
5	Fear in virtual reality (VR): Fear elements, coping reactions, immediate and next-day fright responses toward a survival horror zombie virtual reality game. <i>Computers in Human Behavior</i> , 2017, 72, 350-361.	5.1	90
6	Need for relatedness: a self-determination approach to examining attachment styles, Facebook use, and psychological well-being. <i>Asian Journal of Communication</i> , 2016, 26, 153-173.	0.6	55
7	Do video games exert stronger effects on aggression than film? The role of media interactivity and identification on the association of violent content and aggressive outcomes. <i>Computers in Human Behavior</i> , 2013, 29, 535-543.	5.1	51
8	“Just Dance”: The Effects of Exergame Feedback and Controller Use on Physical Activity and Psychological Outcomes. <i>Games for Health Journal</i> , 2015, 4, 183-189.	1.1	42
9	Identification Matters: A Moderated Mediation Model of Media Interactivity, Character Identification, and Video Game Violence on Aggression. <i>Journal of Communication</i> , 2013, 63, 682-702.	2.1	40
10	The Role of Attachment Style in Facebook Use and Social Capital: Evidence from University Students and a National Sample. <i>Cyberpsychology, Behavior, and Social Networking</i> , 2015, 18, 173-180.	2.1	35
11	The Contributions of Perceived Graphic and Enactive Realism to Enjoyment and Engagement in Active Video Games. <i>International Journal of Technology and Human Interaction</i> , 2015, 11, 1-16.	0.3	20
12	Social video gaming and well-being. <i>Current Opinion in Psychology</i> , 2022, 45, 101316.	2.5	20
13	Watching VR advertising together: How 3D animated agents influence audience responses and enjoyment to VR advertising. <i>Computers in Human Behavior</i> , 2022, 133, 107255.	5.1	20
14	Strategic Social Grooming: Emergent Social Grooming Styles on Facebook, Social Capital and Well-Being. <i>Journal of Computer-Mediated Communication</i> , 2019, 24, 90-107.	1.7	19
15	Differential gains in SNSs: effects of active vs. passive Facebook political participation on offline political participation and voting behavior among first-time and experienced voters. <i>Asian Journal of Communication</i> , 2016, 26, 278-297.	0.6	17
16	Permanently online and permanently connected: Taiwanese university students’ attachment style, mobile phone usage, and well-being. <i>Chinese Journal of Communication</i> , 2019, 12, 44-65.	1.3	5