

Yubo Kou

List of Publications by Year in Descending Order

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The third column is the impact factor (IF) of the journal, and the fourth column is the number of citations of the article.

46
papers

564
citations

12
h-index

21
g-index

51
ext. papers

862
ext. citations

2.3
avg, IF

4.65
L-index

#	Paper	IF	Citations
46	Punishment and Its Discontents: An Analysis of Permanent Ban in an Online Game Community. <i>Proceedings of the ACM on Human-Computer Interaction</i> , 2021 , 5, 1-21	3.4	0
45	"How advertiser-friendly is my video?": YouTuber's Socioeconomic Interactions with Algorithmic Content Moderation. <i>Proceedings of the ACM on Human-Computer Interaction</i> , 2021 , 5, 1-25	3.4	5
44	With Help from Afar: Cross-Local Communication in an Online COVID-19 Pandemic Community. <i>Proceedings of the ACM on Human-Computer Interaction</i> , 2021 , 5, 1-24	3.4	
43	Flag and Flagability in Automated Moderation 2021 ,		9
42	Toxic Behaviors in Team-Based Competitive Gaming: The Case of League of Legends 2020 ,		12
41	Mediating Community-AI Interaction through Situated Explanation. <i>Proceedings of the ACM on Human-Computer Interaction</i> , 2020 , 4, 1-27	3.4	6
40	Emotion Regulation in eSports Gaming. <i>Proceedings of the ACM on Human-Computer Interaction</i> , 2020 , 4, 1-25	3.4	9
39	A Practice-Led Account of the Conceptual Evolution of UX Knowledge 2019 ,		8
38	Turn to the Self in Human-Computer Interaction 2019 ,		6
37	Co-producing, curating, and defining design knowledge in an online practitioner community. <i>CoDesign</i> , 2019 , 15, 41-58	1.4	3
36	Understanding Patient Information Needs About Their Clinical Laboratory Results: A Study of Social Q&A Site. <i>Studies in Health Technology and Informatics</i> , 2019 , 264, 1403-1407	0.5	6
35	Culturally-Embedded Visual Literacy. <i>Proceedings of the ACM on Human-Computer Interaction</i> , 2019 , 3, 1-24	3.4	3
34	"Just My Intuition" Awareness of Versus Acting on Political News Misinformation. <i>Lecture Notes in Computer Science</i> , 2019 , 469-480	0.9	3
33	Live Streaming as Co-Performance. <i>Proceedings of the ACM on Human-Computer Interaction</i> , 2019 , 3, 1-22	3.4	11
32	Exploring the Knowledge Creation Practices of UX Designers on Stack Exchange 2018 ,		1
31	Playing with Streakiness in Online Games 2018 ,		9
30	Complex Mediation in the Formation of Political Opinions 2018 ,		7

29	Understanding Social Roles in an Online Community of Volatile Practice. <i>ACM Transactions on Social Computing</i> , 2018 , 1, 1-22	1.7	10
28	Knowledge Production and Social Roles in an Online Community of Emerging Occupation: A Study of User Experience Practitioners on Reddit 2018 ,		4
27	Tell Me Before You Stream Me. <i>Proceedings of the ACM on Human-Computer Interaction</i> , 2018 , 2, 1-18	3.4	11
26	Entangled with Numbers. <i>Proceedings of the ACM on Human-Computer Interaction</i> , 2018 , 2, 1-25	3.4	11
25	"What do you recommend a complete beginner like me to practice?". <i>Proceedings of the ACM on Human-Computer Interaction</i> , 2018 , 2, 1-24	3.4	9
24	Towards Professionalization in an Online Community of Emerging Occupation 2018 ,		11
23	The Politics of Titling 2018 ,		5
22	Multidimensional Risk Communication 2018 ,		13
21	The Dark (Patterns) Side of UX Design 2018 ,		106
20	The Rise and Fall of Moral Labor in an Online Game Community 2017 ,		5
19	Conspiracy Talk on Social Media. <i>Proceedings of the ACM on Human-Computer Interaction</i> , 2017 , 1, 1-21	3.4	29
18	Supporting Distributed Critique through Interpretation and Sense-Making in an Online Creative Community. <i>Proceedings of the ACM on Human-Computer Interaction</i> , 2017 , 1, 1-18	3.4	11
17	Prosocial behavior in an online game community 2017 ,		4
16	One Social Movement, Two Social Media Sites: A Comparative Study of Public Discourses. <i>Computer Supported Cooperative Work</i> , 2017 , 26, 807-836	2.4	18
15	Managing Uncertainty 2017 ,		38
14	Investigating Support Seeking from Peers for Pregnancy in Online Health Communities. <i>Proceedings of the ACM on Human-Computer Interaction</i> , 2017 , 1, 1-19	3.4	48
13	UX Practitioners' Engagement with Intermediate-Level Knowledge 2017 ,		5
12	Managing Disruptive Behavior through Non-Hierarchical Governance. <i>Proceedings of the ACM on Human-Computer Interaction</i> , 2017 , 1, 1-17	3.4	13

11	Resisting the Censorship Infrastructure in China 2017 ,		6
10	A Confucian Look at Internet Censorship in China. <i>Lecture Notes in Computer Science</i> , 2017 , 377-398	0.9	15
9	Exploring Offline Context and Consciousness in Everyday Social Media Use. <i>Lecture Notes in Computer Science</i> , 2017 , 126-135	0.9	
8	Mediating the Undercurrents 2016 ,		22
7	Ranking Practices and Distinction in League of Legends 2016 ,		17
6	Offshoring Digital Work, but Not Physical Output: Differential Access to Task Objects and Coordination in Globally Distributed Automotive Engineering and Graphic Design Work 2015 ,		5
5	Developing Intuitive Gestures for Spatial Interaction with Large Public Displays. <i>Lecture Notes in Computer Science</i> , 2015 , 174-181	0.9	5
4	Playing with strangers 2014 ,		39
3	DSI: A Method for Indexing Large Graphs Using Distance Set. <i>Lecture Notes in Computer Science</i> , 2010 , 297-308	0.9	
2	An Efficient Method for Constructing Personal DataSpace 2009 ,		3
1	Distinctions Between the Communication of Experiential and Academic Design Knowledge: a linguistic analysis		2