

# Milena M Head

## List of Publications by Year in descending order

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Version: 2024-02-01

43  
papers

4,557  
citations

257357

24  
h-index

345118

36  
g-index

46  
all docs

46  
docs citations

46  
times ranked

3195  
citing authors

#	ARTICLE	IF	CITATIONS
1	Motivation and Demotivation of Hackers in Selecting a Hacking Task. Journal of Computer Information Systems, 2023, 63, 522-536.	2.0	1
2	Developing social capital through professionally oriented social network sites. Information and Management, 2022, 59, 103664.	3.6	3
3	The Impact of Linguistic Complexity on Leadership in Online Q&A communities: Comparing Knowledge Shaping and Knowledge Adding. Information and Management, 2022, 59, 103675.	3.6	2
4	Attitudes Toward Health Care Virtual Communities of Practice: Survey Among Health Care Workers. Journal of Medical Internet Research, 2019, 21, e15176.	2.1	12
5	Using the elaboration likelihood model to examine online persuasion through website design. Information and Management, 2018, 55, 807-821.	3.6	135
6	Understanding the role of competition in video gameplay satisfaction. Information and Management, 2018, 55, 407-421.	3.6	45
7	Cyberbullying impacts on victims' satisfaction with information and communication technologies: The role of Perceived Cyberbullying Severity. Information and Management, 2018, 55, 494-507.	3.6	23
8	Understanding Consumers' Attitudes Toward Controversial Information Technologies: A Contextualization Approach. Information Systems Research, 2017, 28, 760-774.	2.2	41
9	Social commerce and herd behaviour: An examination of the moderating roles of age and homophily. , 2017, , .		1
10	Understanding the Effect of Techno-interruptions in the Workplace. Advances in Intelligent Systems and Computing, 2015, , 1065-1071.	0.5	2
11	The impact of age on website usability. Computers in Human Behavior, 2014, 37, 270-282.	5.1	77
12	Understanding the Factors That Influence the Perceived Severity of Cyber-bullying. Lecture Notes in Computer Science, 2014, , 133-144.	1.0	12
13	The impact of task framing and viewing timing on user website perceptions and viewing behavior. International Journal of Human Computer Studies, 2013, 71, 1089-1102.	3.7	28
14	Website design in an international context: The role of gender in masculine versus feminine oriented countries. Computers in Human Behavior, 2013, 29, 1358-1367.	5.1	52
15	Competition as an element of gamification for learning. , 2013, , .		14
16	Developing and Validating a Scale for Perceived Usefulness for the Mobile Wallet. Advances in Intelligent Systems and Computing, 2013, , 469-476.	0.5	3
17	Understanding student attitudes of mobile phone features: Rethinking adoption through conjoint, cluster and SEM analyses. Computers in Human Behavior, 2012, 28, 2331-2339.	5.1	58
18	The impact of distractions on the usability and intention to use mobile devices for wireless data services. Computers in Human Behavior, 2012, 28, 1439-1449.	5.1	26

#	ARTICLE	IF	CITATIONS
19	Computer use by older adults: A multi-disciplinary review. <i>Computers in Human Behavior</i> , 2010, 26, 870-882.	5.1	535
20	Colour appeal in website design within and across cultures: A multi-method evaluation. <i>International Journal of Human Computer Studies</i> , 2010, 68, 1-21.	3.7	357
21	The effects of website design on purchase intention in online shopping: the mediating role of trust and the moderating role of culture. <i>International Journal of Electronic Business</i> , 2010, 8, 302.	0.2	206
22	Understanding Student Satisfaction in a Mobile Learning Environment: The Role of Internal and External Facilitators. , 2010, , .		3
23	Perceived interactivity leading to e-loyalty: Development of a model for cognitiveâ€œaffective user responses. <i>International Journal of Human Computer Studies</i> , 2009, 67, 850-869.	3.7	242
24	A cross-cultural comparison of the impact of Social Presence on website trust, usefulness and enjoyment. <i>International Journal of Electronic Business</i> , 2009, 7, 625.	0.2	77
25	Perceptions of Mobile Device Website Design. , 2009, , 173-200.		3
26	How can the Web help build customer relationships?. <i>Information and Management</i> , 2007, 44, 115-129.	3.6	101
27	Manipulating perceived social presence through the web interface and its impact on attitude towards online shopping. <i>International Journal of Human Computer Studies</i> , 2007, 65, 689-708.	3.7	648
28	The role of social presence in establishing loyalty in e-Service environments. <i>Interacting With Computers</i> , 2007, 19, 43-56.	1.0	478
29	Mobile Technologies and the Value Chain: Participants, Activities and Value Creation. , 2006, , .		6
30	Design aesthetics leading to m-loyalty in mobile commerce. <i>Information and Management</i> , 2006, 43, 950-963.	3.6	553
31	The Impact of Infusing Social Presence in the Web Interface: An Investigation Across Product Types. <i>International Journal of Electronic Commerce</i> , 2005, 10, 31-55.	1.4	260
32	Supply chain management information systems capabilities. An exploratory study of electronics manufacturers. <i>Information Systems and E-Business Management</i> , 2004, 2, 207-222.	2.2	63
33	Using competitive strategy patterns to determine ideal supply chain management information systems capabilities. <i>International Journal of Internet and Enterprise Management</i> , 2004, 2, 45.	0.1	6
34	The Effects of Multimedia Communication on Web-Based Negotiation. <i>Group Decision and Negotiation</i> , 2003, 12, 89-109.	2.0	50
35	Supply chain collaboration alternatives: understanding the expected costs and benefits. <i>Internet Research</i> , 2002, 12, 348-364.	2.7	170
36	E-Tailing: An Analysis of Web Impacts On The Retail Market. <i>Journal of Business Strategies</i> , 2002, 19, 73-93.	0.1	36

#	ARTICLE	IF	CITATIONS
37	Team Performance and Satisfaction: A Link to Cognitive Style Within a Process Framework. Journal of Creative Behavior, 2001, 35, 227-248.	1.6	56
38	A model for Web-based information systems in e-retailing. Internet Research, 2001, 11, 310-321.	2.7	15
39	Privacy protection in electronic commerce – a theoretical framework. Human Systems Management, 2001, 20, 149-160.	0.5	22
40	World Wide Web navigation aid. International Journal of Human Computer Studies, 2000, 53, 301-330.	3.7	33
41	A relationship-building model for the Web retail marketplace. Internet Research, 2000, 10, 374-384.	2.7	82
42	Investigation of voice and text output modes with abstraction in a computer interface. Interacting With Computers, 1996, 8, 323-345.	1.0	12
43	Knowledge Sharing in Social Networking Sites: How Context Impacts Individuals' Social and Intrinsic Motivation to Contribute in Online Communities. AIS Transactions on Human-Computer Interaction, 0, , 82-104.	1.1	8