

Hayeon Song

List of Publications by Year in descending order

Source: <https://exaly.com/author-pdf/455430/publications.pdf>

Version: 2024-02-01

42
papers

2,250
citations

279487

23
h-index

315357

38
g-index

46
all docs

46
docs citations

46
times ranked

2145
citing authors

| # | ARTICLE | IF | CITATIONS |
|----|--|-----|-----------|
| 1 | Does Facebook make you lonely?: A meta analysis. <i>Computers in Human Behavior</i> , 2014, 36, 446-452. | 5.1 | 273 |
| 2 | Celebrity's self-disclosure on Twitter and parasocial relationships: A mediating role of social presence. <i>Computers in Human Behavior</i> , 2016, 62, 570-577. | 5.1 | 190 |
| 3 | Social comparison on Facebook: Motivation, affective consequences, self-esteem, and Facebook fatigue. <i>Computers in Human Behavior</i> , 2016, 64, 739-746. | 5.1 | 144 |
| 4 | Trusting Social Media as a Source of Health Information: Online Surveys Comparing the United States, Korea, and Hong Kong. <i>Journal of Medical Internet Research</i> , 2016, 18, e25. | 2.1 | 138 |
| 5 | Strategic misrepresentation in online dating: The effects of gender, self-monitoring, and personality traits. <i>Journal of Social and Personal Relationships</i> , 2010, 27, 117-135. | 1.4 | 134 |
| 6 | Health information seeking in the Web 2.0 age: Trust in social media, uncertainty reduction, and self-disclosure. <i>Computers in Human Behavior</i> , 2016, 56, 289-294. | 5.1 | 119 |
| 7 | Social comparison on Facebook: Its antecedents and psychological outcomes. <i>Computers in Human Behavior</i> , 2016, 62, 147-154. | 5.1 | 103 |
| 8 | Can a Robot Be Perceived as a Developing Creature?.. <i>Human Communication Research</i> , 2005, 31, 538-563. | 1.9 | 98 |
| 9 | The effects of competition and competitiveness upon intrinsic motivation in exergames. <i>Computers in Human Behavior</i> , 2013, 29, 1702-1708. | 5.1 | 96 |
| 10 | Social networking sites and other media use, acculturation stress, and psychological well-being among East Asian college students in the United States. <i>Computers in Human Behavior</i> , 2014, 36, 138-146. | 5.1 | 96 |
| 11 | Geo-ethnic storytelling. <i>Journalism</i> , 2006, 7, 362-388. | 1.8 | 77 |
| 12 | Promoting Exercise Self-Efficacy With an Exergame. <i>Journal of Health Communication</i> , 2011, 16, 148-162. | 1.2 | 75 |
| 13 | I Know My Professor: Teacher Self-Disclosure in Online Education and a Mediating Role of Social Presence. <i>International Journal of Human-Computer Interaction</i> , 2019, 35, 448-455. | 3.3 | 71 |
| 14 | Broadening the understanding of social presence: Implications and contributions to the mediated communication and online education. <i>Computers in Human Behavior</i> , 2016, 65, 672-679. | 5.1 | 59 |
| 15 | Why do people post and read personal messages in public? The motivation of using personal blogs and its effects on users' loneliness, belonging, and well-being. <i>Computers in Human Behavior</i> , 2012, 28, 1626-1633. | 5.1 | 57 |
| 16 | Teacher-student relationship in online classes: A role of teacher self-disclosure. <i>Computers in Human Behavior</i> , 2016, 54, 436-443. | 5.1 | 53 |
| 17 | Effectiveness of VR crane training with head-mounted display: Double mediation of presence and perceived usefulness. <i>Automation in Construction</i> , 2021, 122, 103506. | 4.8 | 52 |
| 18 | Virtual vs. real body in exergames: Reducing social physique anxiety in exercise experiences. <i>Computers in Human Behavior</i> , 2014, 36, 282-285. | 5.1 | 49 |

| # | ARTICLE | IF | CITATIONS |
|----|---|-----|-----------|
| 19 | Information Needs, Seeking Behaviors, and Support Among Low-Income Expectant Women. <i>Women and Health</i> , 2013, 53, 824-842. | 0.4 | 48 |
| 20 | A two-way text-messaging system answering health questions for low-income pregnant women. <i>Patient Education and Counseling</i> , 2013, 92, 182-187. | 1.0 | 41 |
| 21 | Anti-smoking educational game using avatars as visualized possible selves. <i>Computers in Human Behavior</i> , 2013, 29, 2029-2036. | 5.1 | 37 |
| 22 | Extrovert and Lonely Individuals' Social TV Viewing Experiences: A Mediating and Moderating Role of Social Presence. <i>Mass Communication and Society</i> , 2018, 21, 50-70. | 1.2 | 31 |
| 23 | Cancer Survivor Identity Shared in a Social Media Intervention. <i>Journal of Pediatric Oncology Nursing</i> , 2012, 29, 80-91. | 1.5 | 26 |
| 24 | How should intelligent agents apologize to restore trust? Interaction effects between anthropomorphism and apology attribution on trust repair. <i>Telematics and Informatics</i> , 2021, 61, 101595. | 3.5 | 24 |
| 25 | Cultural differences in social comparison on Facebook. <i>Behaviour and Information Technology</i> , 2019, 38, 172-183. | 2.5 | 20 |
| 26 | Effort justification for fun activities?: The effect of location-based mobile coupons using games. <i>Journal of Retailing and Consumer Services</i> , 2020, 54, 102029. | 5.3 | 20 |
| 27 | Virtual reality advertising with brand experiences: the effects of media devices, virtual representation of the self, and self-presence. <i>International Journal of Advertising</i> , 2021, 40, 1096-1114. | 4.2 | 19 |
| 28 | Information Gathering and Technology Use Among Low-Income Minority Men at Risk for Prostate Cancer. <i>American Journal of Men's Health</i> , 2015, 9, 235-246. | 0.7 | 17 |
| 29 | Social Sharing of Emotion During the COVID-19 Pandemic. <i>Cyberpsychology, Behavior, and Social Networking</i> , 2022, 25, 369-376. | 2.1 | 14 |
| 30 | The influence of task demand and social categorization diversity on performance and enjoyment in a language learning game. <i>Computers and Education</i> , 2016, 95, 285-295. | 5.1 | 13 |
| 31 | Probing with Pokémon: Feeling of presence and sense of community belonging. <i>Social Science Journal</i> , 2020, 57, 72-84. | 0.9 | 13 |
| 32 | Marketing cereal to children: content analysis of messages on children's and adults' cereal packages. <i>International Journal of Consumer Studies</i> , 2014, 38, 571-577. | 7.2 | 11 |
| 33 | Smoker identity among social smokers: theory-based approaches for anti-smoking interventions. <i>Journal of Substance Use</i> , 2014, 19, 346-350. | 0.3 | 7 |
| 34 | Exploring cultural differences in women's body weight perception: The impact of self-construal on perceived overweight and engagement in health activities. <i>Health Care for Women International</i> , 2016, 37, 1203-1220. | 0.6 | 7 |
| 35 | Using Serious Games for Antismoking Health Campaigns: Experimental Study. <i>JMIR Serious Games</i> , 2020, 8, e18528. | 1.7 | 5 |
| 36 | Communicating the Limitations of AI: The Effect of Message Framing and Ownership on Trust in Artificial Intelligence. <i>International Journal of Human-Computer Interaction</i> , 2023, 39, 790-800. | 3.3 | 5 |

| # | ARTICLE | IF | CITATIONS |
|----|--|-----|-----------|
| 37 | Assessing Technologies for Information-Seeking on Prostate Cancer Screening by Low-Income Men. <i>Journal of Patient-centered Research and Reviews</i> , 2014, 1, 188-196. | 0.6 | 3 |
| 38 | If You Quit Smoking, This Could Happen to You: Investigating Framing and Modeling Effects in an Anti-Smoking Serious Game. <i>International Journal of Human-Computer Interaction</i> , 0, , 1-12. | 3.3 | 2 |
| 39 | Antioxidant and Neuroprotective Effects of Green Tea Seed Shell Ethanol Extracts. <i>Journal of the Korean Society of Food Science and Nutrition</i> , 2016, 45, 958-965. | 0.2 | 2 |
| 40 | Is Anxiety-Inducing VR Experienced Differently Depending on Personality? The Mediating Role of Presence. <i>IEEE Access</i> , 2021, 9, 42161-42168. | 2.6 | 1 |
| 41 | When a Family Member is Ill: Implications for Prosocial Behavior Across Cultures. <i>Journal of Comparative Family Studies</i> , 2018, 49, 21-44. | 0.2 | 0 |
| 42 | E-commerce adoption within SME's in Ghana, a tool for growth. <i>International Journal of Electronic Business</i> , 2021, 16, 32. | 0.2 | 0 |