

# Donghee Shin

## List of Publications by Citations

**Source:** <https://exaly.com/author-pdf/4999968/donghee-shin-publications-by-citations.pdf>

**Version:** 2024-04-28

This document has been generated based on the publications and citations recorded by exaly.com. For the latest version of this publication list, visit the link given above.

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

231  
papers

7,154  
citations

45  
h-index

76  
g-index

251  
ext. papers

8,615  
ext. citations

4.1  
avg, IF

7.63  
L-index

#	Paper	IF	Citations
231	Towards an understanding of the consumer acceptance of mobile wallet. <i>Computers in Human Behavior</i> , <b>2009</b> , 25, 1343-1354	7.7	358
230	The effects of trust, security and privacy in social networking: A security-based approach to understand the pattern of adoption. <i>Interacting With Computers</i> , <b>2010</b> , 22, 428-438	1.6	342
229	An acceptance model for smart watches. <i>Internet Research</i> , <b>2015</b> , 25, 527-541	4.8	266
228	Empathy and embodied experience in virtual environment: To what extent can virtual reality stimulate empathy and embodied experience?. <i>Computers in Human Behavior</i> , <b>2018</b> , 78, 64-73	7.7	255
227	User experience in social commerce: in friends we trust. <i>Behaviour and Information Technology</i> , <b>2013</b> , 32, 52-67	2.4	180
226	Why do people play social network games?. <i>Computers in Human Behavior</i> , <b>2011</b> , 27, 852-861	7.7	180
225	Smartphones as smart pedagogical tools: Implications for smartphones as u-learning devices. <i>Computers in Human Behavior</i> , <b>2011</b> , 27, 2207-2214	7.7	134
224	User acceptance of mobile Internet: Implication for convergence technologies. <i>Interacting With Computers</i> , <b>2007</b> , 19, 472-483	1.6	134
223	The role of affordance in the experience of virtual reality learning: Technological and affective affordances in virtual reality. <i>Telematics and Informatics</i> , <b>2017</b> , 34, 1826-1836	8.1	122
222	Exploring immersive experience in journalism. <i>New Media and Society</i> , <b>2018</b> , 20, 2800-2823	3.8	119
221	Applying the Technology Acceptance Model and flow theory to Cyworld user behavior: implication of the Web2.0 user acceptance. <i>Cyberpsychology, Behavior and Social Networking</i> , <b>2008</b> , 11, 378-82		115
220	Ubiquitous city: Urban technologies, urban infrastructure and urban informatics. <i>Journal of Information Science</i> , <b>2009</b> , 35, 515-526	2	114
219	Is the social use of media for seeking connectedness or for avoiding social isolation? Mechanisms underlying media use and subjective well-being. <i>Computers in Human Behavior</i> , <b>2013</b> , 29, 2453-2462	7.7	112
218	Conceptualizing and measuring quality of experience of the internet of things: Exploring how quality is perceived by users. <i>Information and Management</i> , <b>2017</b> , 54, 998-1011	6.6	107
217	The effects of explainability and causability on perception, trust, and acceptance: Implications for explainable AI. <i>International Journal of Human Computer Studies</i> , <b>2021</b> , 146, 102551	4.6	106
216	Analyzing China's Fintech Industry from the Perspective of Actor-Network Theory. <i>Telecommunications Policy</i> , <b>2016</b> , 40, 168-181	4	98
215	Role of fairness, accountability, and transparency in algorithmic affordance. <i>Computers in Human Behavior</i> , <b>2019</b> , 98, 277-284	7.7	97

214	Forecasting customer switching intention in mobile service: An exploratory study of predictive factors in mobile number portability. <i>Technological Forecasting and Social Change</i> , <b>2008</b> , 75, 854-874	9.5	97
213	Analysis of online social networks: a cross-national study. <i>Online Information Review</i> , <b>2010</b> , 34, 473-495	2	96
212	Can Autonomous Vehicles Be Safe and Trustworthy? Effects of Appearance and Autonomy of Unmanned Driving Systems. <i>International Journal of Human-Computer Interaction</i> , <b>2015</b> , 31, 682-691	3.6	91
211	An empirical investigation of a modified technology acceptance model of IPTV. <i>Behaviour and Information Technology</i> , <b>2009</b> , 28, 361-372	2.4	90
210	A socio-technical framework for Internet-of-Things design: A human-centered design for the Internet of Things. <i>Telematics and Informatics</i> , <b>2014</b> , 31, 519-531	8.1	89
209	Defining sociability and social presence in Social TV. <i>Computers in Human Behavior</i> , <b>2013</b> , 29, 939-947	7.7	83
208	User centric cloud service model in public sectors: Policy implications of cloud services. <i>Government Information Quarterly</i> , <b>2013</b> , 30, 194-203	7.6	82
207	Determinants of customer acceptance of multi-service network: An implication for IP-based technologies. <i>Information and Management</i> , <b>2009</b> , 46, 16-22	6.6	82
206	Modeling the Interaction of Users and Mobile Payment System: Conceptual Framework. <i>International Journal of Human-Computer Interaction</i> , <b>2010</b> , 26, 917-940	3.6	80
205	Health experience model of personal informatics: The case of a quantified self. <i>Computers in Human Behavior</i> , <b>2017</b> , 69, 62-74	7.7	72
204	How do credibility and utility play in the user experience of health informatics services?. <i>Computers in Human Behavior</i> , <b>2017</b> , 67, 292-302	7.7	72
203	The psychology behind QR codes: User experience perspective. <i>Computers in Human Behavior</i> , <b>2012</b> , 28, 1417-1426	7.7	72
202	Knowledge system commitment and knowledge sharing intention: The role of personal information management motivation. <i>International Journal of Information Management</i> , <b>2018</b> , 39, 220-227	16.4	69
201	Understanding trust and perceived usefulness in the consumer acceptance of an e-service: a longitudinal investigation. <i>Behaviour and Information Technology</i> , <b>2017</b> , 36, 125-139	2.4	69
200	Trust and risk in consumer acceptance of e-services. <i>Electronic Commerce Research</i> , <b>2017</b> , 17, 255-288	2.1	65
199	Near-ultraviolet-sensitive graphene/porous silicon photodetectors. <i>ACS Applied Materials &amp; Interfaces</i> , <b>2014</b> , 6, 20880-6	9.5	64
198	Ecological views of big data: Perspectives and issues. <i>Telematics and Informatics</i> , <b>2015</b> , 32, 311-320	8.1	62
197	Demystifying big data: Anatomy of big data developmental process. <i>Telecommunications Policy</i> , <b>2016</b> , 40, 837-854	4	62

196	MVNO services: Policy implications for promoting MVNO diffusion. <i>Telecommunications Policy</i> , <b>2010</b> , 34, 616-632	4	62
195	Understanding purchasing behaviors in a virtual economy: Consumer behavior involving virtual currency in Web 2.0 communities. <i>Interacting With Computers</i> , <b>2008</b> , 20, 433-446	1.6	62
194	Modeling the acceptance of socially interactive robotics. <i>Interaction Studies</i> , <b>2011</b> , 12, 430-460	1.3	61
193	A critique of Korean National Information Strategy: Case of national information infrastructures. <i>Government Information Quarterly</i> , <b>2007</b> , 24, 624-645	7.6	59
192	Effect of the customer experience on satisfaction with smartphones: Assessing smart satisfaction index with partial least squares. <i>Telecommunications Policy</i> , <b>2015</b> , 39, 627-641	4	53
191	Smart TV: are they really smart in interacting with people? Understanding the interactivity of Korean Smart TV. <i>Behaviour and Information Technology</i> , <b>2013</b> , 32, 156-172	2.4	53
190	The Evaluation of User Experience of the Virtual World in Relation to Extrinsic and Intrinsic Motivation. <i>International Journal of Human-Computer Interaction</i> , <b>2009</b> , 25, 530-553	3.6	51
189	Exploring the user experience of three-dimensional virtual learning environments. <i>Behaviour and Information Technology</i> , <b>2013</b> , 32, 203-214	2.4	45
188	How does immersion work in augmented reality games? A user-centric view of immersion and engagement. <i>Information, Communication and Society</i> , <b>2019</b> , 22, 1212-1229	3.4	45
187	Consumers' Trust in Virtual Mall Shopping: The Role of Social Presence and Perceived Security. <i>International Journal of Human-Computer Interaction</i> , <b>2011</b> , 27, 450-475	3.6	44
186	Do Users Experience Real Sociability Through Social TV? Analyzing Parasocial Behavior in Relation to Social TV. <i>Journal of Broadcasting and Electronic Media</i> , <b>2016</b> , 60, 140-159	1.6	43
185	Health beliefs and the valence framework in health information seeking behaviors. <i>Information Technology and People</i> , <b>2016</b> , 29, 876-900	3.4	43
184	User Perceptions of Algorithmic Decisions in the Personalized AI System: Perceptual Evaluation of Fairness, Accountability, Transparency, and Explainability. <i>Journal of Broadcasting and Electronic Media</i> , <b>2020</b> , 64, 541-565	1.6	42
183	Standardization revisited: A critical literature review on standards and innovation. <i>Computer Standards and Interfaces</i> , <b>2015</b> , 38, 152-157	3.5	42
182	Ubiquitous Computing Acceptance Model: end user concern about security, privacy and risk. <i>International Journal of Mobile Communications</i> , <b>2010</b> , 8, 169	1.2	42
181	Blockchain: The emerging technology of digital trust. <i>Telematics and Informatics</i> , <b>2019</b> , 45, 101278	8.1	39
180	Architecture for distributed multimedia database systems. <i>Computer Communications</i> , <b>1990</b> , 13, 217-231	5.1	39
179	The role of personalization, engagement, and trust in online communities. <i>Information Technology and People</i> , <b>2016</b> , 29, 580-596	3.4	39

178	Cross-Platform Users' Experiences Toward Designing Interusable Systems. <i>International Journal of Human-Computer Interaction</i> , <b>2016</b> , 32, 503-514	3.6	38
177	Understanding User Acceptance of DMB in South Korea Using the Modified Technology Acceptance Model. <i>International Journal of Human-Computer Interaction</i> , <b>2009</b> , 25, 173-198	3.6	37
176	Cross-analysis of usability and aesthetic in smart devices: what influences users' preferences?. <i>Cross Cultural Management</i> , <b>2012</b> , 19, 563-587		37
175	Understanding the Internet of Things ecosystem: multi-level analysis of users, society, and ecology. <i>Digital Policy, Regulation and Governance</i> , <b>2017</b> , 19, 77-100	1.7	35
174	Beyond user experience: What constitutes algorithmic experiences?. <i>International Journal of Information Management</i> , <b>2020</b> , 52, 102061	16.4	35
173	What makes consumers use VoIP over mobile phones? Free riding or consumerization of new service. <i>Telecommunications Policy</i> , <b>2012</b> , 36, 311-323	4	35
172	Effects of social popularity and time scarcity on online consumer behaviour regarding smart healthcare products: An eye-tracking approach. <i>Computers in Human Behavior</i> , <b>2018</b> , 78, 74-89	7.7	33
171	Beyond user experience of cloud service: Implication for value sensitive approach. <i>Telematics and Informatics</i> , <b>2015</b> , 32, 33-44	8.1	32
170	Security assessment framework for IoT service. <i>Telecommunication Systems</i> , <b>2017</b> , 64, 193-209	2.3	31
169	Integrated acceptance and sustainability evaluation of Internet of Medical Things. <i>Internet Research</i> , <b>2017</b> , 27, 1227-1254	4.8	31
168	Interaction, engagement, and perceived interactivity in single-handed interaction. <i>Internet Research</i> , <b>2016</b> , 26, 1134-1157	4.8	30
167	Explicating user behavior toward multi-screen adoption and diffusion. <i>Internet Research</i> , <b>2017</b> , 27, 338-368	4.8	29
166	Can Coolness Predict Technology Adoption? Effects of Perceived Coolness on User Acceptance of Smartphones with Curved Screens. <i>Cyberpsychology, Behavior, and Social Networking</i> , <b>2015</b> , 18, 528-33	4.4	29
165	Measuring the quality of smartphones: development of a customer satisfaction index for smart services. <i>International Journal of Mobile Communications</i> , <b>2014</b> , 12, 311	1.2	29
164	The Dynamic User Activities in Massive Multiplayer Online Role-Playing Games. <i>International Journal of Human-Computer Interaction</i> , <b>2010</b> , 26, 317-344	3.6	28
163	Enhanced ultraviolet emission from hybrid structures of single-walled carbon nanotubes/ZnO films. <i>Applied Physics Letters</i> , <b>2009</b> , 94, 213113	3.4	28
162	A study of MVNO diffusion and market structure in the EU, US, Hong Kong, and Singapore. <i>Telematics and Informatics</i> , <b>2007</b> , 24, 86-100	8.1	28
161	3DTV as a social platform for communication and interaction. <i>Information Technology and People</i> , <b>2012</b> , 25, 55-80	3.4	27

160	Prospectus of mobile TV: Another bubble or killer application?. <i>Telematics and Informatics</i> , <b>2006</b> , 23, 253-270	2.7	27
159	How do users interact with algorithm recommender systems? The interaction of users, algorithms, and performance. <i>Computers in Human Behavior</i> , <b>2020</b> , 109, 106344	7.7	27
158	Socio-technical analysis of Korea's broadband convergence network: Big plans, big projects, big prospects?. <i>Telecommunications Policy</i> , <b>2012</b> , 36, 579-593	4	26
157	The Structuration of Digital Ecosystem, Privacy, and Big Data Intelligence. <i>American Behavioral Scientist</i> , <b>2018</b> , 62, 1319-1337	1.8	25
156	Alcohol Product Placements and the Third-Person Effect. <i>Television and New Media</i> , <b>2011</b> , 12, 412-440	2.3	24
155	Convergence and divergence: Policy making about the convergence of technology in Korea. <i>Government Information Quarterly</i> , <b>2010</b> , 27, 147-160	7.6	24
154	Exploring Cross-Cultural Value Structures with Smartphones. <i>Journal of Global Information Management</i> , <b>2012</b> , 20, 67-93	1.9	23
153	The effect of customers' perceived benefits on virtual brand community loyalty. <i>Online Information Review</i> , <b>2016</b> , 40, 298-315	2	23
152	A dialectic perspective on the interactive relationship between social media and civic participation: the moderating role of social capital. <i>Information, Communication and Society</i> , <b>2017</b> , 20, 151-166	3.4	22
151	Social viewing behavior in social TV: proposing a new concept of socio-usability. <i>Online Information Review</i> , <b>2015</b> , 39, 416-434	2	22
150	Contextualizing privacy on health-related use of information technology. <i>Computers in Human Behavior</i> , <b>2020</b> , 105, 106204	7.7	22
149	A living lab as socio-technical ecosystem: Evaluating the Korean living lab of internet of things. <i>Government Information Quarterly</i> , <b>2019</b> , 36, 264-275	7.6	22
148	Application of actor-network theory to network neutrality in Korea: Socio-ecological understanding of network dynamics. <i>Telematics and Informatics</i> , <b>2016</b> , 33, 436-451	8.1	20
147	How do users experience the interaction with an immersive screen?. <i>Computers in Human Behavior</i> , <b>2019</b> , 98, 302-310	7.7	20
146	A socio-technical analysis of software policy in Korea: Towards a central role for building ICT ecosystems. <i>Telecommunications Policy</i> , <b>2015</b> , 39, 944-956	4	20
145	Associations between game use and cognitive empathy: a cross-generational study. <i>Cyberpsychology, Behavior, and Social Networking</i> , <b>2013</b> , 16, 599-603	4.4	19
144	What people do with digital multimedia broadcasting? Path analysis of structural equation modelling. <i>International Journal of Mobile Communications</i> , <b>2008</b> , 6, 258	1.2	19
143	Expanding the Role of Trust in the Experience of Algorithmic Journalism: User Sensemaking of Algorithmic Heuristics in Korean Users. <i>Journalism Practice</i> , <b>2020</b> , 1-24	1.2	19

142	Understanding technology acceptance in a mandatory environment: A literature review. <i>Information Development</i> , <b>2016</b> , 32, 1266-1283	1.6	18
141	The effects of input modality and story-based knowledge on users' game experience. <i>Computers in Human Behavior</i> , <b>2017</b> , 68, 180-189	7.7	18
140	Quality of experience: Beyond the user experience of smart services. <i>Total Quality Management and Business Excellence</i> , <b>2015</b> , 26, 919-932	2.7	17
139	Community Informatics and the New Urbanism: Incorporating Information and Communication Technologies into Planning Integrated Urban Communities. <i>Journal of Urban Technology</i> , <b>2012</b> , 19, 23-42	5.9	17
138	An empirical evaluation of multi-media based learning of a procedural task. <i>Computers in Human Behavior</i> , <b>2012</b> , 28, 1072-1081	7.7	17
137	The assessment of 3rd generation mobile policy in Korea: A web of stakeholder analysis. <i>Technological Forecasting and Social Change</i> , <b>2008</b> , 75, 1406-1415	9.5	17
136	Socio-technical challenges in the development of digital multimedia broadcasting: A survey of Korean mobile television development. <i>Technological Forecasting and Social Change</i> , <b>2006</b> , 73, 1144-1160	8.5	17
135	The effects of security and traceability of blockchain on digital affordance. <i>Online Information Review</i> , <b>2020</b> , 44, 913-932	2	17
134	Effect of binding mode on the photoluminescence of CTMA/DNA doped with (E)-2-(2-(4-(diethylamino)styryl)-4H-pyran-4-ylidene)malononitrile. <i>Polymer</i> , <b>2008</b> , 49, 5417-5423	3.9	16
133	Neo-techno nationalism: The case of China's handset industry. <i>Telecommunications Policy</i> , <b>2016</b> , 40, 197-209	4	16
132	Information tailoring and framing in wearable health communication. <i>Information Processing and Management</i> , <b>2017</b> , 53, 351-358	6.3	15
131	User value design for cloud courseware system. <i>Behaviour and Information Technology</i> , <b>2015</b> , 34, 506-519	2.4	15
130	Evaluation of Korean information infrastructure policy 2000-2010: Focusing on broadband ecosystem change. <i>Government Information Quarterly</i> , <b>2011</b> , 28, 374-387	7.6	15
129	The influence of perceived characteristics of innovating on 4G mobile adoption. <i>International Journal of Mobile Communications</i> , <b>2011</b> , 9, 261	1.2	15
128	Technology convergence and regulatory challenge: a case from Korean digital media broadcasting. <i>Info</i> , <b>2005</b> , 7, 47-58		15
127	Convergence of telecommunications, media and information technology, and implications for regulation. <i>Info</i> , <b>2006</b> , 8, 42-56		15
126	Overlay networks in the West and the East: a techno-economic analysis of mobile virtual network operators. <i>Telecommunication Systems</i> , <b>2008</b> , 37, 157-168	2.3	14
125	Mobile number portability on customer switching behavior: in the case of the Korean mobile market. <i>Info</i> , <b>2007</b> , 9, 38-54		14

124	How do people judge the credibility of algorithmic sources?. <i>AI and Society</i> ,1	2.1	14
123	Smartness in techno-nationalism? Combining actor-network theory and institutionalization to assess Chinese smart TV development. <i>Technological Forecasting and Social Change</i> , <b>2019</b> , 139, 87-98	9.5	14
122	Social platform innovation of open source hardware in South Korea. <i>Telematics and Informatics</i> , <b>2016</b> , 33, 217-226	8.1	13
121	Toward Fair, Accountable, and Transparent Algorithms: Case Studies on Algorithm Initiatives in Korea and China <b>2019</b> , 26, 274-290		13
120	A socio-technical framework for cyber-infrastructure design: Implication for Korean cyber-infrastructure vision. <i>Technological Forecasting and Social Change</i> , <b>2010</b> , 77, 783-795	9.5	13
119	A study of mobile number portability effects in the United States. <i>Telematics and Informatics</i> , <b>2007</b> , 24, 1-14	8.1	13
118	The perception of humanness in conversational journalism: An algorithmic information-processing perspective. <i>New Media and Society</i> ,146144482199380	3.8	13
117	Understanding information proactiveness and the content management system adoption in pre-implementation stage. <i>Computers in Human Behavior</i> , <b>2016</b> , 64, 515-523	7.7	13
116	The actualization of meta affordances: Conceptualizing affordance actualization in the metaverse games. <i>Computers in Human Behavior</i> , <b>2022</b> , 107292	7.7	13
115	A Cross-National Study of Mobile Internet Services. <i>Journal of Global Information Management</i> , <b>2009</b> , 17, 29-54	1.9	12
114	Voices of the Internet of Things: An Exploration of Multiple Voice Effects in Smart Homes. <i>Lecture Notes in Computer Science</i> , <b>2016</b> , 270-278	0.9	12
113	How the second screens change the way people interact and learn: the effects of second screen use on information processing. <i>Interactive Learning Environments</i> , <b>2016</b> , 24, 2058-2079	3.1	12
112	N-SCREEN. <i>Information, Communication and Society</i> , <b>2013</b> , 16, 918-944	3.4	11
111	Socio-Technical Dynamics in the Development of Next Generation Mobile Network: Translation Beyond 3G. <i>Technological Forecasting and Social Change</i> , <b>2011</b> , 78, 514-525	9.5	11
110	Effects of spatial ability and richness of motion cue on learning in mechanically complex domain. <i>Computers in Human Behavior</i> , <b>2011</b> , 27, 1665-1674	7.7	11
109	Disruptive innovation for social change: how technology innovation can be best managed in social context. <i>Telematics and Informatics</i> , <b>2011</b> , 28, 86-100	8.1	11
108	Socio-technical analysis of IPTV: a case study of Korean IPTV. <i>Info</i> , <b>2007</b> , 9, 65-79		11
107	The socio-technical assemblages of blockchain system: how blockchains are framed and how the framing reflects societal contexts. <i>Digital Policy, Regulation and Governance</i> , <b>2020</b> , 22, 245-263	1.7	11



106	Targeting Potential Active Users for Mobile App Install Advertising: An Exploratory Study. <i>International Journal of Human-Computer Interaction</i> , <b>2016</b> , 32, 827-834	3.6	11
105	High/low reputation companies' dialogic communication activities and semantic networks on Facebook: A comparative study. <i>Technological Forecasting and Social Change</i> , <b>2016</b> , 110, 78-92	9.5	11
104	The role of goal awareness and information technology self-efficacy on job satisfaction of healthcare system users. <i>Behaviour and Information Technology</i> , <b>2016</b> , 35, 548-558	2.4	11
103	Embodying algorithms, enactive artificial intelligence and the extended cognition: You can see as much as you know about algorithm. <i>Journal of Information Science</i> , 016555152098549	2	11
102	A normative approach to reducing illegal music downloading: The persuasive effects of normative message framing. <i>Telematics and Informatics</i> , <b>2015</b> , 32, 169-179	8.1	10
101	The development of community telecommunication infrastructure: An evaluation of rural telecommunications project. <i>International Journal of Information Management</i> , <b>2008</b> , 28, 322-335	16.4	10
100	3D learning spaces and activities fostering users' learning, acceptance, and creativity. <i>Journal of Computing in Higher Education</i> , <b>2019</b> , 31, 210-228	3.5	9
99	Exploring political compromise in the new media environment: The interaction effects of social media use and the Big Five personality traits. <i>Personality and Individual Differences</i> , <b>2017</b> , 106, 163-171	3.3	9
98	Tracing College Students' Acceptance of Online Health Services. <i>International Journal of Human-Computer Interaction</i> , <b>2017</b> , 33, 371-384	3.6	9
97	Analyzing the development of 4th generation mobile network in China: actor network theory perspective. <i>Info</i> , <b>2015</b> , 17, 22-38		9
96	Next generation of information infrastructure: A comparative case study of Korea versus the United States of America. <i>Journal of the Association for Information Science and Technology</i> , <b>2008</b> , 59, 1785-1800		9
95	Distributed inter-organizational systems and innovation processes. <i>Internet Research</i> , <b>2006</b> , 16, 553-572	4.8	9
94	How do technological properties influence user affordance of wearable technologies?. <i>Interaction Studies</i> , <b>2019</b> , 20, 307-338	1.3	9
93	Why Does Explainability Matter in News Analytic Systems? Proposing Explainable Analytic Journalism. <i>Journalism Studies</i> , <b>2021</b> , 22, 1047-1065	1.9	9
92	The survival strategy of branded content in the over-the-top (OTT) environment: Eye-tracking and Q-methodology approach in digital product placement. <i>Telematics and Informatics</i> , <b>2017</b> , 34, 1081-1092	8.1	8
91	Examining the Factors Affecting the Rate of IPTV Diffusion: Empirical Study on Korean IPTV. <i>Journal of Media Economics</i> , <b>2011</b> , 24, 174-200	0.1	8
90	The Political Economy of Convergence <b>2008</b> , 15, 23-38		8
89	VoIP: A debate over information service or telephone application in US: A new perspective in convergence era. <i>Telematics and Informatics</i> , <b>2006</b> , 23, 57-73	8.1	8

88	Open access principle in municipal networks: implication for next generation information infrastructure. <i>International Journal of Technology, Policy and Management</i> , <b>2005</b> , 5, 283	0.3	8
87	A Cross-National Study on the Perception of Algorithm News in the East and the West. <i>Journal of Global Information Management</i> , <b>2021</b> , 29, 77-101	1.9	8
86	Public value mapping of network neutrality: Public values and net neutrality in Korea. <i>Telecommunications Policy</i> , <b>2017</b> , 41, 208-224	4	7
85	Differential effect of excitement versus contentment, and excitement versus relaxation: Examining the influence of positive affects on adoption of new technology with a Korean sample. <i>Computers in Human Behavior</i> , <b>2015</b> , 50, 283-290	7.7	7
84	Robot as a Facilitator in Language Conversation Class <b>2015</b> ,		7
83	Effect of nitrogen doping on the structural and the optical variations of graphene quantum dots by using hydrazine treatment. <i>Journal of the Korean Physical Society</i> , <b>2015</b> , 67, 746-751	0.6	7
82	Effect of Online Product Presentation on the Purchase Intention of Wearable Devices: The Role of Mental Imagery and Individualism-Collectivism. <i>Frontiers in Psychology</i> , <b>2020</b> , 11, 56	3.4	7
81	Factors Affecting Resistance and Intention to Use the Smart TV. <i>Journal of Media Business Studies</i> , <b>2014</b> , 11, 23-42	1	7
80	Structural change in search engine news service: a social network perspective. <i>Asian Journal of Communication</i> , <b>2012</b> , 22, 160-178	2.5	7
79	The switchover to digital broadcasting in Korea. <i>Technological Forecasting and Social Change</i> , <b>2012</b> , 79, 1447-1461	9.5	7
78	Size- and doping-dependent time-resolved photoluminescence of doped Si nanocrystals. <i>Nanotechnology</i> , <b>2011</b> , 22, 275205	3.4	7
77	Virtual gratifications of wireless Internet: Is wireless portable Internet reinforced by unrealized gratifications?. <i>Telematics and Informatics</i> , <b>2009</b> , 26, 44-56	8.1	7
76	Challenges and drivers in the 4G evolution in Korea. <i>International Journal of Mobile Communications</i> , <b>2010</b> , 8, 297	1.2	7
75	The effects of network neutrality on the incentive to discriminate, invest, and innovate: a literature review. <i>Info</i> , <b>2016</b> , 18, 42-57		7
74	Prospectus and limitations of algorithmic governance: an ecological evaluation of algorithmic trends. <i>Digital Policy, Regulation and Governance</i> , <b>2019</b> , 21, 369-383	1.7	7
73	Impact of Social Influence and Users' Perception of Coolness on Smartwatch Behavior. <i>Social Behavior and Personality</i> , <b>2018</b> , 46, 881-890	1.2	7
72	Algorithm awareness: Why user awareness is critical for personal privacy in the adoption of algorithmic platforms?. <i>International Journal of Information Management</i> , <b>2022</b> , 65, 102494	16.4	7
71	An empirical study on the integrative pre-implementation model of technology acceptance in a mandatory environment. <i>Behaviour and Information Technology</i> , <b>2017</b> , 36, 861-874	2.4	6

70	Effect of elastic touchscreen and input devices with different softness on user task performance and subjective satisfaction. <i>International Journal of Human Computer Studies</i> , <b>2015</b> , 83, 12-26	4.6	6
69	Media discourse in a hyper connected society: a comparison between media frame and Twitter discourse during media strike. <i>Info</i> , <b>2014</b> , 16, 67-79		6
68	A comparative analysis of net neutrality: Insights gained by juxtaposing the U.S. and Korea. <i>Telecommunications Policy</i> , <b>2014</b> , 38, 1117-1133	4	6
67	How will net neutrality be played out in Korea?. <i>Government Information Quarterly</i> , <b>2012</b> , 29, 243-251	7.6	6
66	In Blockchain We Trust: Does Blockchain Itself Generate Trust?. <i>Social Science Quarterly</i> , <b>2020</b> , 101, 2522-2538	4.5	6
65	Why should I share? An answer from personal information management and organizational citizenship behavior perspectives. <i>Computers in Human Behavior</i> , <b>2018</b> , 87, 146-154	7.7	6
64	The effects of cultural dimensions on algorithmic news: How do cultural value orientations affect how people perceive algorithms?. <i>Computers in Human Behavior</i> , <b>2022</b> , 126, 107007	7.7	6
63	Positive Side Effects Of In-App Reward Advertising. <i>Journal of Advertising Research</i> , <b>2017</b> , 57, 272-282	2.1	5
62	User experience in social commerce: in friends we trust. <i>Behaviour and Information Technology</i> , <b>2013</b> , 32, 1191-1192	2.4	5
61	The Relationship between Human and Smart TVs Based on Emotion Recognition in HCI. <i>Lecture Notes in Computer Science</i> , <b>2014</b> , 652-667	0.9	5
60	Does augmented reality augment user affordance? The effect of technological characteristics on game behaviour. <i>Behaviour and Information Technology</i> , 1-17	2.4	5
59	Beyond smart systems adoption: Enabling diffusion and assimilation of smartness in hospitality. <i>International Journal of Hospitality Management</i> , <b>2021</b> , 98, 103042	8.3	5
58	The effects of ambient scent on hedonic experience on online shopping <b>2017</b> ,		4
57	Framing the Arab Spring: Partisanship in the news stories of Korean Newspapers. <i>International Communication Gazette</i> , <b>2016</b> , 78, 536-556	1.4	4
56	Network neutrality in the eye of the beholder. <i>International Journal of Mobile Communications</i> , <b>2015</b> , 13, 510	1.2	4
55	Ambidextrous information search: linking personal and impersonal search routines with individual performance. <i>Information Technology and Management</i> , <b>2014</b> , 15, 291-304	1.8	4
54	Demystifying Internet Neutrality in South Korea with Stakeholder Analysis. <i>Review of Policy Research</i> , <b>2011</b> , 28, 557-583	1.5	4
53	Future public information infrastructure: lessons from four US case studies. <i>Info</i> , <b>2006</b> , 8, 47-59		4

52	Social television and locus of control: Interactivity effects on cognition and behavior. <i>Social Behavior and Personality</i> , <b>2016</b> , 44, 1671-1686	1.2	4
51	Wearable Health Information <b>2015</b> ,		3
50	Observers versus agents. <i>Information Technology and People</i> , <b>2016</b> , 29, 474-495	3.4	3
49	User identity in the internet of things <b>2015</b> ,		3
48	Can 3DTV Create Immersive Environments?. <i>International Journal of Human-Computer Interaction</i> , <b>2012</b> , 28, 281-291	3.6	3
47	Enabling the smart city <b>2012</b> ,		3
46	<b>2008</b> ,		3
45	Effective design in the development of public information infrastructure: A social constructionist approach. <i>Information Polity</i> , <b>2006</b> , 11, 85-100	2.1	3
44	Interactivity Effects on Single-Handed Interaction. <i>International Journal of Mobile Human Computer Interaction</i> , <b>2020</b> , 12, 42-57	0.8	3
43	Social Responses to Conversational TV VUI. <i>International Journal of Technology and Human Interaction</i> , <b>2015</b> , 11, 17-32	0.9	3
42	The Moderating Effects of Leader-Member Exchange for Technology Acceptance. <i>Journal of Organizational and End User Computing</i> , <b>2021</b> , 33, 1-27	6.2	3
41	Modelling Community Resources and Communications Mapping for Strategic Inter-Organizational Problem Solving and Civic Engagement. <i>Journal of Urban Technology</i> , <b>2016</b> , 23, 47-66	5.9	3
40	Visual cues enhance user performance in virtual environments. <i>Social Behavior and Personality</i> , <b>2018</b> , 46, 11-24	1.2	3
39	Why am I seeing this? Deconstructing algorithm literacy through the lens of users. <i>Internet Research</i> , <b>2021</b> , ahead-of-print,	4.8	3
38	Community Network Development: A Dialectical View. <i>Lecture Notes in Computer Science</i> , <b>2002</b> , 177-190.	0.9	3
37	In Platforms We Trust?Unlocking the Black-Box of News Algorithms through Interpretable AI. <i>Journal of Broadcasting and Electronic Media</i> ,1-22	1.6	3
36	The effects of platform as a technology standard on platform-based repurchases. <i>Digital Policy, Regulation and Governance</i> , <b>2017</b> , 19, 153-167	1.7	2
35	Synthesis and electroluminescence property of new type emitting materials including diazocine for OLEDs. <i>Molecular Crystals and Liquid Crystals</i> , <b>2017</b> , 651, 35-41	0.5	2

34	Do People Purchase a Robot Because of Its Coolness? <b>2015</b> ,		2
33	How Anthropomorphism Affects Human Perception of Color-Gender-Labeled Pet Robots <b>2015</b> ,		2
32	Algorithm Appreciation: Algorithmic Performance, Developmental Processes, and User Interactions <b>2020</b> ,		2
31	Portraying China as an alternative to U. S. Hegemony: The China daily's framing of the arab spring. <i>Atlantic Journal of Communication</i> , <b>2019</b> , 27, 200-215	0.6	2
30	The Multisensory Effects of Atmospheric Cues on Online Shopping Satisfaction. <i>Lecture Notes in Computer Science</i> , <b>2016</b> , 406-416	0.9	2
29	The Effect of Visual Cueing in 3D Animations for Learning Procedural-manipulative Tasks <b>2016</b> ,		2
28	Examining predictors of online news use: perceived bias in traditional media and preference for partisan news. <i>Info</i> , <b>2016</b> , 18, 59-72		2
27	Effects of text input system on learner's memory <b>2015</b> ,		1
26	Trust In Unmanned Driving System <b>2015</b> ,		1
25	Selective exposure to partisan media: Moderating factors in evaluations of the president. <i>Social Science Journal</i> , <b>2018</b> , 55, 62-74	1.1	1
24	Visual Information Priming in Internet of Things: Focusing on the interface of smart refrigerator. <i>SHS Web of Conferences</i> , <b>2017</b> , 33, 00015	0.3	1
23	I am Interested in What You are Saying <b>2015</b> ,		1
22	How does interactivity contribute to a smart TV user experience? <b>2014</b> ,		1
21	Will mobile virtual network operators succeed in Korea?. <i>Info</i> , <b>2012</b> , 14, 48-67		1
20	Effect of Al concentration on the structural, electrical, and optical properties of transparent Al-doped ZnO. <i>Journal of the Korean Physical Society</i> , <b>2012</b> , 61, 599-602	0.6	1
19	Towards a conceptualizing social presence in 3DTV <b>2011</b> ,		1
18	A Non-Economic Model of the Social Value of Network Policy. <i>Journal of Global Information Management</i> , <b>2016</b> , 24, 1-17	1.9	1
17	Effective Cross-cultural Advertising: Moderating Roles of Ethnic Identity and Religiosity in Pitching Controversial Vs. Non-controversial Products to Diasporic Communities. <i>Journal of Intercultural Communication Research</i> , 1-20	0.5	1

16	Research Synthesis of Gender Differences in Korean Science Education Journals. <i>Journal of the Korean Earth Science Society</i> , <b>2007</b> , 28, 453-461	0.1	1
15	Investigating the role of leader-member exchange for goal commitment in system implementation. <i>Information Technology and People</i> , <b>2020</b> , 33, 1555-1573	3.4	1
14	Watching the Watchdogs: A Conceptual Model for Media Accountability in a Non-Western Country. <i>Journalism Practice</i> , 1-20	1.2	1
13	Gendered self-representation and empowerment on social media in the United Arab Emirates. <i>Communication Review</i> , 1-19	1.3	1
12	Digital Islam and Muslim Millennials: How Social Media Influencers Reimagine Religious Authority and Islamic Practices. <i>Religions</i> , <b>2022</b> , 13, 335	0.6	1
11	Cryptocurrency: A panacea for economic growth and sustainability? A critical review of crypto innovation. <i>Telematics and Informatics</i> , <b>2022</b> , 71, 101830	8.1	1
10	A policy analysis of Korean smart grid project. <i>International Journal of Mobile Communications</i> , <b>2011</b> , 9, 383	1.2	0
9	Explicating Consumers' Adoption of Wearable Technologies. <i>International Journal of Technology and Human Interaction</i> , <b>2022</b> , 18, 0-0	0.9	0
8	Risk factors for lesions of the knee menisci among workers in South Korea's national parks. <i>Annals of Occupational and Environmental Medicine</i> , <b>2016</b> , 28, 56	1.3	0
7	Application of Motion Correction using 3D Autoregressive Model in Kinect-based Telemedicine. <i>SHS Web of Conferences</i> , <b>2017</b> , 33, 00005	0.3	
6	Exploring the user experience of 3D virtual learning environments. <i>Behaviour and Information Technology</i> , <b>2013</b> , 32, 1193-1193	2.4	
5	Smart TV: Are they really smart in interacting with people? Understanding the interactivity of Korean smart TV. <i>Behaviour and Information Technology</i> , <b>2013</b> , 32, 1194-1195	2.4	
4	Changes of the Abductive Inquiry Performance in Outdoor Geological Fieldwork. <i>Journal of the Korean Earth Science Society</i> , <b>2020</b> , 41, 531-554	0.1	
3	Containing a Corona Misinfodemic and Covidiocy: Political Talk Shows on German Public-Service TV. <i>Journalism Practice</i> , 1-15	1.2	
2	Morality, Technology, and Enjoyment: Meta Analyzing the Enjoyment of Mediated Violence. <i>Atlantic Journal of Communication</i> , 1-17	0.6	
1	Investigating the Post-Adoption Attitude of the Web Based Content Management System within Organization. <i>Journal of Theoretical and Applied Electronic Commerce Research</i> , <b>2018</b> , 13, 29-42	4.1	