

Donghee Shin

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.

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	Explicating Consumers' Adoption of Wearable Technologies. <i>International Journal of Technology and Human Interaction</i> , 2022 , 18, 0-0	0.9	0
230	The effects of cultural dimensions on algorithmic news: How do cultural value orientations affect how people perceive algorithms?. <i>Computers in Human Behavior</i> , 2022 , 126, 107007	7.7	6
229	The actualization of meta affordances: Conceptualizing affordance actualization in the metaverse games. <i>Computers in Human Behavior</i> , 2022 , 107292	7.7	13
228	Digital Islam and Muslim Millennials: How Social Media Influencers Reimagine Religious Authority and Islamic Practices. <i>Religions</i> , 2022 , 13, 335	0.6	1
227	Algorithm awareness: Why user awareness is critical for personal privacy in the adoption of algorithmic platforms?. <i>International Journal of Information Management</i> , 2022 , 65, 102494	16.4	7
226	Cryptocurrency: A panacea for economic growth and sustainability? A critical review of crypto innovation. <i>Telematics and Informatics</i> , 2022 , 71, 101830	8.1	1
225	A Cross-National Study on the Perception of Algorithm News in the East and the West. <i>Journal of Global Information Management</i> , 2021 , 29, 77-101	1.9	8
224	Why Does Explainability Matter in News Analytic Systems? Proposing Explainable Analytic Journalism. <i>Journalism Studies</i> , 2021 , 22, 1047-1065	1.9	9
223	The Moderating Effects of Leader-Member Exchange for Technology Acceptance. <i>Journal of Organizational and End User Computing</i> , 2021 , 33, 1-27	6.2	3
222	The effects of explainability and causability on perception, trust, and acceptance: Implications for explainable AI. <i>International Journal of Human Computer Studies</i> , 2021 , 146, 102551	4.6	106
221	Why am I seeing this? Deconstructing algorithm literacy through the lens of users. <i>Internet Research</i> , 2021 , ahead-of-print,	4.8	3
220	Beyond smart systems adoption: Enabling diffusion and assimilation of smartness in hospitality. <i>International Journal of Hospitality Management</i> , 2021 , 98, 103042	8.3	5
219	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> , 2020 , 64, 541-565	1.6	42
218	Algorithm Appreciation: Algorithmic Performance, Developmental Processes, and User Interactions 2020 ,		2
217	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> , 2020 , 11, 56	3.4	7
216	Beyond user experience: What constitutes algorithmic experiences?. <i>International Journal of Information Management</i> , 2020 , 52, 102061	16.4	35
215	Changes of the Abductive Inquiry Performance in Outdoor Geological Fieldwork. <i>Journal of the Korean Earth Science Society</i> , 2020 , 41, 531-554	0.1	

214	Interactivity Effects on Single-Handed Interaction. <i>International Journal of Mobile Human Computer Interaction</i> , 2020 , 12, 42-57	0.8	3
213	Contextualizing privacy on health-related use of information technology. <i>Computers in Human Behavior</i> , 2020 , 105, 106204	7.7	22
212	Expanding the Role of Trust in the Experience of Algorithmic Journalism: User Sensemaking of Algorithmic Heuristics in Korean Users. <i>Journalism Practice</i> , 2020 , 1-24	1.2	19
211	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> , 2020 , 22, 245-263	1.7	11
210	The effects of security and traceability of blockchain on digital affordance. <i>Online Information Review</i> , 2020 , 44, 913-932	2	17
209	Investigating the role of leader-member exchange for goal commitment in system implementation. <i>Information Technology and People</i> , 2020 , 33, 1555-1573	3.4	1
208	In Blockchain We Trust: Does Blockchain Itself Generate Trust?. <i>Social Science Quarterly</i> , 2020 , 101, 2522-2538	2.5	6
207	How do users interact with algorithm recommender systems? The interaction of users, algorithms, and performance. <i>Computers in Human Behavior</i> , 2020 , 109, 106344	7.7	27
206	Blockchain: The emerging technology of digital trust. <i>Telematics and Informatics</i> , 2019 , 45, 101278	8.1	39
205	Toward Fair, Accountable, and Transparent Algorithms: Case Studies on Algorithm Initiatives in Korea and China 2019 , 26, 274-290		13
204	Role of fairness, accountability, and transparency in algorithmic affordance. <i>Computers in Human Behavior</i> , 2019 , 98, 277-284	7.7	97
203	How do users experience the interaction with an immersive screen?. <i>Computers in Human Behavior</i> , 2019 , 98, 302-310	7.7	20
202	3D learning spaces and activities fostering users' learning, acceptance, and creativity. <i>Journal of Computing in Higher Education</i> , 2019 , 31, 210-228	3.5	9
201	Portraying China as an alternative to U. S. Hegemony: The China daily's framing of the arab spring. <i>Atlantic Journal of Communication</i> , 2019 , 27, 200-215	0.6	2
200	How do technological properties influence user affordance of wearable technologies?. <i>Interaction Studies</i> , 2019 , 20, 307-338	1.3	9
199	Prospectus and limitations of algorithmic governance: an ecological evaluation of algorithmic trends. <i>Digital Policy, Regulation and Governance</i> , 2019 , 21, 369-383	1.7	7
198	Smartness in techno-nationalism? Combining actor-network theory and institutionalization to assess Chinese smart TV development. <i>Technological Forecasting and Social Change</i> , 2019 , 139, 87-98	9.5	14
197	A living lab as socio-technical ecosystem: Evaluating the Korean living lab of internet of things. <i>Government Information Quarterly</i> , 2019 , 36, 264-275	7.6	22

196	How does immersion work in augmented reality games? A user-centric view of immersion and engagement. <i>Information, Communication and Society</i> , 2019 , 22, 1212-1229	3.4	45
195	Knowledge system commitment and knowledge sharing intention: The role of personal information management motivation. <i>International Journal of Information Management</i> , 2018 , 39, 220-227	16.4	69
194	Selective exposure to partisan media: Moderating factors in evaluations of the president. <i>Social Science Journal</i> , 2018 , 55, 62-74	1.1	1
193	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> , 2018 , 78, 74-89	7.7	33
192	Exploring immersive experience in journalism. <i>New Media and Society</i> , 2018 , 20, 2800-2823	3.8	119
191	Empathy and embodied experience in virtual environment: To what extent can virtual reality stimulate empathy and embodied experience?. <i>Computers in Human Behavior</i> , 2018 , 78, 64-73	7.7	255
190	The Structuration of Digital Ecosystem, Privacy, and Big Data Intelligence. <i>American Behavioral Scientist</i> , 2018 , 62, 1319-1337	1.8	25
189	Impact of Social Influence and Users' Perception of Coolness on Smartwatch Behavior. <i>Social Behavior and Personality</i> , 2018 , 46, 881-890	1.2	7
188	Investigating the Post-Adoption Attitude of the Web Based Content Management System within Organization. <i>Journal of Theoretical and Applied Electronic Commerce Research</i> , 2018 , 13, 29-42	4.1	
187	Visual cues enhance user performance in virtual environments. <i>Social Behavior and Personality</i> , 2018 , 46, 11-24	1.2	3
186	Why should I share? An answer from personal information management and organizational citizenship behavior perspectives. <i>Computers in Human Behavior</i> , 2018 , 87, 146-154	7.7	6
185	Trust and risk in consumer acceptance of e-services. <i>Electronic Commerce Research</i> , 2017 , 17, 255-288	2.1	65
184	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> , 2017 , 20, 151-166	3.4	22
183	Security assessment framework for IoT service. <i>Telecommunication Systems</i> , 2017 , 64, 193-209	2.3	31
182	Understanding the Internet of Things ecosystem: multi-level analysis of users, society, and ecology. <i>Digital Policy, Regulation and Governance</i> , 2017 , 19, 77-100	1.7	35
181	Explicating user behavior toward multi-screen adoption and diffusion. <i>Internet Research</i> , 2017 , 27, 338-368	4.8	29
180	The effects of ambient scent on hedonic experience on online shopping 2017 ,		4
179	The effects of platform as a technology standard on platform-based repurchases. <i>Digital Policy, Regulation and Governance</i> , 2017 , 19, 153-167	1.7	2

178	Conceptualizing and measuring quality of experience of the internet of things: Exploring how quality is perceived by users. <i>Information and Management</i> , 2017 , 54, 998-1011	6.6	107
177	An empirical study on the integrative pre-implementation model of technology acceptance in a mandatory environment. <i>Behaviour and Information Technology</i> , 2017 , 36, 861-874	2.4	6
176	Application of Motion Correction using 3D Autoregressive Model in Kinect-based Telemedicine. <i>SHS Web of Conferences</i> , 2017 , 33, 00005	0.3	
175	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> , 2017 , 34, 1081-1092	8.1	8
174	The role of affordance in the experience of virtual reality learning: Technological and affective affordances in virtual reality. <i>Telematics and Informatics</i> , 2017 , 34, 1826-1836	8.1	122
173	Health experience model of personal informatics: The case of a quantified self. <i>Computers in Human Behavior</i> , 2017 , 69, 62-74	7.7	72
172	How do credibility and utility play in the user experience of health informatics services?. <i>Computers in Human Behavior</i> , 2017 , 67, 292-302	7.7	72
171	Information tailoring and framing in wearable health communication. <i>Information Processing and Management</i> , 2017 , 53, 351-358	6.3	15
170	Public value mapping of network neutrality: Public values and net neutrality in Korea. <i>Telecommunications Policy</i> , 2017 , 41, 208-224	4	7
169	Synthesis and electroluminescence property of new type emitting materials including diazocine for OLEDs. <i>Molecular Crystals and Liquid Crystals</i> , 2017 , 651, 35-41	0.5	2
168	Positive Side Effects Of In-App Reward Advertising. <i>Journal of Advertising Research</i> , 2017 , 57, 272-282	2.1	5
167	Integrated acceptance and sustainability evaluation of Internet of Medical Things. <i>Internet Research</i> , 2017 , 27, 1227-1254	4.8	31
166	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> , 2017 , 106, 163-171	3.3	9
165	Tracing College Students' Acceptance of Online Health Services. <i>International Journal of Human-Computer Interaction</i> , 2017 , 33, 371-384	3.6	9
164	Understanding trust and perceived usefulness in the consumer acceptance of an e-service: a longitudinal investigation. <i>Behaviour and Information Technology</i> , 2017 , 36, 125-139	2.4	69
163	The effects of input modality and story-based knowledge on users' game experience. <i>Computers in Human Behavior</i> , 2017 , 68, 180-189	7.7	18
162	Visual Information Priming in Internet of Things: Focusing on the interface of smart refrigerator. <i>SHS Web of Conferences</i> , 2017 , 33, 00015	0.3	1
161	Application of actor-network theory to network neutrality in Korea: Socio-ecological understanding of network dynamics. <i>Telematics and Informatics</i> , 2016 , 33, 436-451	8.1	20

160	Understanding technology acceptance in a mandatory environment: A literature review. <i>Information Development</i> , 2016 , 32, 1266-1283	1.6	18
159	Social platform innovation of open source hardware in South Korea. <i>Telematics and Informatics</i> , 2016 , 33, 217-226	8.1	13
158	Framing the Arab Spring: Partisanship in the news stories of Korean Newspapers. <i>International Communication Gazette</i> , 2016 , 78, 536-556	1.4	4
157	Observers versus agents. <i>Information Technology and People</i> , 2016 , 29, 474-495	3.4	3
156	Demystifying big data: Anatomy of big data developmental process. <i>Telecommunications Policy</i> , 2016 , 40, 837-854	4	62
155	Analyzing China's Fintech Industry from the Perspective of Actor-Network Theory. <i>Telecommunications Policy</i> , 2016 , 40, 168-181	4	98
154	Social television and locus of control: Interactivity effects on cognition and behavior. <i>Social Behavior and Personality</i> , 2016 , 44, 1671-1686	1.2	4
153	A Non-Economic Model of the Social Value of Network Policy. <i>Journal of Global Information Management</i> , 2016 , 24, 1-17	1.9	1
152	The Multisensory Effects of Atmospheric Cues on Online Shopping Satisfaction. <i>Lecture Notes in Computer Science</i> , 2016 , 406-416	0.9	2
151	Voices of the Internet of Things: An Exploration of Multiple Voice Effects in Smart Homes. <i>Lecture Notes in Computer Science</i> , 2016 , 270-278	0.9	12
150	The role of personalization, engagement, and trust in online communities. <i>Information Technology and People</i> , 2016 , 29, 580-596	3.4	39
149	Targeting Potential Active Users for Mobile App Install Advertising: An Exploratory Study. <i>International Journal of Human-Computer Interaction</i> , 2016 , 32, 827-834	3.6	11
148	Modelling Community Resources and Communications Mapping for Strategic Inter-Organizational Problem Solving and Civic Engagement. <i>Journal of Urban Technology</i> , 2016 , 23, 47-66	5.9	3
147	Risk factors for lesions of the knee menisci among workers in South Korea's national parks. <i>Annals of Occupational and Environmental Medicine</i> , 2016 , 28, 56	1.3	0
146	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> , 2016 , 24, 2058-2079	3.1	12
145	High/low reputation companies' dialogic communication activities and semantic networks on Facebook: A comparative study. <i>Technological Forecasting and Social Change</i> , 2016 , 110, 78-92	9.5	11
144	Neo-techno nationalism: The case of China's handset industry. <i>Telecommunications Policy</i> , 2016 , 40, 197-209	4	16
143	Cross-Platform Users' Experiences Toward Designing Interusable Systems. <i>International Journal of Human-Computer Interaction</i> , 2016 , 32, 503-514	3.6	38

142	Do Users Experience Real Sociability Through Social TV? Analyzing Parasocial Behavior in Relation to Social TV. <i>Journal of Broadcasting and Electronic Media</i> , 2016 , 60, 140-159	1.6	43
141	The Effect of Visual Cueing in 3D Animations for Learning Procedural-manipulative Tasks 2016 ,		2
140	The effect of customers' perceived benefits on virtual brand community loyalty. <i>Online Information Review</i> , 2016 , 40, 298-315	2	23
139	The effects of network neutrality on the incentive to discriminate, invest, and innovate: a literature review. <i>Info</i> , 2016 , 18, 42-57		7
138	The role of goal awareness and information technology self-efficacy on job satisfaction of healthcare system users. <i>Behaviour and Information Technology</i> , 2016 , 35, 548-558	2.4	11
137	Health beliefs and the valence framework in health information seeking behaviors. <i>Information Technology and People</i> , 2016 , 29, 876-900	3.4	43
136	Interaction, engagement, and perceived interactivity in single-handed interaction. <i>Internet Research</i> , 2016 , 26, 1134-1157	4.8	30
135	Understanding information proactiveness and the content management system adoption in pre-implementation stage. <i>Computers in Human Behavior</i> , 2016 , 64, 515-523	7.7	13
134	Examining predictors of online news use: perceived bias in traditional media and preference for partisan news. <i>Info</i> , 2016 , 18, 59-72		2
133	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> , 2015 , 83, 12-26	4.6	6
132	Can Autonomous Vehicles Be Safe and Trustworthy? Effects of Appearance and Autonomy of Unmanned Driving Systems. <i>International Journal of Human-Computer Interaction</i> , 2015 , 31, 682-691	3.6	91
131	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> , 2015 , 50, 283-290	7.7	7
130	User value design for cloud courseware system. <i>Behaviour and Information Technology</i> , 2015 , 34, 506-519	2.4	15
129	Can Coolness Predict Technology Adoption? Effects of Perceived Coolness on User Acceptance of Smartphones with Curved Screens. <i>Cyberpsychology, Behavior, and Social Networking</i> , 2015 , 18, 528-33	4.4	29
128	Quality of experience: Beyond the user experience of smart services. <i>Total Quality Management and Business Excellence</i> , 2015 , 26, 919-932	2.7	17
127	Effects of text input system on learner's memory 2015 ,		1
126	Robot as a Facilitator in Language Conversation Class 2015 ,		7
125	Do People Purchase a Robot Because of Its Coolness? 2015 ,		2

124	How Anthropomorphism Affects Human Perception of Color-Gender-Labeled Pet Robots 2015 ,		2
123	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> , 2015 , 67, 746-751	0.6	7
122	Wearable Health Information 2015 ,		3
121	Trust In Unmanned Driving System 2015 ,		1
120	Beyond user experience of cloud service: Implication for value sensitive approach. <i>Telematics and Informatics</i> , 2015 , 32, 33-44	8.1	32
119	Effect of the customer experience on satisfaction with smartphones: Assessing smart satisfaction index with partial least squares. <i>Telecommunications Policy</i> , 2015 , 39, 627-641	4	53
118	Ecological views of big data: Perspectives and issues. <i>Telematics and Informatics</i> , 2015 , 32, 311-320	8.1	62
117	A normative approach to reducing illegal music downloading: The persuasive effects of normative message framing. <i>Telematics and Informatics</i> , 2015 , 32, 169-179	8.1	10
116	I am Interested in What You are Saying 2015 ,		1
115	Social viewing behavior in social TV: proposing a new concept of socio-usability. <i>Online Information Review</i> , 2015 , 39, 416-434	2	22
114	Network neutrality in the eye of the beholder. <i>International Journal of Mobile Communications</i> , 2015 , 13, 510	1.2	4
113	User identity in the internet of things 2015 ,		3
112	A socio-technical analysis of software policy in Korea: Towards a central role for building ICT ecosystems. <i>Telecommunications Policy</i> , 2015 , 39, 944-956	4	20
111	An acceptance model for smart watches. <i>Internet Research</i> , 2015 , 25, 527-541	4.8	266
110	Analyzing the development of 4th generation mobile network in China: actor network theory perspective. <i>Info</i> , 2015 , 17, 22-38		9
109	Standardization revisited: A critical literature review on standards and innovation. <i>Computer Standards and Interfaces</i> , 2015 , 38, 152-157	3.5	42
108	Social Responses to Conversational TV VUI. <i>International Journal of Technology and Human Interaction</i> , 2015 , 11, 17-32	0.9	3
107	A socio-technical framework for Internet-of-Things design: A human-centered design for the Internet of Things. <i>Telematics and Informatics</i> , 2014 , 31, 519-531	8.1	89

106	Media discourse in a hyper connected society: a comparison between media frame and Twitter discourse during media strike. <i>Info</i> , 2014 , 16, 67-79		6
105	Measuring the quality of smartphones: development of a customer satisfaction index for smart services. <i>International Journal of Mobile Communications</i> , 2014 , 12, 311	1.2	29
104	How does interactivity contribute to a smart TV user experience? 2014 ,		1
103	A comparative analysis of net neutrality: Insights gained by juxtaposing the U.S. and Korea. <i>Telecommunications Policy</i> , 2014 , 38, 1117-1133	4	6
102	Ambidextrous information search: linking personal and impersonal search routines with individual performance. <i>Information Technology and Management</i> , 2014 , 15, 291-304	1.8	4
101	Near-ultraviolet-sensitive graphene/porous silicon photodetectors. <i>ACS Applied Materials & Interfaces</i> , 2014 , 6, 20880-6	9.5	64
100	Factors Affecting Resistance and Intention to Use the Smart TV. <i>Journal of Media Business Studies</i> , 2014 , 11, 23-42	1	7
99	The Relationship between Human and Smart TVs Based on Emotion Recognition in HCI. <i>Lecture Notes in Computer Science</i> , 2014 , 652-667	0.9	5
98	Associations between game use and cognitive empathy: a cross-generational study. <i>Cyberpsychology, Behavior, and Social Networking</i> , 2013 , 16, 599-603	4.4	19
97	Defining sociability and social presence in Social TV. <i>Computers in Human Behavior</i> , 2013 , 29, 939-947	7.7	83
96	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> , 2013 , 29, 2453-2462	7.7	112
95	User centric cloud service model in public sectors: Policy implications of cloud services. <i>Government Information Quarterly</i> , 2013 , 30, 194-203	7.6	82
94	User experience in social commerce: in friends we trust. <i>Behaviour and Information Technology</i> , 2013 , 32, 1191-1192	2.4	5
93	Exploring the user experience of 3D virtual learning environments. <i>Behaviour and Information Technology</i> , 2013 , 32, 1193-1193	2.4	
92	N-SCREEN. <i>Information, Communication and Society</i> , 2013 , 16, 918-944	3.4	11
91	Exploring the user experience of three-dimensional virtual learning environments. <i>Behaviour and Information Technology</i> , 2013 , 32, 203-214	2.4	45
90	Smart TV: are they really smart in interacting with people? Understanding the interactivity of Korean Smart TV. <i>Behaviour and Information Technology</i> , 2013 , 32, 156-172	2.4	53
89	User experience in social commerce: in friends we trust. <i>Behaviour and Information Technology</i> , 2013 , 32, 52-67	2.4	180

88	Smart TV: Are they really smart in interacting with people? Understanding the interactivity of Korean smart TV. <i>Behaviour and Information Technology</i> , 2013 , 32, 1194-1195	2.4	
87	What makes consumers use VoIP over mobile phones? Free riding or consumerization of new service. <i>Telecommunications Policy</i> , 2012 , 36, 311-323	4	35
86	Can 3DTV Create Immersive Environments?. <i>International Journal of Human-Computer Interaction</i> , 2012 , 28, 281-291	3.6	3
85	3DTV as a social platform for communication and interaction. <i>Information Technology and People</i> , 2012 , 25, 55-80	3.4	27
84	Community Informatics and the New Urbanism: Incorporating Information and Communication Technologies into Planning Integrated Urban Communities. <i>Journal of Urban Technology</i> , 2012 , 19, 23-42 ^{5.9}		17
83	Will mobile virtual network operators succeed in Korea?. <i>Info</i> , 2012 , 14, 48-67		1
82	Structural change in search engine news service: a social network perspective. <i>Asian Journal of Communication</i> , 2012 , 22, 160-178	2.5	7
81	Effect of Al concentration on the structural, electrical, and optical properties of transparent Al-doped ZnO. <i>Journal of the Korean Physical Society</i> , 2012 , 61, 599-602	0.6	1
80	The switchover to digital broadcasting in Korea. <i>Technological Forecasting and Social Change</i> , 2012 , 79, 1447-1461	9.5	7
79	Socio-technical analysis of Korea's broadband convergence network: Big plans, big projects, big prospects?. <i>Telecommunications Policy</i> , 2012 , 36, 579-593	4	26
78	Exploring Cross-Cultural Value Structures with Smartphones. <i>Journal of Global Information Management</i> , 2012 , 20, 67-93	1.9	23
77	An empirical evaluation of multi-media based learning of a procedural task. <i>Computers in Human Behavior</i> , 2012 , 28, 1072-1081	7.7	17
76	The psychology behind QR codes: User experience perspective. <i>Computers in Human Behavior</i> , 2012 , 28, 1417-1426	7.7	72
75	How will net neutrality be played out in Korea?. <i>Government Information Quarterly</i> , 2012 , 29, 243-251	7.6	6
74	Enabling the smart city 2012 ,		3
73	Cross-analysis of usability and aesthetic in smart devices: what influences users' preferences?. <i>Cross Cultural Management</i> , 2012 , 19, 563-587		37
72	Size- and doping-dependent time-resolved photoluminescence of doped Si nanocrystals. <i>Nanotechnology</i> , 2011 , 22, 275205	3.4	7
71	Examining the Factors Affecting the Rate of IPTV Diffusion: Empirical Study on Korean IPTV. <i>Journal of Media Economics</i> , 2011 , 24, 174-200	0.1	8

70	Modeling the acceptance of socially interactive robotics. <i>Interaction Studies</i> , 2011 , 12, 430-460	1.3	61
69	A policy analysis of Korean smart grid project. <i>International Journal of Mobile Communications</i> , 2011 , 9, 383	1.2	0
68	Demystifying Internet Neutrality in South Korea with Stakeholder Analysis. <i>Review of Policy Research</i> , 2011 , 28, 557-583	1.5	4
67	Socio-Technical Dynamics in the Development of Next Generation Mobile Network: Translation Beyond 3G. <i>Technological Forecasting and Social Change</i> , 2011 , 78, 514-525	9.5	11
66	Evaluation of Korean information infrastructure policy 2000-2010: Focusing on broadband ecosystem change. <i>Government Information Quarterly</i> , 2011 , 28, 374-387	7.6	15
65	Why do people play social network games?. <i>Computers in Human Behavior</i> , 2011 , 27, 852-861	7.7	180
64	Effects of spatial ability and richness of motion cue on learning in mechanically complex domain. <i>Computers in Human Behavior</i> , 2011 , 27, 1665-1674	7.7	11
63	Smartphones as smart pedagogical tools: Implications for smartphones as u-learning devices. <i>Computers in Human Behavior</i> , 2011 , 27, 2207-2214	7.7	134
62	Disruptive innovation for social change: how technology innovation can be best managed in social context. <i>Telematics and Informatics</i> , 2011 , 28, 86-100	8.1	11
61	Towards a conceptualizing social presence in 3DTV 2011 ,		1
60	Consumers' Trust in Virtual Mall Shopping: The Role of Social Presence and Perceived Security. <i>International Journal of Human-Computer Interaction</i> , 2011 , 27, 450-475	3.6	44
59	Alcohol Product Placements and the Third-Person Effect. <i>Television and New Media</i> , 2011 , 12, 412-440	2.3	24
58	The influence of perceived characteristics of innovating on 4G mobile adoption. <i>International Journal of Mobile Communications</i> , 2011 , 9, 261	1.2	15
57	Modeling the Interaction of Users and Mobile Payment System: Conceptual Framework. <i>International Journal of Human-Computer Interaction</i> , 2010 , 26, 917-940	3.6	80
56	The Dynamic User Activities in Massive Multiplayer Online Role-Playing Games. <i>International Journal of Human-Computer Interaction</i> , 2010 , 26, 317-344	3.6	28
55	Ubiquitous Computing Acceptance Model: end user concern about security, privacy and risk. <i>International Journal of Mobile Communications</i> , 2010 , 8, 169	1.2	42
54	Analysis of online social networks: a cross-national study. <i>Online Information Review</i> , 2010 , 34, 473-495	2	96
53	Challenges and drivers in the 4G evolution in Korea. <i>International Journal of Mobile Communications</i> , 2010 , 8, 297	1.2	7

52	MVNO services: Policy implications for promoting MVNO diffusion. <i>Telecommunications Policy</i> , 2010 , 34, 616-632	4	62
51	A socio-technical framework for cyber-infrastructure design: Implication for Korean cyber-infrastructure vision. <i>Technological Forecasting and Social Change</i> , 2010 , 77, 783-795	9.5	13
50	Convergence and divergence: Policy making about the convergence of technology in Korea. <i>Government Information Quarterly</i> , 2010 , 27, 147-160	7.6	24
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