

Alton Yeowâ€™Kuan Chua

List of Publications by Year in descending order

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Version: 2024-02-01

134
papers

3,706
citations

182225

30
h-index

175968

55
g-index

138
all docs

138
docs citations

138
times ranked

3014
citing authors

#	ARTICLE	IF	CITATIONS
1	Who sells knowledge online? An exploratory study of knowledge celebrities in China. <i>Internet Research</i> , 2022, 32, 916-942.	2.7	9
2	Exploring the Dynamics of Justification in the Wake of a Rumor Outbreak on Social Media. <i>International Journal of Knowledge Management</i> , 2022, 18, 0-0.	0.7	0
3	Online "helpful" Lies: An Empirical Study of Helpfulness in Fake and Authentic Online Reviews. <i>Lecture Notes in Computer Science</i> , 2022, , 91-99.	1.0	2
4	Calling out fake online reviews through robust epistemic belief. <i>Information and Management</i> , 2021, 58, 103445.	3.6	20
5	Exploring the Perceived Attractiveness of Online Celebrities Who Sell Knowledge: A Self-Branding Perspective. <i>Proceedings of the Association for Information Science and Technology</i> , 2021, 58, 60-69.	0.3	1
6	How do users respond to online rumor rebuttals?. <i>Computers in Human Behavior</i> , 2020, 106, 106243.	5.1	33
7	How alluring is the online profile of tour guides?. <i>Annals of Tourism Research</i> , 2020, 81, 102887.	3.7	16
8	"This Will Blow Your Mind" examining the urge to click clickbaits. <i>Aslib Journal of Information Management</i> , 2020, 73, 288-303.	1.3	2
9	Collective Sensemaking and Location-Related Factors in the Context of a Brand-Related Online Rumor. <i>Lecture Notes in Computer Science</i> , 2020, , 271-286.	1.0	1
10	Analysis of Research on Online Rumors. , 2019, , .		0
11	Debunking rumors on social media: The use of denials. <i>Computers in Human Behavior</i> , 2019, 96, 110-122.	5.1	40
12	The topic of terrorism on Yahoo! Answers: questions, answers and users'™ anonymity. <i>Aslib Journal of Information Management</i> , 2019, 72, 1-16.	1.3	6
13	Trust in online hotel reviews across review polarity and hotel category. <i>Computers in Human Behavior</i> , 2019, 90, 265-275.	5.1	26
14	Toward a Theoretical Model of Authentic and Fake User-Generated Online Reviews. <i>Advances in Media, Entertainment and the Arts</i> , 2019, , 104-120.	0.0	2
15	Comparing the web and mobile platforms of a social Q&A service from the user's™ perspective. <i>Aslib Journal of Information Management</i> , 2018, 70, 176-191.	1.3	11
16	Intentions to trust and share online health rumors: An experiment with medical professionals. <i>Computers in Human Behavior</i> , 2018, 87, 1-9.	5.1	93
17	Rumors and rumor corrections on Twitter: Studying message characteristics and opinion leadership. , 2018, , .		4
18	Tracing the growth of IMDb reviewers in terms of rating, readability and usefulness. , 2018, , .		1

#	ARTICLE	IF	CITATIONS
19	Salient Beliefs about Sharing Rumor Denials on the Internet. , 2018, , .		2
20	Authentic versus fictitious online reviews: A textual analysis across luxury, budget, and mid-range hotels. Journal of Information Science, 2017, 43, 122-134.	2.0	22
21	Theorizing the textual differences between authentic and fictitious reviews. Internet Research, 2017, 27, 321-337.	2.7	28
22	Examining the Effectiveness of Gamification in Human Computation. International Journal of Human-Computer Interaction, 2017, 33, 813-821.	3.3	16
23	Don't be deceived: Using linguistic analysis to learn how to discern online review authenticity. Journal of the Association for Information Science and Technology, 2017, 68, 1525-1538.	1.5	26
24	Analyzing review efficacy on Amazon.com: Does the rich grow richer?. Computers in Human Behavior, 2017, 75, 501-509.	5.1	26
25	To share or not to share: The role of epistemic belief in online health rumors. International Journal of Medical Informatics, 2017, 108, 36-41.	1.6	57
26	A Study of Tweet Veracity to Separate Rumours from Counter-Rumours. , 2017, , .		3
27	Does KFC sell rat? Analysis of tweets in the wake of a rumor outbreak. Aslib Journal of Information Management, 2017, 69, 660-673.	1.3	27
28	The Retransmission of Rumor and Rumor Correction Messages on Twitter. American Behavioral Scientist, 2017, 61, 707-723.	2.3	25
29	Do games make a difference in the crowdsourcing of mobile content?. Proceedings of the Association for Information Science and Technology, 2017, 54, 119-127.	0.3	0
30	An Analysis of Rumor and Counter-Rumor Messages in Social Media. Lecture Notes in Computer Science, 2017, , 256-266.	1.0	4
31	Reviewing the landscape of research on the threats to the quality of user-generated content. Proceedings of the Association for Information Science and Technology, 2016, 53, 1-9.	0.3	8
32	Intention to trust and share health-related online rumors: Studying the role of risk propensity. , 2016, , .		8
33	The communication of intellectual capital: the "whys" and "whats". Journal of Intellectual Capital, 2016, 17, 414-438.	3.1	12
34	Duration, frequency, and diversity of knowledge contribution: Differential effects of job characteristics. Information and Management, 2016, 53, 435-446.	3.6	15
35	In search of patterns among travellers' hotel ratings in TripAdvisor. Tourism Management, 2016, 53, 125-131.	5.8	234
36	Helpfulness of user-generated reviews as a function of review sentiment, product type and information quality. Computers in Human Behavior, 2016, 54, 547-554.	5.1	170

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37	Graph-based Cluster Analysis to Identify Similar Questions: A Design Science Approach. Journal of the Association for Information Systems, 2016, 17, 590-613.	2.4	10
38	An m-learning game for the study of humanities. , 2015, , .		1
39	Answers or no answers: Studying question answerability in Stack Overflow. Journal of Information Science, 2015, 41, 720-731.	2.0	35
40	Let's vote to classify authentic and manipulative online reviews: The role of comprehensibility, informativeness and writing style. , 2015, , .		2
41	Distinguishing between authentic and fictitious user-generated hotel reviews. , 2015, , .		1
42	Measuring the effectiveness of answers in Yahoo! Answers. Online Information Review, 2015, 39, 104-118.	2.2	19
43	Using supervised learning to classify authentic and fake online reviews. , 2015, , .		35
44	Understanding review helpfulness as a function of reviewer reputation, review rating, and review depth. Journal of the Association for Information Science and Technology, 2015, 66, 354-362.	1.5	131
45	Analyzing Users'™ Trust for Online Health Rumors. Lecture Notes in Computer Science, 2015, , 33-38.	1.0	11
46	Applauses in hotel reviews: Genuine or deceptive?. , 2014, , .		28
47	A theoretical framework to identify authentic online reviews. Online Information Review, 2014, 38, 634-649.	2.2	34
48	Understanding the process of writing fake online reviews. , 2014, , .		11
49	Where to ask and how to ask? The case of community question answering sites. , 2014, , .		1
50	A study of manipulative and authentic negative reviews. , 2014, , .		15
51	DGIST: a digital game for international students' adjustment. Interactive Technology and Smart Education, 2014, 11, 15-31.	3.8	6
52	A Formative Evaluation of Rendezvous. International Journal of Knowledge Management, 2014, 10, 1-17.	0.7	2
53	Expectations, Dispositions, and Experiences of International Graduate Students. Advances in Educational Technologies and Instructional Design Book Series, 2014, , 872-882.	0.2	0
54	So fast so good: An analysis of answer quality and answer speed in community question-answering sites. Journal of the Association for Information Science and Technology, 2013, 64, 2058-2068.	2.6	40

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55	Customer knowledge management via social media: the case of Starbucks. Journal of Knowledge Management, 2013, 17, 237-249.	3.2	209
56	Social question answering: Analyzing knowledge, cognitive processes and social dimensions of micro-collaborations. Computers and Education, 2013, 69, 109-120.	5.1	27
57	Characteristics of Social Network Fatigue. , 2013, , .		8
58	The peculiarities of knowledge management processes in SMEs: the case of Singapore. Journal of Knowledge Management, 2013, 17, 958-972.	3.2	118
59	Beyond knowledge sharing: interactions in online discussion communities. International Journal of Web Based Communities, 2013, 9, 67.	0.2	12
60	Gamification of Community Policing: SpamCombat. Lecture Notes in Computer Science, 2013, , 74-83.	1.0	1
61	Investigating user perceptions of engagement and information quality in mobile human computation games. , 2012, , .		5
62	Social computing in tourism websites. , 2012, , .		0
63	Perceptions of Mobile Human Computation Games: A study of engagement and information quality. , 2012, , .		0
64	Interlocking Directorates and Profitability: A Social Network Analysis of Fortune 500 Companies. , 2012, , .		1
65	Predictors of high-quality answers. Online Information Review, 2012, 36, 383-400.	2.2	37
66	Web 2.0 applications in government web sites. Online Information Review, 2012, 36, 175-195.	2.2	68
67	Mobile content contribution and retrieval: An exploratory study using the uses and gratifications paradigm. Information Processing and Management, 2012, 48, 13-22.	5.4	62
68	Comparative Evaluation of Community Question Answering Websites. Lecture Notes in Computer Science, 2012, , 209-218.	1.0	4
69	Evaluation of disaster management portals: Applying knowledge management to digital information. , 2011, , .		0
70	Quadripartite Graph-based Clustering of Questions. , 2011, , .		6
71	Understanding Location-Based Information Sharing in a Mobile Human Computation Game. , 2011, , .		4
72	Blending of Socializing, Gaming and Information-Related Activities in Mobile Social Application Prototypes: Cues for Research, Design and Development. , 2011, , .		0

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73	How Web 2.0 supports customer relationship management in Amazon. International Journal of Electronic Customer Relationship Management, 2011, 5, 288.	0.1	23
74	Narcissism, extraversion and adolescents' self-presentation on Facebook. Personality and Individual Differences, 2011, 50, 180-185.	1.6	327
75	What Makes a High-Quality User-Generated Answer?. IEEE Internet Computing, 2011, 15, 66-71.	3.2	39
76	Fight or unite: Investigating game genres for image tagging. Journal of the Association for Information Science and Technology, 2011, 62, 1311-1324.	2.6	33
77	Fulfilling mobile information needs. , 2011, , .		11
78	Performance and perceptions of human computation games for image tagging. , 2011, , .		0
79	Whither Mobile Social Application Prototypes? Implications for Development and Research. , 2011, , .		0
80	The Influence of User-Context on Mobile Information Needs. , 2011, , .		1
81	SPLASH: Perspectives on Mobile Socializing, Playing and Content Sharing. , 2011, , .		1
82	SPLASH: Blending Gaming and Content Sharing in a Location-Based Mobile Application. Lecture Notes in Computer Science, 2011, , 328-331.	1.0	7
83	An analysis of knowledge management mechanisms in healthcare portals. Journal of Librarianship and Information Science, 2010, 42, 20-44.	1.6	17
84	A study of Web 2.0 applications in library websites. Library and Information Science Research, 2010, 32, 203-211.	1.2	113
85	Indagator: Investigating perceived gratifications of an application that blends mobile content sharing with gameplay. Journal of the Association for Information Science and Technology, 2010, 61, 1244-1257.	2.6	39
86	Investigating the influence of social computing applications on website quality. , 2010, , .		2
87	Evaluating game genres for tagging images. , 2010, , .		5
88	Investigating the usability of a mobile location-based annotation system. , 2010, , .		1
89	Evaluating the usability of a mobile content sharing game. , 2010, , .		3
90	Do Games Motivate Mobile Content Sharing?. Lecture Notes in Computer Science, 2010, , 61-70.	1.0	6

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91	Mobile Alternate Reality Gaming Engine: A Usability Evaluation. , 2010, , .		2
92	A knowledge management perspective on Art Education. International Journal of Information Management, 2010, 30, 326-334.	10.5	8
93	Using tags for breaking news elicitation. , 2009, , .		1
94	Knowledge outsourcing: an alternative strategy for knowledge management. Journal of Knowledge Management, 2009, 13, 28-43.	3.2	30
95	The dark side of successful knowledge management initiatives. Journal of Knowledge Management, 2009, 13, 32-40.	3.2	46
96	Resource discovery through social tagging: a classification and content analytic approach. Online Information Review, 2009, 33, 568-583.	2.2	30
97	Choosing communication portfolios to accomplish tasks: The effects of individual differences. Computers and Education, 2009, 53, 1167-1176.	5.1	13
98	Why the whole is less than the sum of its parts: Examining knowledge management in acquisitions. International Journal of Information Management, 2009, 29, 78-86.	10.5	6
99	A Trend Analysis of the Question Answering Domain. , 2009, , .		2
100	Motivations for media sharing among mobile phone users. , 2009, , .		1
101	Understanding Perceived Gratifications for Mobile Content Sharing and Retrieval in a Game-Based Environment. Lecture Notes in Computer Science, 2009, , 183-194.	1.0	3
102	An analysis of knowledge outsourcing at Eduware. ASLIB Proceedings, 2009, 61, 424-435.	1.2	6
103	Why We Share: A Study of Motivations for Mobile Media Sharing. Lecture Notes in Computer Science, 2009, , 195-206.	1.0	56
104	On the Effectiveness of Social Tagging for Resource Discovery. , 2009, , 251-260.		0
105	Detecting News Event from a Citizen Journalism Website Using Tags. Lecture Notes in Computer Science, 2009, , 478-489.	1.0	0
106	The shift towards multi-disciplinarity in information science. Journal of the Association for Information Science and Technology, 2008, 59, 2156-2170.	2.6	36
107	Query Graph Visualizer: A visual collaborative querying system. , 2008, , .		0
108	An Examination of the Effectiveness of Social Tagging for Resource Discovery. , 2008, , .		0

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109	Knowledge access, creation and transfer in e-government portals. <i>Online Information Review</i> , 2008, 32, 348-369.	2.2	32
110	Untying the knot of knowledge management measurement: a study of six public service agencies in Singapore. <i>Journal of Information Science</i> , 2008, 34, 259-274.	2.0	26
111	A predictive framework for retrieving the best answer. , 2008, , .		62
112	Evaluating open source portals. <i>Journal of Librarianship and Information Science</i> , 2008, 40, 81-92.	1.6	2
113	Applying question classification to Yahoo! Answers. , 2008, , .		5
114	Look before you leap. <i>ASLIB Proceedings</i> , 2008, 60, 335-348.	1.2	7
115	Can Social Tags Help You Find What You Want?. <i>Lecture Notes in Computer Science</i> , 2008, , 50-61.	1.0	17
116	Managing Online Discussion Forums for Collaborative Learning. , 2008, , 437-443.		2
117	Leveraging Current Experiences for Future Actions. , 2008, , 275-288.		0
118	Measuring Knowledge Management Projects: Fitting the Mosaic Pieces Together. , 2007, , .		4
119	A Call to Infuse Biographies of Asia-Pacific LIS Giants into the Curriculum. <i>Libri</i> , 2007, 57, .	0.5	0
120	An analysis of the delayed response to Hurricane Katrina through the lens of knowledge management. <i>Journal of the Association for Information Science and Technology</i> , 2007, 58, 391-403.	2.6	49
121	A tale of two hurricanes: Comparing Katrina and Rita through a knowledge management perspective. <i>Journal of the Association for Information Science and Technology</i> , 2007, 58, 1518-1528.	2.6	9
122	Quality assurance in online education: The Universitas 21 Global approach. <i>British Journal of Educational Technology</i> , 2007, 38, 133-152.	3.9	41
123	The rise and fall of a community of practice: a descriptive case study. <i>Knowledge and Process Management</i> , 2006, 13, 120-128.	2.9	35
124	A checklist for evaluating open source digital library software. <i>Online Information Review</i> , 2006, 30, 360-379.	2.2	56
125	Knowledge reuse in action: the case of CALL. <i>Journal of Information Science</i> , 2006, 32, 251-260.	2.0	18
126	The Role of Technology in Supporting Communities of Practice. , 2006, , 447-452.		1

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127	Observed Patterns of Dysfunctional Collaboration in Virtual Teams. , 2006, , 392-396.		0
128	Why KM projects fail: a multi-case analysis. Journal of Knowledge Management, 2005, 9, 6-17.	3.2	146
129	The design and implementation of a simulation game for teaching knowledge management. Journal of the Association for Information Science and Technology, 2005, 56, 1207-1216.	2.6	31
130	The mismanagement of knowledge management. ASLIB Proceedings, 2005, 57, 424-433.	1.2	24
131	Knowledge management system architecture: a bridge between KM consultants and technologists. International Journal of Information Management, 2004, 24, 87-98.	10.5	120
132	Knowledge sharing: a game people play. ASLIB Proceedings, 2003, 55, 117-129.	1.2	91
133	A Framework for Knowledge Management Implementation. Journal of Information and Knowledge Management, 2003, 02, 79-86.	0.8	9
134	The influence of social interaction on knowledge creation. Journal of Intellectual Capital, 2002, 3, 375-392.	3.1	141