

S Shyam Sundar

List of Publications by Year in descending order

Source: <https://exaly.com/author-pdf/5162299/publications.pdf>

Version: 2024-02-01

83
papers

7,548
citations

94269

37
h-index

114278

63
g-index

90
all docs

90
docs citations

90
times ranked

4201
citing authors

#	ARTICLE	IF	CITATIONS
1	Uses and Grats 2.0: New Gratifications for New Media. <i>Journal of Broadcasting and Electronic Media</i> , 2013, 57, 504-525.	0.8	579
2	Humanizing chatbots: The effects of visual, identity and conversational cues on humanness perceptions. <i>Computers in Human Behavior</i> , 2019, 97, 304-316.	5.1	425
3	Personalization versus Customization: The Importance of Agency, Privacy, and Power Usage. <i>Human Communication Research</i> , 0, 36, 298-322.	1.9	368
4	The Psychological Appeal of Personalized Content in Web Portals: Does Customization Affect Attitudes and Behavior?. <i>Journal of Communication</i> , 2006, 56, 110-132.	2.1	357
5	Effects of Online Health Sources on Credibility and Behavioral Intentions. <i>Communication Research</i> , 2010, 37, 105-132.	3.9	319
6	Source Orientation in Human-Computer Interaction. <i>Communication Research</i> , 2000, 27, 683-703.	3.9	213
7	Posting, commenting, and tagging: Effects of sharing news stories on Facebook. <i>Computers in Human Behavior</i> , 2015, 44, 240-249.	5.1	212
8	Multimedia Effects on Processing and Perception of Online News: A Study of Picture, Audio, and Video Downloads. <i>Journalism and Mass Communication Quarterly</i> , 2000, 77, 480-499.	1.4	210
9	Rise of Machine Agency: A Framework for Studying the Psychology of Human-AI Interaction (HAI). <i>Journal of Computer-Mediated Communication</i> , 2020, 25, 74-88.	1.7	201
10	Anthropomorphism of computers: Is it mindful or mindless?. <i>Computers in Human Behavior</i> , 2012, 28, 241-250.	5.1	198
11	“Fake News” Is Not Simply False Information: A Concept Explication and Taxonomy of Online Content. <i>American Behavioral Scientist</i> , 2021, 65, 180-212.	2.3	194
12	News cues: Information scent and cognitive heuristics. <i>Journal of the Association for Information Science and Technology</i> , 2007, 58, 366-378.	2.6	193
13	Interactivity and Persuasion. <i>Journal of Interactive Advertising</i> , 2005, 5, 5-18.	3.0	175
14	Theoretical Importance of Contingency in Human-Computer Interaction. <i>Communication Research</i> , 2016, 43, 595-625.	3.9	167
15	Caregiving role in human-robot interaction: A study of the mediating effects of perceived benefit and social presence. <i>Computers in Human Behavior</i> , 2013, 29, 1799-1806.	5.1	151
16	How Does Interactivity Persuade? An Experimental Test of Interactivity on Cognitive Absorption, Elaboration, and Attitudes. <i>Journal of Communication</i> , 2015, 65, 213-236.	2.1	145
17	To Tweet or to Retweet? That Is the Question for Health Professionals on Twitter. <i>Health Communication</i> , 2013, 28, 509-524.	1.8	143
18	Being There in the Midst of the Story: How Immersive Journalism Affects Our Perceptions and Cognitions. <i>Cyberpsychology, Behavior, and Social Networking</i> , 2017, 20, 672-682.	2.1	136

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19	Visualizing ideal self vs. actual self through avatars: Impact on preventive health outcomes. Computers in Human Behavior, 2012, 28, 1356-1364.	5.1	111
20	User Experience of On-Screen Interaction Techniques: An Experimental Investigation of Clicking, Sliding, Zooming, Hovering, Dragging, and Flipping. Human-Computer Interaction, 2014, 29, 109-152.	3.1	111
21	Senior citizens on Facebook: How do they interact and why?. Computers in Human Behavior, 2016, 61, 27-35.	5.1	96
22	Customization in location-based advertising: Effects of tailoring source, locational congruity, and product involvement on ad attitudes. Computers in Human Behavior, 2015, 51, 336-343.	5.1	92
23	Social networking in the aging context: Why older adults use or avoid Facebook. Telematics and Informatics, 2017, 34, 1071-1080.	3.5	88
24	Source Cues in Online News: Is the Proximate Source More Powerful than Distal Sources?. Journalism and Mass Communication Quarterly, 2011, 88, 719-736.	1.4	85
25	Clicking, Assessing, Immersing, and Sharing: An Empirical Model of User Engagement with Interactive Media. Communication Research, 2018, 45, 737-763.	3.9	84
26	What drives customization?. , 2011, , .		83
27	The bandwagon effect of collaborative filtering technology. , 2008, , .		78
28	Does Blogging Empower Women? Exploring the Role of Agency and Community. Journal of Computer-Mediated Communication, 2012, 17, 369-386.	1.7	75
29	Cheery companions or serious assistants? Role and demeanor congruity as predictors of robot attraction and use intentions among senior citizens. International Journal of Human Computer Studies, 2017, 97, 88-97.	3.7	73
30	Heuristic Versus Systematic Processing of Specialist Versus Generalist Sources in Online Media. Human Communication Research, 2010, 36, 103-124.	1.9	65
31	Communicating Art, Virtually! Psychological Effects of Technological Affordances in a Virtual Museum. International Journal of Human-Computer Interaction, 2015, 31, 385-401.	3.3	62
32	Can online buddies and bandwagon cues enhance user participation in online health communities?. Computers in Human Behavior, 2014, 37, 319-333.	5.1	61
33	How Can We Tell When a Heuristic Has Been Used? Design and Analysis Strategies for Capturing the Operation of Heuristics. Communication Methods and Measures, 2014, 8, 116-137.	3.0	61
34	Designing interactivity in media interfaces. , 2010, , .		60
35	Lights, Camera, Music, Interaction! Interactive Persuasion in E-commerce. Communication Research, 2014, 41, 282-308.	3.9	57
36	Authority vs. peer. , 2009, , .		56

#	ARTICLE	IF	CITATIONS
37	Proactive vs. reactive personalization: Can customization of privacy enhance user experience?. International Journal of Human Computer Studies, 2019, 128, 86-99.	3.7	51
38	Seeing Is Believing: Is Video Modality More Powerful in Spreading Fake News via Online Messaging Apps?. Journal of Computer-Mediated Communication, 2021, 26, 301-319.	1.7	51
39	How Does Web Site Interactivity Affect Our Perceptions of an Organization?. Journal of Public Relations Research, 2014, 26, 44-61.	1.3	50
40	Talking Health With a Machine: How Does Message Interactivity Affect Attitudes and Cognitions?. Human Communication Research, 2017, 43, 25-53.	1.9	46
41	Can Video Games Enhance Creativity? Effects of Emotion Generated by <i>Dance Dance Revolution</i>. Creativity Research Journal, 2010, 22, 294-303.	1.7	45
42	Status update: Gratifications derived from Facebook affordances by older adults. New Media and Society, 2018, 20, 4135-4154.	3.1	43
43	Can Mobile Apps Motivate Fitness Tracking? A Study of Technological Affordances and Workout Behaviors. Health Communication, 2020, 35, 65-74.	1.8	43
44	Interactivity as self-expression. , 2012, , .		42
45	Motivational Technologies: A Theoretical Framework for Designing Preventive Health Applications. Lecture Notes in Computer Science, 2012, , 112-122.	1.0	41
46	When expert recommendation contradicts peer opinion: Relative social influence of valence, group identity and artificial intelligence. Computers in Human Behavior, 2020, 107, 106278.	5.1	38
47	#thisshowsucks! The Overpowering Influence of Negative Social Media Comments on Television Viewers. Journal of Broadcasting and Electronic Media, 2017, 61, 393-409.	0.8	35
48	When Self Is the Source: Effects of Media Customization on Message Processing. Media Psychology, 2016, 19, 561-588.	2.1	34
49	How does Parallax Scrolling Influence User Experience? A Test of TIME (Theory of Interactive Media) Tj ETQq1 1 0.784314 rgBT /Overlo	3.3	33
50	Using interface cues in online health community boards to change impressions and encourage user contribution. , 2011, , .		32
51	Alexa as Coach: Leveraging Smart Speakers to Build Social Agents that Reduce Public Speaking Anxiety. , 2020, , .		32
52	Mental models of robots among senior citizens. Interaction Studies, 2015, 16, 68-88.	0.4	29
53	Will Deleting History Make Alexa More Trustworthy?. , 2020, , .		29
54	Can Customizing an Avatar Motivate Exercise Intentions and Health Behaviors Among Those with Low Health Ideals?. Cyberpsychology, Behavior, and Social Networking, 2015, 18, 687-690.	2.1	28

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55	Power of the Swipe: Why Mobile Websites Should Add Horizontal Swiping to Tapping, Clicking, and Scrolling Interaction Techniques. <i>International Journal of Human-Computer Interaction</i> , 2016, 32, 352-362.	3.3	28
56	Cosmetic Customization of Mobile Phones: Cultural Antecedents, Psychological Correlates. <i>Media Psychology</i> , 2015, 18, 1-23.	2.1	27
57	Personal Relevance Versus Contextual Relevance. <i>Journal of Media Psychology</i> , 2012, 24, 89-101.	0.7	24
58	Effects of security warnings and instant gratification cues on attitudes toward mobile websites. , 2014, , .		21
59	Bandwagon effects in social television: How audience metrics related to size and opinion affect the enjoyment of digital media. <i>Computers in Human Behavior</i> , 2020, 107, 106270.	5.1	21
60	Depleted egos and affirmed selves: The two faces of customization. <i>Computers in Human Behavior</i> , 2013, 29, 2273-2280.	5.1	16
61	Can Interactive Media Attenuate Psychological Reactance to Health Messages? A Study of the Role Played by User Commenting and Audience Metrics in Persuasion. <i>Health Communication</i> , 2022, 37, 1355-1367.	1.8	16
62	User Engagement with Interactive Media: A Communication Perspective. , 2016, , 177-198.		16
63	Rethinking Communication in the Era of Artificial Intelligence. <i>Human Communication Research</i> , 2022, 48, 379-385.	1.9	16
64	Do We Trust the Crowd? Effects of Crowdsourcing on Perceived Credibility of Online Health Information. <i>Health Communication</i> , 2020, 37, 1-10.	1.8	15
65	Does distrust in humans predict greater trust in AI? Role of individual differences in user responses to content moderation. <i>New Media and Society</i> , 0, , 146144482211035.	3.1	14
66	Are specialist robots better than generalist robots?. , 2011, , .		11
67	Psychological importance of human agency how self-assembly affects user experience of robots. , 2016, , .		11
68	Microworkers as research participants: Does underpaying Turkers lead to cognitive dissonance?. <i>Computers in Human Behavior</i> , 2018, 88, 61-69.	5.1	11
69	Older Adultsâ€™ Activities on Facebook: Can Affordances Predict Intrinsic Motivation and Well-Being?. <i>Health Communication</i> , 2022, 37, 597-607.	1.8	10
70	Do women and extroverts perceive interactivity differently than men and introverts? Role of individual differences in responses to HCI vs. CMC interactivity. <i>Computers in Human Behavior</i> , 2021, 123, 106881.	5.1	10
71	User Trust in Recommendation Systems: A comparison of Content-Based, Collaborative and Demographic Filtering. , 2022, , .		9
72	The effects of immersive tendency and need to belong on human-robot interaction. , 2012, , .		8

#	ARTICLE	IF	CITATIONS
73	How Should AI Systems Talk to Users when Collecting their Personal Information? Effects of Role Framing and Self-Referencing on Human-AI Interaction. , 2021, , .		8
74	Do You Feel Special When an AI Doctor Remembers You? Individuation Effects of AI vs. Human Doctors on User Experience. , 2021, , .		7
75	Communicating in a Ubicomp World: Interaction Rules for Guiding Design of Mobile Interfaces. Lecture Notes in Computer Science, 2013, , 730-747.	1.0	7
76	Technological Affordances Can Promote Misinformation. , 2019, , 182-198.		7
77	Reading, Commenting and Sharing of Fake News: How Online Bandwagons and Bots Dictate User Engagement. Communication Research, 2023, 50, 667-694.	3.9	6
78	Can blogs empower women?. , 2008, , .		5
79	Are We More Reactive to Persuasive Health Messages When They Appear in Our Customized Interfaces? The Role of Sense of Identity and Sense of Control. Health Communication, 2022, 37, 1022-1030.	1.8	5
80	How do we like our online dates, customized or personalized? The differential effects of user vs. system tailoring on date preferences. Computers in Human Behavior, 2021, 127, 107037.	5.1	5
81	Without a Trace. , 2018, , .		3
82	Calls for Interaction: The More the Better? User Experience of 3D Carousel and Additional Interaction Techniques. Lecture Notes in Computer Science, 2011, , 487-490.	1.0	2
83	Smartphones, robots, and social media: aging with communication technologies. , 2021, , 139-153.		0