

S Shyam Sundar

List of Publications by Year in descending order

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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	Reading, Commenting and Sharing of Fake News: How Online Bandwagons and Bots Dictate User Engagement. <i>Communication Research</i> , 2023, 50, 667-694.	3.9	6
2	Older Adultsâ€™ Activities on Facebook: Can Affordances Predict Intrinsic Motivation and Well-Being?. <i>Health Communication</i> , 2022, 37, 597-607.	1.8	10
3	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. <i>Health Communication</i> , 2022, 37, 1022-1030.	1.8	5
4	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
5	User Trust in Recommendation Systems: A comparison of Content-Based, Collaborative and Demographic Filtering. , 2022, , .		9
6	Rethinking Communication in the Era of Artificial Intelligence. <i>Human Communication Research</i> , 2022, 48, 379-385.	1.9	16
7	â€œFake Newsâ€•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
8	Smartphones, robots, and social media: aging with communication technologies. , 2021, , 139-153.		0
9	Do You Feel Special When an AI Doctor Remembers You? Individuation Effects of AI vs. Human Doctors on User Experience. , 2021, , .		7
10	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
11	Seeing Is Believing: Is Video Modality More Powerful in Spreading Fake News via Online Messaging Apps?. <i>Journal of Computer-Mediated Communication</i> , 2021, 26, 301-319.	1.7	51
12	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
13	How do we like our online dates, customized or personalized? The differential effects of user vs. system tailoring on date preferences. <i>Computers in Human Behavior</i> , 2021, 127, 107037.	5.1	5
14	Can Mobile Apps Motivate Fitness Tracking? A Study of Technological Affordances and Workout Behaviors. <i>Health Communication</i> , 2020, 35, 65-74.	1.8	43
15	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
16	When expert recommendation contradicts peer opinion: Relative social influence of valence, group identity and artificial intelligence. <i>Computers in Human Behavior</i> , 2020, 107, 106278.	5.1	38
17	Rise of Machine Agency: A Framework for Studying the Psychology of Humanâ€™AI Interaction (HAI). <i>Journal of Computer-Mediated Communication</i> , 2020, 25, 74-88.	1.7	201
18	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

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19	Will Deleting History Make Alexa More Trustworthy?. , 2020, , .		29
20	Alexa as Coach: Leveraging Smart Speakers to Build Social Agents that Reduce Public Speaking Anxiety. , 2020, , .		32
21	Humanizing chatbots: The effects of visual, identity and conversational cues on humanness perceptions. Computers in Human Behavior, 2019, 97, 304-316.	5.1	425
22	Proactive vs. reactive personalization: Can customization of privacy enhance user experience?. International Journal of Human Computer Studies, 2019, 128, 86-99.	3.7	51
23	Technological Affordances Can Promote Misinformation. , 2019, , 182-198.		7
24	Clicking, Assessing, Immersing, and Sharing: An Empirical Model of User Engagement with Interactive Media. Communication Research, 2018, 45, 737-763.	3.9	84
25	Status update: Gratifications derived from Facebook affordances by older adults. New Media and Society, 2018, 20, 4135-4154.	3.1	43
26	How does Parallax Scrolling Influence User Experience? A Test of TIME (Theory of Interactive Media) Tj ETQq0 0 0 rgBT /Overlock 10 Tf 50	3.3	33
27	Without a Trace. , 2018, , .		3
28	Microworkers as research participants: Does underpaying Turkers lead to cognitive dissonance?. Computers in Human Behavior, 2018, 88, 61-69.	5.1	11
29	Social networking in the aging context: Why older adults use or avoid Facebook. Telematics and Informatics, 2017, 34, 1071-1080.	3.5	88
30	#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
31	Being There in the Midst of the Story: How Immersive Journalism Affects Our Perceptions and Cognitions. Cyberpsychology, Behavior, and Social Networking, 2017, 20, 672-682.	2.1	136
32	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
33	Talking Health With a Machine: How Does Message Interactivity Affect Attitudes and Cognitions?. Human Communication Research, 2017, 43, 25-53.	1.9	46
34	Theoretical Importance of Contingency in Human-Computer Interaction. Communication Research, 2016, 43, 595-625.	3.9	167
35	Psychological importance of human agency how self-assembly affects user experience of robots. , 2016, , .		11
36	When Self Is the Source: Effects of Media Customization on Message Processing. Media Psychology, 2016, 19, 561-588.	2.1	34

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37	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
38	Senior citizens on Facebook: How do they interact and why?. <i>Computers in Human Behavior</i> , 2016, 61, 27-35.	5.1	96
39	User Engagement with Interactive Media: A Communication Perspective. , 2016, , 177-198.		16
40	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
41	Cosmetic Customization of Mobile Phones: Cultural Antecedents, Psychological Correlates. <i>Media Psychology</i> , 2015, 18, 1-23.	2.1	27
42	Mental models of robots among senior citizens. <i>Interaction Studies</i> , 2015, 16, 68-88.	0.4	29
43	Customization in location-based advertising: Effects of tailoring source, locational congruity, and product involvement on ad attitudes. <i>Computers in Human Behavior</i> , 2015, 51, 336-343.	5.1	92
44	Communicating Art, Virtually! Psychological Effects of Technological Affordances in a Virtual Museum. <i>International Journal of Human-Computer Interaction</i> , 2015, 31, 385-401.	3.3	62
45	Can Customizing an Avatar Motivate Exercise Intentions and Health Behaviors Among Those with Low Health Ideals?. <i>Cyberpsychology, Behavior, and Social Networking</i> , 2015, 18, 687-690.	2.1	28
46	Posting, commenting, and tagging: Effects of sharing news stories on Facebook. <i>Computers in Human Behavior</i> , 2015, 44, 240-249.	5.1	212
47	User Experience of On-Screen Interaction Techniques: An Experimental Investigation of Clicking, Sliding, Zooming, Hovering, Dragging, and Flipping. <i>Human-Computer Interaction</i> , 2014, 29, 109-152.	3.1	111
48	Lights, Camera, Music, Interaction! Interactive Persuasion in E-commerce. <i>Communication Research</i> , 2014, 41, 282-308.	3.9	57
49	Can online buddies and bandwagon cues enhance user participation in online health communities?. <i>Computers in Human Behavior</i> , 2014, 37, 319-333.	5.1	61
50	Effects of security warnings and instant gratification cues on attitudes toward mobile websites. , 2014, , .		21
51	How Can We Tell When a Heuristic Has Been Used? Design and Analysis Strategies for Capturing the Operation of Heuristics. <i>Communication Methods and Measures</i> , 2014, 8, 116-137.	3.0	61
52	How Does Web Site Interactivity Affect Our Perceptions of an Organization?. <i>Journal of Public Relations Research</i> , 2014, 26, 44-61.	1.3	50
53	Depleted egos and affirmed selves: The two faces of customization. <i>Computers in Human Behavior</i> , 2013, 29, 2273-2280.	5.1	16
54	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

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55	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
56	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
57	Communicating in a Ubicomp World: Interaction Rules for Guiding Design of Mobile Interfaces. <i>Lecture Notes in Computer Science</i> , 2013, , 730-747.	1.0	7
58	The effects of immersive tendency and need to belong on human-robot interaction. , 2012, , .		8
59	Interactivity as self-expression. , 2012, , .		42
60	Anthropomorphism of computers: Is it mindful or mindless?. <i>Computers in Human Behavior</i> , 2012, 28, 241-250.	5.1	198
61	Visualizing ideal self vs. actual self through avatars: Impact on preventive health outcomes. <i>Computers in Human Behavior</i> , 2012, 28, 1356-1364.	5.1	111
62	Does Blogging Empower Women? Exploring the Role of Agency and Community. <i>Journal of Computer-Mediated Communication</i> , 2012, 17, 369-386.	1.7	75
63	Motivational Technologies: A Theoretical Framework for Designing Preventive Health Applications. <i>Lecture Notes in Computer Science</i> , 2012, , 112-122.	1.0	41
64	Personal Relevance Versus Contextual Relevance. <i>Journal of Media Psychology</i> , 2012, 24, 89-101.	0.7	24
65	Source Cues in Online News: Is the Proximate Source More Powerful than Distal Sources?. <i>Journalism and Mass Communication Quarterly</i> , 2011, 88, 719-736.	1.4	85
66	Are specialist robots better than generalist robots?. , 2011, , .		11
67	What drives customization?. , 2011, , .		83
68	Using interface cues in online health community boards to change impressions and encourage user contribution. , 2011, , .		32
69	Calls for Interaction: The More the Better? User Experience of 3D Carousel and Additional Interaction Techniques. <i>Lecture Notes in Computer Science</i> , 2011, , 487-490.	1.0	2
70	Heuristic Versus Systematic Processing of Specialist Versus Generalist Sources in Online Media. <i>Human Communication Research</i> , 2010, 36, 103-124.	1.9	65
71	Effects of Online Health Sources on Credibility and Behavioral Intentions. <i>Communication Research</i> , 2010, 37, 105-132.	3.9	319
72	Designing interactivity in media interfaces. , 2010, , .		60

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73	Can Video Games Enhance Creativity? Effects of Emotion Generated by Dance Dance Revolution. Creativity Research Journal, 2010, 22, 294-303.	1.7	45
74	Authority vs. peer. , 2009, , .		56
75	Can blogs empower women?. , 2008, , .		5
76	The bandwagon effect of collaborative filtering technology. , 2008, , .		78
77	News cues: Information scent and cognitive heuristics. Journal of the Association for Information Science and Technology, 2007, 58, 366-378.	2.6	193
78	The Psychological Appeal of Personalized Content in Web Portals: Does Customization Affect Attitudes and Behavior?. Journal of Communication, 2006, 56, 110-132.	2.1	357
79	Interactivity and Persuasion. Journal of Interactive Advertising, 2005, 5, 5-18.	3.0	175
80	Multimedia Effects on Processing and Perception of Online News: A Study of Picture, Audio, and Video Downloads. Journalism and Mass Communication Quarterly, 2000, 77, 480-499.	1.4	210
81	Source Orientation in Human-Computer Interaction. Communication Research, 2000, 27, 683-703.	3.9	213
82	Personalization versus Customization: The Importance of Agency, Privacy, and Power Usage. Human Communication Research, 0, 36, 298-322.	1.9	368
83	Does distrust in humans predict greater trust in AI? Role of individual differences in user responses to content moderation. New Media and Society, 0, , 146144482211035.	3.1	14