Marc T P Adam

List of Publications by Year
in descending order

66 papers	1,224 citations	471061 17 h-index	454577 30 g-index
68 all docs	68 docs citations	68 times ranked	901 citing authors

#	Article	IF	Citations
1	Remote heart rate measurement using low-cost RGB face video: a technical literature review. Frontiers of Computer Science, 2018, 12, 858-872.	1.6	124
2	Deep Learning for Human Affect Recognition: Insights and New Developments. IEEE Transactions on Affective Computing, 2021, 12, 524-543.	5.7	113
3	Integrating Biosignals into Information Systems: A NeuroIS Tool for Improving Emotion Regulation. Journal of Management Information Systems, 2013, 30, 247-278.	2.1	91
4	Auction Fever! How Time Pressure and Social Competition Affect Bidders' Arousal and Bids in Retail Auctions. Journal of Retailing, 2015, 91, 468-485.	4.0	76
5	The Impact of Computerized Agents on Immediate Emotions, Overall Arousal and Bidding Behavior in Electronic Auctions. Journal of the Association for Information Systems, 2015, 16, 838-879.	2.4	51
6	Excitement Up! Price Down! Measuring Emotions in Dutch Auctions. International Journal of Electronic Commerce, 2012, 17, 7-40.	1.4	50
7	Design Blueprint for Stress-Sensitive Adaptive Enterprise Systems. Business and Information Systems Engineering, 2017, 59, 277-291.	4.0	49
8	Understanding auction fever: a framework for emotional bidding. Electronic Markets, 2011, 21, 197-207.	4.4	45
9	Using Co-design in Mobile Health System Development: A Qualitative Study With Experts in Co-design and Mobile Health System Development. JMIR MHealth and UHealth, 2021, 9, e27896.	1.8	39
10	The impact of time pressure on cybersecurity behaviour: a systematic literature review. Behaviour and Information Technology, 2019, 38, 1290-1308.	2.5	36
11	Assessing Eating Behaviour Using Upper Limb Mounted Motion Sensors: A Systematic Review. Nutrients, 2019, 11, 1168.	1.7	35
12	The joy of winning and the frustration of losing: A psychophysiological analysis of emotions in first-price sealed-bid auctions.. Journal of Neuroscience, Psychology, and Economics, 2013, 6, 14-30.	0.4	34
13	Learning Deep Representations for Video-Based Intake Gesture Detection. IEEE Journal of Biomedical and Health Informatics, 2020, 24, 1727-1737.	3.9	30
14	Co-design in mHealth Systems Development: Insights From a Systematic Literature Review. AIS Transactions on Human-Computer Interaction, 2021, 13, 175-205.	1.1	30
15	Measuring Emotional Arousal for Online Applications: Evaluation of Ultra-short Term Heart Rate Variability Measures. , 2013, , .		27
16	Dietary Assessment of Shared Plate Eating: A Missing Link. Nutrients, 2019, 11, 789.	1.7	25
17	An Evolutionary Game Model with Punishment and Protection to Promote Trust in the Sharing Economy. Scientific Reports, 2019, 9, 19789.	1.6	23
18	Where the host is part of the deal: Social and economic value in the platform economy. Electronic Commerce Research and Applications, 2020, 40, 100923.	2.5	20

#	Article	IF	Citations
19	Reputation Transfer. Business and Information Systems Engineering, 2019, 61, 229-235.	4.0	19
20	Unlocking Online Reputation. Business and Information Systems Engineering, 2020, 62, 501-513.	4.0	16
21	Avatars and Embodied Agents in Experimental Information Systems Research: A Systematic Review and Conceptual Framework. Australasian Journal of Information Systems, 0, 23, .	0.3	16
22	Affective Images, Emotion Regulation and Bidding Behavior: An Experiment on the Influence of Competition and Community Emotions in Internet Auctions. Journal of Interactive Marketing, 2016, 35, 56-69.	4.3	15
23	Bidding Behavior in Dutch Auctions: Insights from a Structured Literature Review. International Journal of Electronic Commerce, 2017, 21, 363-397.	1.4	14
24	Live Biofeedback as a User Interface Design Element: A Review of the Literature. Communications of the Association for Information Systems, 0, , 257-296.	0.7	14
25	Exploring the design of avatars for users from Arabian culture through a hybrid approach of deductive and inductive reasoning. Computers in Human Behavior, 2020, 106, 106246.	5.1	13
26	Deep Learning for Intake Gesture Detection From Wrist-Worn Inertial Sensors: The Effects of Data Preprocessing, Sensor Modalities, and Sensor Positions. IEEE Access, 2020, 8, 164936-164949.	2.6	13
27	Time pressure in human cybersecurity behavior: Theoretical framework and countermeasures. Computers and Security, 2020, 97, 101931.	4.0	13
28	An evolutionary trust game for the sharing economy. , 2017, , .		12
29	OREBA: A Dataset for Objectively Recognizing Eating Behavior and Associated Intake. IEEE Access, 2020, 8, 181955-181963.	2.6	11
30	Empathic Avatars in Stroke Rehabilitation: A Co-designed mHealth Artifact for Stroke Survivors. Lecture Notes in Computer Science, 2017, , 73-89.	1.0	11
31	Exploring the Design of mHealth Systems for Health Behavior Change using Mobile Biosensors. Communications of the Association for Information Systems, 0, , 944-981.	0.7	11
32	User Assistance for Intelligent Systems. Business and Information Systems Engineering, 2020, 62, 189-192.	4.0	10
33	Opposing Effects of Response Time in Human–Chatbot Interaction. Business and Information Systems Engineering, 2022, 64, 773-791.	4.0	10
34	Auction fever: The unrecognized effects of incidental arousal. Journal of Experimental Social Psychology, 2019, 80, 52-58.	1.3	8
35	What You See is What You G(u)e(s)t: How Profile Photos and Profile Information Drive Providers' Expectations of Social Reward in Co-usage Sharing. Information Systems Management, 2022, 39, 64-81.	3.2	8
36	Measuring Affect Using a Standard Mouse Device. Biomedizinische Technik, 2012, 57, .	0.9	7

#	Article	IF	Citations
37	A note on coupled lotteries. Economics Letters, 2014, 124, 96-99.	0.9	7
38	No Rage Against the Machine: How Computer Agents Mitigate Human Emotional Processes in Electronic Negotiations. Group Decision and Negotiation, 2018, 27, 543-571.	2.0	7
39	Affective Information Processing of Fake News: Evidence from NeuroIS. Lecture Notes in Information Systems and Organisation, 2020, , 121-128.	0.4	7
40	Process Evaluation of the â€˜No Money No Timeâ€™ Healthy Eating Website Promoted Using Social Marketing Principles. A Case Study. International Journal of Environmental Research and Public Health, 2021, 18, 3589.	1.2	6
41	Cluster Evaluation, Description, and Interpretation for Serious Games. , 2015, , 135-155.		5
42	Single-Stage Intake Gesture Detection Using CTC Loss and Extended Prefix Beam Search. IEEE Journal of Biomedical and Health Informatics, 2021, 25, 2733-2743.	3.9	5
43	Understanding the Importance of Cultural Appropriateness for User Interface Design: An Avatar Study. ACM Transactions on Computer-Human Interaction, 2022, 29, 1-27.	4.6	5
44	Food Volume Estimation by Integrating 3D Image Projection and Manual Wire Mesh Transformations. IEEE Access, 2022, 10, 48367-48378.	2.6	5
45	Nature imagery in user interface design: the influence on user perceptions of trust and aesthetics. Behaviour and Information Technology, 2022, 41, 2762-2778.	2.5	4
46	In Stars We Trust â€“ A Note on Reputation Portability Between Digital Platforms. Business and Information Systems Engineering, 2022, 64, 349-358.	4.0	4
47	Impact of Cognitive Workload and Emotional Arousal on Performance in Cooperative and Competitive Interactions. Lecture Notes in Information Systems and Organisation, 2017, , 35-42.	0.4	4
48	Emotion regulation and behavior in an individual decision trading experiment: Insights from psychophysiology.. Journal of Neuroscience, Psychology, and Economics, 2015, 8, 186-202.	0.4	3
49	The Impact of Time Pressure on Human Cybersecurity Behavior: An Integrative Framework. , 2018, , .		3
50	The cinematic moment: improving audience testing of movies. Studies in Australasian Cinema, 2018, 12, 89-103.	0.2	3
51	Time pressure in human cybersecurity behavior: Theoretical framework and countermeasures. Computers and Security, 2020, 97, 101963.	4.0	3
52	On the Potency of Online User Representation: Insights from the Sharing Economy. , 2021, , 167-181.		3
53	Towards Understanding the Influence of Nature Imagery in User Interface Design: A Review of the Literature. , 2019, , .		3
54	Exploring Score-Level and Decision-Level Fusion of Inertial and Video Data for Intake Gesture Detection. IEEE Access, 2024, , 1-1.	2.6	3

#	Article	IF	Citations
55	Identifying Linguistic Cues of Fake News Associated with Cognitive and Affective Processing: Evidence from NeuroIS. Lecture Notes in Information Systems and Organisation, 2020, , 16-23.	0.4	3
56	Selecting Physiological Features for Predicting Bidding Behavior in Electronic Auctions. , 2016, , .		2
57	Going, going, gone: competitive decision-making in Dutch auctions. Cognitive Research: Principles and Implications, 2020, 5, 62.	1.1	2
58	Home is where your Gaze is â€" Evaluating effects of embedding regional cues in user interfaces. Computers in Human Behavior, 2022, 136, 107369.	5.1	2
59	Call for Papers, Issue 3/2020. Business and Information Systems Engineering, 2018, 60, 571-572.	4.0	1
60	Understanding Emotions in Electronic Auctions: Insights from Neurophysiology. , 2021, , 87-98.		1
61	A Hot Topicâ€"Group Affect Live Biofeedback for Participation Platforms. Lecture Notes in Information Systems and Organisation, 2015, , 35-42.	0.4	1
62	Exploring the Potential of NeuroIS in the Wild: Opportunities and Challenges of Home Environments. Lecture Notes in Information Systems and Organisation, 2021, , 38-46.	0.4	1
63	A Mixed-Method Study Exploring Experiences and Perceptions of Nutritionists Regarding Use of an Image-Based Dietary Assessment System in Tanzania. Nutrients, 2022, 14, 417.	1.7	1
64	Speech Recording for Dietary Assessment: A Systematic Literature Review. IEEE Access, 2022, 10, 37658-37669.	2.6	1
65	Evaluating the emotional bidding framework: new evidence from a decade of neurophysiology. Electronic Markets, 0, , .	4.4	1
66	NeuroIS for Decision Support: The Case of Filmmakers and Audience Test Screenings. Lecture Notes in Information Systems and Organisation, 2019, , 29-35.	0.4	0