

Marc T P Adam

List of Publications by Year in descending order

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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	Exploring Score-Level and Decision-Level Fusion of Inertial and Video Data for Intake Gesture Detection. IEEE Access, 2024, , 1-1.	2.6	3
2	What You See is What You G(u)e(s)t: How Profile Photos and Profile Information Drive Providersâ€™™ Expectations of Social Reward in Co-usage Sharing. Information Systems Management, 2022, 39, 64-81.	3.2	8
3	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
4	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
5	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
6	Speech Recording for Dietary Assessment: A Systematic Literature Review. IEEE Access, 2022, 10, 37658-37669.	2.6	1
7	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
8	Food Volume Estimation by Integrating 3D Image Projection and Manual Wire Mesh Transformations. IEEE Access, 2022, 10, 48367-48378.	2.6	5
9	Opposing Effects of Response Time in Humanâ€™™ Chatbot Interaction. Business and Information Systems Engineering, 2022, 64, 773-791.	4.0	10
10	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
11	Deep Learning for Human Affect Recognition: Insights and New Developments. IEEE Transactions on Affective Computing, 2021, 12, 524-543.	5.7	113
12	Understanding Emotions in Electronic Auctions: Insights from Neurophysiology. , 2021, , 87-98.		1
13	On the Potency of Online User Representation: Insights from the Sharing Economy. , 2021, , 167-181.		3
14	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
15	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
16	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
17	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
18	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

#	ARTICLE	IF	CITATIONS
19	Unlocking Online Reputation. <i>Business and Information Systems Engineering</i> , 2020, 62, 501-513.	4.0	16
20	Learning Deep Representations for Video-Based Intake Gesture Detection. <i>IEEE Journal of Biomedical and Health Informatics</i> , 2020, 24, 1727-1737.	3.9	30
21	Exploring the design of avatars for users from Arabian culture through a hybrid approach of deductive and inductive reasoning. <i>Computers in Human Behavior</i> , 2020, 106, 106246.	5.1	13
22	Where the host is part of the deal: Social and economic value in the platform economy. <i>Electronic Commerce Research and Applications</i> , 2020, 40, 100923.	2.5	20
23	Time pressure in human cybersecurity behavior: Theoretical framework and countermeasures. <i>Computers and Security</i> , 2020, 97, 101963.	4.0	3
24	OREBA: A Dataset for Objectively Recognizing Eating Behavior and Associated Intake. <i>IEEE Access</i> , 2020, 8, 181955-181963.	2.6	11
25	Deep Learning for Intake Gesture Detection From Wrist-Worn Inertial Sensors: The Effects of Data Preprocessing, Sensor Modalities, and Sensor Positions. <i>IEEE Access</i> , 2020, 8, 164936-164949.	2.6	13
26	User Assistance for Intelligent Systems. <i>Business and Information Systems Engineering</i> , 2020, 62, 189-192.	4.0	10
27	Time pressure in human cybersecurity behavior: Theoretical framework and countermeasures. <i>Computers and Security</i> , 2020, 97, 101931.	4.0	13
28	Affective Information Processing of Fake News: Evidence from NeuroIS. <i>Lecture Notes in Information Systems and Organisation</i> , 2020, , 121-128.	0.4	7
29	Identifying Linguistic Cues of Fake News Associated with Cognitive and Affective Processing: Evidence from NeuroIS. <i>Lecture Notes in Information Systems and Organisation</i> , 2020, , 16-23.	0.4	3
30	Going, going, gone: competitive decision-making in Dutch auctions. <i>Cognitive Research: Principles and Implications</i> , 2020, 5, 62.	1.1	2
31	Auction fever: The unrecognized effects of incidental arousal. <i>Journal of Experimental Social Psychology</i> , 2019, 80, 52-58.	1.3	8
32	Assessing Eating Behaviour Using Upper Limb Mounted Motion Sensors: A Systematic Review. <i>Nutrients</i> , 2019, 11, 1168.	1.7	35
33	Dietary Assessment of Shared Plate Eating: A Missing Link. <i>Nutrients</i> , 2019, 11, 789.	1.7	25
34	The impact of time pressure on cybersecurity behaviour: a systematic literature review. <i>Behaviour and Information Technology</i> , 2019, 38, 1290-1308.	2.5	36
35	An Evolutionary Game Model with Punishment and Protection to Promote Trust in the Sharing Economy. <i>Scientific Reports</i> , 2019, 9, 19789.	1.6	23
36	NeuroIS for Decision Support: The Case of Filmmakers and Audience Test Screenings. <i>Lecture Notes in Information Systems and Organisation</i> , 2019, , 29-35.	0.4	0

#	ARTICLE	IF	CITATIONS
37	Reputation Transfer. Business and Information Systems Engineering, 2019, 61, 229-235.	4.0	19
38	Towards Understanding the Influence of Nature Imagery in User Interface Design: A Review of the Literature. , 2019, , .		3
39	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
40	The Impact of Time Pressure on Human Cybersecurity Behavior: An Integrative Framework. , 2018, , .		3
41	The cinematic moment: improving audience testing of movies. Studies in Australasian Cinema, 2018, 12, 89-103.	0.2	3
42	Call for Papers, Issue 3/2020. Business and Information Systems Engineering, 2018, 60, 571-572.	4.0	1
43	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
44	Bidding Behavior in Dutch Auctions: Insights from a Structured Literature Review. International Journal of Electronic Commerce, 2017, 21, 363-397.	1.4	14
45	An evolutionary trust game for the sharing economy. , 2017, , .		12
46	Design Blueprint for Stress-Sensitive Adaptive Enterprise Systems. Business and Information Systems Engineering, 2017, 59, 277-291.	4.0	49
47	Empathic Avatars in Stroke Rehabilitation: A Co-designed mHealth Artifact for Stroke Survivors. Lecture Notes in Computer Science, 2017, , 73-89.	1.0	11
48	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
49	Selecting Physiological Features for Predicting Bidding Behavior in Electronic Auctions. , 2016, , .		2
50	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
51	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
52	Cluster Evaluation, Description, and Interpretation for Serious Games. , 2015, , 135-155.		5
53	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
54	A Hot Topic'™Group Affect Live Biofeedback for Participation Platforms. Lecture Notes in Information Systems and Organisation, 2015, , 35-42.	0.4	1

#	ARTICLE	IF	CITATIONS
55	The Impact of Computerized Agents on Immediate Emotions, Overall Arousal and Bidding Behavior in Electronic Auctions. <i>Journal of the Association for Information Systems</i> , 2015, 16, 838-879.	2.4	51
56	A note on coupled lotteries. <i>Economics Letters</i> , 2014, 124, 96-99.	0.9	7
57	Integrating Biosignals into Information Systems: A NeuroIS Tool for Improving Emotion Regulation. <i>Journal of Management Information Systems</i> , 2013, 30, 247-278.	2.1	91
58	The joy of winning and the frustration of losing: A psychophysiological analysis of emotions in first-price sealed-bid auctions.. <i>Journal of Neuroscience, Psychology, and Economics</i> , 2013, 6, 14-30.	0.4	34
59	Measuring Emotional Arousal for Online Applications: Evaluation of Ultra-short Term Heart Rate Variability Measures. , 2013, , .		27
60	Excitement Up! Price Down! Measuring Emotions in Dutch Auctions. <i>International Journal of Electronic Commerce</i> , 2012, 17, 7-40.	1.4	50
61	Measuring Affect Using a Standard Mouse Device. <i>Biomedizinische Technik</i> , 2012, 57, , .	0.9	7
62	Understanding auction fever: a framework for emotional bidding. <i>Electronic Markets</i> , 2011, 21, 197-207.	4.4	45
63	Live Biofeedback as a User Interface Design Element: A Review of the Literature. <i>Communications of the Association for Information Systems</i> , 0, , 257-296.	0.7	14
64	Exploring the Design of mHealth Systems for Health Behavior Change using Mobile Biosensors. <i>Communications of the Association for Information Systems</i> , 0, , 944-981.	0.7	11
65	Avatars and Embodied Agents in Experimental Information Systems Research: A Systematic Review and Conceptual Framework. <i>Australasian Journal of Information Systems</i> , 0, 23, .	0.3	16
66	Evaluating the emotional bidding framework: new evidence from a decade of neurophysiology. <i>Electronic Markets</i> , 0, , .	4.4	1