

# Hong-Wen Lin

## List of Publications by Year in descending order

Source: <https://exaly.com/author-pdf/6364668/publications.pdf>

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8  
papers

132  
citations

1684188  
5  
h-index

1588992  
8  
g-index

8  
all docs

8  
docs citations

8  
times ranked

105  
citing authors

#	ARTICLE	IF	CITATIONS
1	Individual Differences in Digital Game-Based Supply Chains Management Learning: Evidence from Higher Vocational Education in Taiwan. <i>Sustainability</i> , 2022, 14, 4614.	3.2	7
2	Analyzing User Preferences Using Facebook Fan Pages. <i>Interfaces</i> , 2018, 48, 166-175.	1.5	3
3	Playersâ€™ Value Structure in Digital Games. <i>Games and Culture</i> , 2017, 12, 72-99.	2.8	13
4	Learning results and terminal values from the players of <i>SimCity</i> and <i>The Sims</i> . <i>Behaviour and Information Technology</i> , 2017, 36, 209-222.	4.0	7
5	Value hierarchy for Massive Open Online Courses. <i>Computers in Human Behavior</i> , 2015, 53, 408-418.	8.5	24
6	Have You Switched to a Low-Carbon Diet? The Ultimate Value of Low-Carbon Consumerism. <i>Administrative Sciences</i> , 2014, 4, 105-119.	2.9	3
7	Digital educational game value hierarchy from a learnersâ€™ perspective. <i>Computers in Human Behavior</i> , 2014, 30, 1-12.	8.5	35
8	A study on the goal value for massively multiplayer online role-playing games players. <i>Computers in Human Behavior</i> , 2011, 27, 2153-2160.	8.5	40