

M Claudia Tom Dieck

List of Publications by Year in descending order

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Version: 2024-02-01

35
papers

3,493
citations

293460

24
h-index

445137

33
g-index

36
all docs

36
docs citations

36
times ranked

2011
citing authors

#	ARTICLE	IF	CITATIONS
1	Exploring the Influence of Touch Points on Tourist Experiences at Crisis Impacted Destinations. <i>Journal of Travel Research</i> , 2023, 62, 39-54.	5.8	10
2	The role of immersive technology in Customer Experience Management. <i>Journal of Marketing Theory and Practice</i> , 2022, 30, 108-119.	2.6	30
3	Internet of Things: Aspiration, implementation and contribution. <i>Journal of Business Research</i> , 2022, 139, 69-80.	5.8	24
4	Mobile Augmented Reality Heritage Applications: Meeting the Needs of Heritage Tourists. <i>Sustainability</i> , 2021, 13, 2523.	1.6	31
5	Exploring Usability and Gratifications for Virtual Reality Applications at Festivals. <i>Event Management</i> , 2021, 25, 585-599.	0.6	9
6	Developing augmented reality business models for SMEs in tourism. <i>Information and Management</i> , 2021, 58, 103551.	3.6	20
7	Moderating Role of Long-Term Orientation on Augmented Reality Adoption. <i>International Journal of Human-Computer Interaction</i> , 2020, 36, 239-250.	3.3	26
8	Experiencing immersive virtual reality in museums. <i>Information and Management</i> , 2020, 57, 103229.	3.6	175
9	Relationships among Beliefs, Attitudes, Time Resources, Subjective Norms, and Intentions to Use Wearable Augmented Reality in Art Galleries. <i>Sustainability</i> , 2020, 12, 8628.	1.6	19
10	Exploring the value of augmented reality for tourism. <i>Tourism Management Perspectives</i> , 2020, 35, 100672.	3.2	95
11	Calling for user-centric VR design research in hospitality and tourism. <i>Hospitality and Society</i> , 2019, 9, 237-246.	0.4	20
12	Augmented Reality Smart Glasses (ARSG) visitor adoption in cultural tourism. <i>Leisure Studies</i> , 2019, 38, 618-633.	1.2	74
13	Translating Tourist Requirements into Mobile AR Application Engineering Through QFD. <i>International Journal of Human-Computer Interaction</i> , 2019, 35, 1842-1858.	3.3	23
14	Tourism Marketers Perspectives on Enriching Visitors City Experience with Augmented Reality: An Exploratory Study. <i>Progress in IS</i> , 2019, , 129-144.	0.5	5
15	An experiential view to children learning in museums with Augmented Reality. <i>Museum Management and Curatorship</i> , 2019, 34, 402-418.	0.8	49
16	Experiencing Virtual Reality in Heritage Attractions: Perceptions of Elderly Users. <i>Progress in IS</i> , 2019, , 89-98.	0.5	11
17	Tourism and augmented reality: trends, implications, and future directions. , 2019, , .		2
18	A theoretical model of mobile augmented reality acceptance in urban heritage tourism. <i>Current Issues in Tourism</i> , 2018, 21, 154-174.	4.6	300

#	ARTICLE	IF	CITATIONS
19	Tourism distribution channels in European island destinations. <i>International Journal of Contemporary Hospitality Management</i> , 2018, 30, 326-342.	5.3	27
20	Cross-cultural differences in adopting mobile augmented reality at cultural heritage tourism sites. <i>International Journal of Contemporary Hospitality Management</i> , 2018, 30, 1621-1645.	5.3	147
21	Determining visitor engagement through augmented reality at science festivals: An experience economy perspective. <i>Computers in Human Behavior</i> , 2018, 82, 44-53.	5.1	135
22	Determinants of hotel social media continued usage. <i>International Journal of Contemporary Hospitality Management</i> , 2018, 30, 1152-1171.	5.3	30
23	Enhancing art gallery visitors' learning experience using wearable augmented reality: generic learning outcomes perspective. <i>Current Issues in Tourism</i> , 2018, 21, 2014-2034.	4.6	105
24	User experience model for augmented reality applications in urban heritage tourism. <i>Journal of Heritage Tourism</i> , 2018, 13, 46-61.	1.6	168
25	Embodiment of Wearable Augmented Reality Technology in Tourism Experiences. <i>Journal of Travel Research</i> , 2018, 57, 597-611.	5.8	198
26	How can Tourist Attractions Profit from Augmented Reality?. <i>Progress in IS</i> , 2018, , 21-32.	0.5	29
27	Virtual reality, presence, and attitude change: Empirical evidence from tourism. <i>Tourism Management</i> , 2018, 66, 140-154.	5.8	593
28	Tourists' virtual reality adoption: an exploratory study from Lake District National Park. <i>Leisure Studies</i> , 2018, 37, 371-383.	1.2	67
29	Hotel guests' social media acceptance in luxury hotels. <i>International Journal of Contemporary Hospitality Management</i> , 2017, 29, 530-550.	5.3	73
30	Augmented reality, virtual reality and 3D printing for the co-creation of value for the visitor experience at cultural heritage places. <i>Journal of Place Management and Development</i> , 2017, 10, 140-151.	0.7	200
31	Value of augmented reality at cultural heritage sites: A stakeholder approach. <i>Journal of Destination Marketing & Management</i> , 2017, 6, 110-117.	3.4	167
32	Tourists' experience of Virtual Reality applications. , 2017, , .		40
33	An adoption framework for mobile augmented reality games: The case of Pokémon Go. <i>Computers in Human Behavior</i> , 2017, 76, 276-286.	5.1	324
34	Mapping requirements for the wearable smart glasses augmented reality museum application. <i>Journal of Hospitality and Tourism Technology</i> , 2016, 7, 230-253.	2.5	106
35	Understanding the Acceptance of Augmented Reality at an Organisational Level: The Case of Geevor Tin Mine Museum. , 2016, , 637-650.		21