

M Claudia Tom Dieck

List of Publications by Year in Descending Order

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The third column is the impact factor (IF) of the journal, and the fourth column is the number of citations of the article.

35
papers

1,923
citations

20
h-index

36
g-index

36
ext. papers

2,519
ext. citations

4.5
avg, IF

6.03
L-index

#	Paper	IF	Citations
35	Internet of Things: Aspiration, implementation and contribution. <i>Journal of Business Research</i> , 2022 , 139, 69-80	8.7	6
34	Developing augmented reality business models for SMEs in tourism. <i>Information and Management</i> , 2021 , 58, 103551	6.6	3
33	Mobile Augmented Reality Heritage Applications: Meeting the Needs of Heritage Tourists. <i>Sustainability</i> , 2021 , 13, 2523	3.6	15
32	Exploring Usability and Gratifications for Virtual Reality Applications at Festivals. <i>Event Management</i> , 2021 ,	0.8	3
31	Exploring the value of augmented reality for tourism. <i>Tourism Management Perspectives</i> , 2020 , 35, 1006728	5.28	40
30	Experiencing immersive virtual reality in museums. <i>Information and Management</i> , 2020 , 57, 103229	6.6	65
29	Relationships among Beliefs, Attitudes, Time Resources, Subjective Norms, and Intentions to Use Wearable Augmented Reality in Art Galleries. <i>Sustainability</i> , 2020 , 12, 8628	3.6	6
28	Moderating Role of Long-Term Orientation on Augmented Reality Adoption. <i>International Journal of Human-Computer Interaction</i> , 2020 , 36, 239-250	3.6	14
27	Calling for user-centric VR design research in hospitality and tourism. <i>Hospitality and Society</i> , 2019 , 9, 237-246	1.8	13
26	Augmented Reality Smart Glasses (ARSG) visitor adoption in cultural tourism. <i>Leisure Studies</i> , 2019 , 38, 618-633	2	31
25	Translating Tourist Requirements into Mobile AR Application Engineering Through QFD. <i>International Journal of Human-Computer Interaction</i> , 2019 , 35, 1842-1858	3.6	11
24	Tourism Marketers Perspectives on Enriching Visitors City Experience with Augmented Reality: An Exploratory Study. <i>Progress in IS</i> , 2019 , 129-144	0.9	3
23	An experiential view to children learning in museums with Augmented Reality. <i>Museum Management and Curatorship</i> , 2019 , 34, 402-418	1.3	22
22	Tourism and augmented reality: trends, implications, and future directions 2019 , 235-246		2
21	Experiencing Virtual Reality in Heritage Attractions: Perceptions of Elderly Users. <i>Progress in IS</i> , 2019 , 89-98	0.9	8
20	A theoretical model of mobile augmented reality acceptance in urban heritage tourism. <i>Current Issues in Tourism</i> , 2018 , 21, 154-174	5.8	204
19	Tourism distribution channels in European island destinations. <i>International Journal of Contemporary Hospitality Management</i> , 2018 , 30, 326-342	7.5	17

18	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	7.5	78
17	Determining visitor engagement through augmented reality at science festivals: An experience economy perspective. <i>Computers in Human Behavior</i> , 2018 , 82, 44-53	7.7	76
16	Determinants of hotel social media continued usage. <i>International Journal of Contemporary Hospitality Management</i> , 2018 , 30, 1152-1171	7.5	21
15	Enhancing art gallery visitors' learning experience using wearable augmented reality: generic learning outcomes perspective. <i>Current Issues in Tourism</i> , 2018 , 21, 2014-2034	5.8	57
14	User experience model for augmented reality applications in urban heritage tourism. <i>Journal of Heritage Tourism</i> , 2018 , 13, 46-61	1.8	101
13	Embodiment of Wearable Augmented Reality Technology in Tourism Experiences. <i>Journal of Travel Research</i> , 2018 , 57, 597-611	6.3	114
12	How can Tourist Attractions Profit from Augmented Reality?. <i>Progress in IS</i> , 2018 , 21-32	0.9	14
11	Tourists' virtual reality adoption: an exploratory study from Lake District National Park. <i>Leisure Studies</i> , 2018 , 37, 371-383	2	37
10	Virtual reality, presence, and attitude change: Empirical evidence from tourism. <i>Tourism Management</i> , 2018 , 66, 140-154	10.8	335
9	Hotel guests' social media acceptance in luxury hotels. <i>International Journal of Contemporary Hospitality Management</i> , 2017 , 29, 530-550	7.5	53
8	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	1.8	121
7	Value of augmented reality at cultural heritage sites: A stakeholder approach. <i>Journal of Destination Marketing & Management</i> , 2017 , 6, 110-117	4.7	107
6	Tourists' experience of Virtual Reality applications 2017 ,		25
5	An adoption framework for mobile augmented reality games: The case of Pokémon Go. <i>Computers in Human Behavior</i> , 2017 , 76, 276-286	7.7	202
4	Understanding the Acceptance of Augmented Reality at an Organisational Level: The Case of Geevor Tin Mine Museum 2016 , 637-650		12
3	Mapping requirements for the wearable smart glasses augmented reality museum application. <i>Journal of Hospitality and Tourism Technology</i> , 2016 , 7, 230-253	4.2	74
2	Exploring the Influence of Touch Points on Tourist Experiences at Crisis Impacted Destinations. <i>Journal of Travel Research</i> , 004728752110536	6.3	0
1	The role of immersive technology in Customer Experience Management. <i>Journal of Marketing Theory and Practice</i> , 1-12	2.2	5

