

Petter Bae BrandtzÅig

List of Publications by Year in descending order

Source: <https://exaly.com/author-pdf/6707052/publications.pdf>

Version: 2024-02-01

49
papers

3,280
citations

236612

25
h-index

288905

40
g-index

56
all docs

56
docs citations

56
times ranked

2409
citing authors

#	ARTICLE	IF	CITATIONS
1	Why People Use Chatbots. Lecture Notes in Computer Science, 2017, , 377-392.	1.0	311
2	Too Many Facebook "Friends"? Content Sharing and Sociability Versus the Need for Privacy in Social Network Sites. International Journal of Human-Computer Interaction, 2010, 26, 1006-1030.	3.3	276
3	Chatbots and the new world of HCI. Interactions, 2017, 24, 38-42.	0.8	251
4	Understanding the new digital divide" A typology of Internet users in Europe. International Journal of Human Computer Studies, 2011, 69, 123-138.	3.7	219
5	Social Networking Sites: Their Users and Social Implications - A Longitudinal Study. Journal of Computer-Mediated Communication, 2012, 17, 467-488.	1.7	215
6	Chatbots. Interactions, 2018, 25, 38-43.	0.8	185
7	Why People Use Social Networking Sites. Lecture Notes in Computer Science, 2009, , 143-152.	1.0	177
8	Towards a unified Media-User Typology (MUT): A meta-analysis and review of the research literature on media-user typologies. Computers in Human Behavior, 2010, 26, 940-956.	5.1	155
9	Emerging Journalistic Verification Practices Concerning Social Media. Journalism Practice, 2016, 10, 323-342.	1.5	130
10	A typology of social networking sites users. International Journal of Web Based Communities, 2011, 7, 28.	0.2	106
11	Co-creation and user-generated content"elderly people"s user requirements. Computers in Human Behavior, 2009, 25, 655-678.	5.1	97
12	How Journalists and Social Media Users Perceive Online Fact-Checking and Verification Services. Journalism Practice, 2018, 12, 1109-1129.	1.5	97
13	Trust and distrust in online fact-checking services. Communications of the ACM, 2017, 60, 65-71.	3.3	94
14	Users' experiences with chatbots: findings from a questionnaire study. Quality and User Experience, 2020, 5, 1.	2.8	79
15	Future directions for chatbot research: an interdisciplinary research agenda. Computing (Vienna/New) Tj ETQq1 1 0,784314 rgBT /Ove	3.2	72
16	"My children tell me it"s so simple": A mixed-methods approach to understand older non-users"s perceptions of Social Networking Sites. New Media and Society, 2017, 19, 181-198.	3.1	58
17	Help! Is my chatbot falling into the uncanny valley? An empirical study of user experience in human-chatbot interaction. Human Technology, 0, , 30-54.	0.4	54
18	Different Chatbots for Different Purposes: Towards a Typology of Chatbots to Understand Interaction Design. Lecture Notes in Computer Science, 2019, , 145-156.	1.0	48

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19	Deep learning for prediction of depressive symptoms in a large textual dataset. <i>Neural Computing and Applications</i> , 2022, 34, 721-744.	3.2	48
20	Facebook is no "Great equalizer". <i>Social Science Computer Review</i> , 2017, 35, 103-125.	2.6	46
21	My AI Friend: How Users of a Social Chatbot Understand Their Human "AI Friendship. <i>Human Communication Research</i> , 2022, 48, 404-429.	1.9	44
22	User Loyalty and Online Communities: Why Members of Online Communities are not Faithful. , 2008, , .		40
23	Bridging and bonding in social network sites – investigating family-based capital. <i>International Journal of Web Based Communities</i> , 2010, 6, 231.	0.2	39
24	SIG. , 2018, , .		38
25	Time Collapse in Social Media: Extending the Context Collapse. <i>Social Media and Society</i> , 2018, 4, 205630511876334.	1.5	37
26	Losing Control to Data-Hungry Apps: A Mixed-Methods Approach to Mobile App Privacy. <i>Social Science Computer Review</i> , 2019, 37, 466-488.	2.6	34
27	Ensuring Trust, Privacy, and Etiquette in Web 2.0 Applications. <i>Computer</i> , 2009, 42, 42-49.	1.2	28
28	Norwegian Children's Experiences of Cyberbullying When Using Different Technological Platforms. <i>Journal of Children and Media</i> , 2009, 3, 349-365.	1.0	27
29	Facebook likes: a study of liking practices for humanitarian causes. <i>International Journal of Web Based Communities</i> , 2014, 10, 258.	0.2	23
30	Facebook Live: A Mixed-Methods Approach to Explore Individual Live Streaming Practices and Motivations on Facebook. <i>Interacting With Computers</i> , 2019, 31, 589-602.	1.0	22
31	How Should Organizations Adapt to Youth Civic Engagement in Social Media? A Lead User Approach. <i>Interacting With Computers</i> , 2016, 28, 664-679.	1.0	13
32	From Youthful Experimentation to Professional Identity: Understanding Identity Transitions in Social Media. <i>Young</i> , 2020, 28, 157-174.	1.3	12
33	The Social Media Natives. , 2016, , 149-162.		9
34	Design for creating, uploading and sharing user generated content. , 2008, , .		8
35	Finding Relevant Psychoeducation Content for Adolescents Experiencing Symptoms of Depression: Content Analysis of User-Generated Online Texts. <i>Journal of Medical Internet Research</i> , 2021, 23, e28765.	2.1	7
36	Bridging the Generational Culture Gap in Youth Civic Engagement through Social Media: Lessons Learnt from Young Designers in Three Civic Organisations. <i>Journal of Media Innovations</i> , 2016, 3, 23-40.	0.5	7

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37	A Gap in Networked Publics?: A Comparison of Younger and Older Journalists's™ Newsgathering Practices on Social Media. <i>Nordicom Review</i> , 2018, 39, 95-109.	0.8	6
38	Innovation in Online Communities â€“ Towards Community-Centric Design. <i>Lecture Notes of the Institute for Computer Sciences, Social-Informatics and Telecommunications Engineering</i> , 2010, , 50-57.	0.2	4
39	Children's™ Electronic Gaming Content Preferences and Psychosocial Factors. <i>Nordicom Review</i> , 2009, 30, 69-86.	0.8	4
40	Supporting non-professional users in the new media landscape. , 2007, , .		3
41	Explaining Participation in Online Communities. , 2009, , 167-182.		3
42	Young people's use and experience of the Internet during the COVID-19 lockdown:. <i>First Monday</i> , 0, , .	0.6	2
43	Explaining Participation in Online Communities. , 0, , 26-41.		2
44	How Journalists and Social Media Users Perceive Online Fact-Checking and Verification Services. , 0, .		1
45	Understanding Cyber Behavior in Europe. , 2012, , 1234-1249.		1
46	UbiComp 2006 Workshops, Part 1. <i>IEEE Pervasive Computing</i> , 2007, 6, 92-94.	1.1	0
47	Risky contacts. , 2009, , 123-134.		0
48	How mobile media impacts urban life. <i>Interactions</i> , 2020, 27, 52-56.	0.8	0
49	Usable M-Commerce Systems. , 0, , .		0