

# Chongyang Chen

## List of Publications by Year in descending order

Source: <https://exaly.com/author-pdf/7069246/publications.pdf>

Version: 2024-02-01

9  
papers

369  
citations

1162889

8  
h-index

1474057

9  
g-index

9  
all docs

9  
docs citations

9  
times ranked

309  
citing authors

#	ARTICLE	IF	CITATIONS
1	Preventing relapse to information technology addiction through weakening reinforcement: A self-regulation perspective. <i>Information and Management</i> , 2021, 58, 103485.	3.6	5
2	Decreasing the problematic use of an information system: An empirical investigation of smartphone game players. <i>Information Systems Journal</i> , 2020, 30, 492-534.	4.1	16
3	What drives trust transfer from web to mobile payment services? The dual effects of perceived entitativity. <i>Information and Management</i> , 2020, 57, 103250.	3.6	46
4	Cross-Side Network Effects, Brand Equity, and Consumer Loyalty: Evidence from Mobile Payment Market. <i>International Journal of Electronic Commerce</i> , 2020, 24, 279-304.	1.4	26
5	What drives problematic online gaming? The role of IT identity, maladaptive cognitions, and maladaptive emotions. <i>Computers in Human Behavior</i> , 2020, 110, 106386.	5.1	28
6	Failure to decrease the addictive usage of information technologies: A theoretical model and empirical examination of smartphone game users. <i>Computers in Human Behavior</i> , 2019, 92, 256-265.	5.1	14
7	Alone or together? Exploring the role of desire for online group gaming in players' social game addiction. <i>Information and Management</i> , 2019, 56, 103139.	3.6	57
8	Understanding compulsive smartphone use: An empirical test of a flow-based model. <i>International Journal of Information Management</i> , 2017, 37, 438-454.	10.5	70
9	Examining the effects of motives and gender differences on smartphone addiction. <i>Computers in Human Behavior</i> , 2017, 75, 891-902.	5.1	107