

Wenting Feng

List of Publications by Year in descending order

Source: <https://exaly.com/author-pdf/7110258/publications.pdf>

Version: 2024-02-01

12
papers

322
citations

1307594

7
h-index

1372567

10
g-index

12
all docs

12
docs citations

12
times ranked

238
citing authors

#	ARTICLE	IF	CITATIONS
1	How scarcity influences home country consumers' attitudes toward the firm engaging in cross-border philanthropy? The role of perceived distributive justice. <i>International Marketing Review</i> , 2022, 39, 852-888.	3.6	1
2	When positive reviews on social networking sites backfire: The role of social comparison and malicious envy. <i>Journal of Hospitality Marketing and Management</i> , 2021, 30, 120-138.	8.2	21
3	Extending B2B brands into the B2C market: Whether, when, and how brands should emphasize B2B industry background. <i>Journal of Business Research</i> , 2021, 130, 364-375.	10.2	11
4	The Interaction of Facial Expression and Donor-Recipient Eye Contact in Donation Intentions: Based on the Intensity of Emotion. <i>Frontiers in Psychology</i> , 2021, 12, 661851.	2.1	4
5	How being envied shapes tourists's relationships with luxury brands: A dual-mediation model. <i>Tourism Management</i> , 2021, 86, 104344.	9.8	20
6	Green Knowledge Sharing, Stakeholder Pressure, Absorptive Capacity, and Green Innovation: Evidence from Chinese Manufacturing Firms. <i>Business Strategy and the Environment</i> , 2020, 29, 1517-1531.	14.3	119
7	Do consumers support the cross-border charitable activities as the same?. <i>Nankai Business Review International</i> , 2020, 11, 441-458.	1.0	0
8	Can gamification increases consumers's engagement in fitness apps? The moderating role of commensurability of the game elements. <i>Journal of Retailing and Consumer Services</i> , 2020, 57, 102229.	9.4	50
9	The impacts of evaluation duration and product types on review extremity. <i>Online Information Review</i> , 2019, 43, 694-709.	3.2	2
10	Understanding forced adoption of self-service technology: the impacts of users's psychological reactance. <i>Behaviour and Information Technology</i> , 2019, 38, 820-832.	4.0	31
11	Walking for fun or for "likes"? The impacts of different gamification orientations of fitness apps on consumers's physical activities. <i>Sport Management Review</i> , 2019, 22, 682-693.	2.9	58
12	Read into the lines: the positive effects of queues. <i>Journal of Service Theory and Practice</i> , 2018, 28, 661-681.	3.2	5