Ping Zhang

List of Publications by Year
in descending order

39 papers	2,975 citations	279778 23 h-index	414395 32 g-index
41 all docs	41 docs citations	41 times ranked	2151 citing authors

#	ARTICLE	IF	CITATIONS
1	The role of moderating factors in user technology acceptance. International Journal of Human Computer Studies, 2006, 64, 53-78.	5.6	615
2	Social commerce research: An integrated view. Electronic Commerce Research and Applications, 2013, 12, 61-68.	5.0	324
3	Satisfiers and dissatisfiers: A two-factor model for website design and evaluation. Journal of the Association for Information Science and Technology, 2000, 51, 1253-1268.	1.0	302
4	Technical opinionMotivational affordances. Communications of the ACM, 2008, 51, 145-147.	4.5	263
5	Causal Relationships between Perceived Enjoyment and Perceived Ease of Use: An Alternative Approach. Journal of the Association for Information Systems, 2006, 7, 618-645.	3.7	225
6	The importance of affective quality. Communications of the ACM, 2005, 48, 105-108.	4.5	157
7	Website features that gave rise to social commerce: a historical analysis. Electronic Commerce Research and Applications, 2013, 12, 260-279.	5.0	148
8	Social commerce: Looking back and forward. Proceedings of the American Society for Information Science and Technology, 2011, 48, 1-10.	0.2	144
9	The Intellectual Development of Human-Computer Interaction Research: A Critical Assessment of the MIS Literature (1990-2002). Journal of the Association for Information Systems, 2005, 6, 227-292.	3.7	83
10	Two Types of Attitudes in ICT Acceptance and Use. International Journal of Human-Computer Interaction, 2008, 24, 628-648.	4.8	80
11	Motivations in Open Source Software Communities: The Mediating Role of Effort Intensity and Goal Commitment. International Journal of Electronic Commerce, 2009, 13, 39-66.	3.0	63
12	An exploration of affect factors and their role in user technology acceptance: Mediation and causality. Journal of the Association for Information Science and Technology, 2008, 59, 1252-1263.	2.6	51
13	An assessment of human–computer interaction research in management information systems: topics and methods. Computers in Human Behavior, 2004, 20, 125-147.	8.5	41
14	HCI and MIS: shared concerns. International Journal of Human Computer Studies, 2003, 59, 397-402.	5.6	39
15	Integrating Human-Computer Interaction Development into the Systems Development Life Cycle: A Methodology. Communications of the Association for Information Systems, 2005, 15, .	0.9	37
16	The Intellectual Advancement of Human-Computer Interaction Research: A Critical Assessment of the MIS Literature (1990-2008). AIS Transactions on Human-Computer Interaction, 2009, 1, 55-107.	1.5	37
17	Categorizing consumer behavioral responses and artifact design features: The case of online advertising. Information Systems Frontiers, 2015, 17, 513-532.	6.4	36
18	The impact of atmospheric cues on consumers' approach and avoidance behavioral intentions in social commerce websites. Computers in Human Behavior, 2020, 108, 105729.	8.5	36

#	Article	IF	Citations
19	Understanding information related fields: A conceptual framework. Journal of the Association for Information Science and Technology, 2007, 58, 1934-1947.	2.6	31
20	Toward a positive design theory: Principles for designing motivating information and communication technology. Research in Multi-Level Issues, 2007, , 45-74.	0.5	29
21	Guest Editorial: HCI studies in management information systems. Behaviour and Information Technology, 2004, 23, 147-151.	4.0	28
22	Online information product design: The influence of product integration on brand extension. Decision Support Systems, 2013, 54, 826-837.	5.9	28
23	Effects of Empowerment on Performance in Open-Source Software Projects. IEEE Transactions on Engineering Management, 2011, 58, 334-346.	3.5	27
24	Attitudes in ICT Acceptance and Use. , 2007, , 1021-1030.		23
25	Exploring the relationships between gamification and motivational needs in technology design. International Journal of Crowd Science, 2019, 3, 87-103.	1.8	19
26	The complexity of different types of attitudes in initial and continued ICT use. Journal of the Association for Information Science and Technology, 2009, 60, 2048-2063.	2.6	17
27	The intellectual characteristics of the information field: Heritage and substance. Journal of the Association for Information Science and Technology, 2013, 64, 2468-2491.	2.6	17
28	Visualizing production planning data. IEEE Computer Graphics and Applications, 1996, 16, 7-10.	1.2	15
29	AMCIS 2002 Panels and Workshops I: Human-Computer Interaction Research in the MIS Discipline. Communications of the Association for Information Systems, 0, 9, .	0.9	15
30	Special Section: Human-Computer Interaction Research in Management Information Systems. Journal of Management Information Systems, 2005, 22, 9-14.	4.3	10
31	Satisfiers and dissatisfiers: A two-factor model for website design and evaluation. , 0, .		10
32	Introduction: Human-Computer Interaction Studies in Management Information Systems. International Journal of Human-Computer Interaction, 2005, 19, 3-6.	4.8	8
33	Re-examining IT Enabled Change with a New Model of the Information Field: The Tiger Creek Case. , 2007, , .		3
34	The IS History Initiative: Looking Forward by Looking Back. Communications of the Association for Information Systems, 2015, 36, .	0.9	3
35	AIS SIGHCI position paper. , 2005, , .		2
36	Gamification and Basic Human Needs in Information Technology Design. , 2018, , .		2

#	Article	IF	Citations
37	Producing human-centered, usability-sensitive, and HCI-competent managers, CIOs, and CEOs. , 2006, , .		1
38	Conceptualizations of technology in the information field. Proceedings of the American Society for Information Science and Technology, 2013, 50, 1-3.	0.2	1
39	Examining applications of motivational theories to the IT field. Proceedings of the American Society for Information Science and Technology, 2006, 43, 1-5.	0.2	0