Ping Zhang

List of Publications by Citations

36 papers	2,105 citations	19 h-index	41 g-index
41 ext. papers	2,421 ext. citations	3.1 avg, IF	5.34 L-index

#	Paper	IF	Citations
36	The role of moderating factors in user technology acceptance. *International Journal of Human Computer Studies*, **2006**, 64, 53-78	4.6	470
35	Social commerce research: An integrated view. *Electronic Commerce Research and Applications*, **2013**, 12, 61-68	4.6	222
34	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		219
33	Technical opinionMotivational affordances. *Communications of the ACM*, **2008**, 51, 145-147	2.5	204
32	Causal Relationships between Perceived Enjoyment and Perceived Ease of Use: An Alternative Approach. *Journal of the Association for Information Systems*, **2006**, 7, 618-645	1.8	166
31	Website features that gave rise to social commerce: a historical analysis. *Electronic Commerce Research and Applications*, **2013**, 12, 260-279	4.6	115
30	The importance of affective quality. *Communications of the ACM*, **2005**, 48, 105-108	2.5	110
29	Social commerce: Looking back and forward. *Proceedings of the American Society for Information Science and Technology*, **2011**, 48, 1-10		94
28	Two Types of Attitudes in ICT Acceptance and Use. *International Journal of Human-Computer Interaction*, **2008**, 24, 628-648	3.6	52
27	Motivations in Open Source Software Communities: The Mediating Role of Effort Intensity and Goal Commitment. *International Journal of Electronic Commerce*, **2009**, 13, 39-66	5.4	50
26	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		44
25	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	1.8	41
24	An assessment of humancomputer interaction research in management information systems: topics and methods. *Computers in Human Behavior*, **2004**, 20, 125-147	7.7	29
23	Categorizing consumer behavioral responses and artifact design features: The case of online advertising. *Information Systems Frontiers*, **2015**, 17, 513-532	4	28
22	Understanding information related fields: A conceptual framework. *Journal of the Association for Information Science and Technology*, **2007**, 58, 1934-1947		25
21	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	1.2	23
20	HCI and MIS: shared concerns. *International Journal of Human Computer Studies*, **2003**, 59, 397-402	4.6	22

19	Integrating Human-Computer Interaction Development into the Systems Development Life Cycle: A Methodology. *Communications of the Association for Information Systems*, **2005**, 15,	1.3	22
18	Online information product design: The influence of product integration on brand extension. *Decision Support Systems*, **2013**, 54, 826-837	5.6	20
17	The impact of atmospheric cues on consumers approach and avoidance behavioral intentions in social commerce websites. *Computers in Human Behavior*, **2020**, 108, 105729	7.7	18
16	. *IEEE Transactions on Engineering Management*, **2011**, 58, 334-346	2.6	17
15	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		17
14	Toward a positive design theory: Principles for designing motivating information and communication technology. *Research in Multi-Level Issues*, **2007**, 45-74		14
13	AMCIS 2002 Panels and Workshops I: Human-Computer Interaction Research in the MIS Discipline. *Communications of the Association for Information Systems*, 9,	1.3	10
12	Exploring the relationships between gamification and motivational needs in technology design. *International Journal of Crowd Science*, **2019**, 3, 87-103	0.8	10
11	The intellectual characteristics of the information field: Heritage and substance. *Journal of the Association for Information Science and Technology*, **2013**, 64, 2468-2491		9
10	Visualizing production planning data. *IEEE Computer Graphics and Applications*, **1996**, 16, 7-10	1.7	9
9	Attitudes in ICT Acceptance and Use **2007**, 1021-1030		8
8	Satisfiers and dissatisfiers: A two-factor model for website design and evaluation		8
7	Special Section: Human-Computer Interaction Research in Management Information Systems. *Journal of Management Information Systems*, **2005**, 22, 9-14	5.3	5
6	Introduction: Human-Computer Interaction Studies in Management Information Systems. *International Journal of Human-Computer Interaction*, **2005**, 19, 3-6	3.6	4
5	Re-examining IT Enabled Change with a New Model of the Information Field: The Tiger Creek Case **2007**,		2
4	AIS SIGHCI position paper **2005**,		1
3	Gamification and Basic Human Needs in Information Technology Design **2018**,		1
2	Conceptualizations of technology in the information field. *Proceedings of the American Society for Information Science and Technology*, **2013**, 50, 1-3		

Examining applications of motivational theories to the IT field. *Proceedings of the American Society for Information Science and Technology*, **2007**, 43, 1-5