

# Ping Zhang

## List of Publications by Year in Descending Order

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The third column is the impact factor (IF) of the journal, and the fourth column is the number of citations of the article.

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 impact of atmospheric cues on consumers' approach and avoidance behavioral intentions in social commerce websites. <i>Computers in Human Behavior</i> , <b>2020</b> , 108, 105729	7.7	18
35	Exploring the relationships between gamification and motivational needs in technology design. <i>International Journal of Crowd Science</i> , <b>2019</b> , 3, 87-103	0.8	10
34	Gamification and Basic Human Needs in Information Technology Design <b>2018</b> ,		1
33	Categorizing consumer behavioral responses and artifact design features: The case of online advertising. <i>Information Systems Frontiers</i> , <b>2015</b> , 17, 513-532	4	28
32	Social commerce research: An integrated view. <i>Electronic Commerce Research and Applications</i> , <b>2013</b> , 12, 61-68	4.6	222
31	Website features that gave rise to social commerce: a historical analysis. <i>Electronic Commerce Research and Applications</i> , <b>2013</b> , 12, 260-279	4.6	115
30	The intellectual characteristics of the information field: Heritage and substance. <i>Journal of the Association for Information Science and Technology</i> , <b>2013</b> , 64, 2468-2491		9
29	Online information product design: The influence of product integration on brand extension. <i>Decision Support Systems</i> , <b>2013</b> , 54, 826-837	5.6	20
28	Conceptualizations of technology in the information field. <i>Proceedings of the American Society for Information Science and Technology</i> , <b>2013</b> , 50, 1-3		
27	. <i>IEEE Transactions on Engineering Management</i> , <b>2011</b> , 58, 334-346	2.6	17
26	Social commerce: Looking back and forward. <i>Proceedings of the American Society for Information Science and Technology</i> , <b>2011</b> , 48, 1-10		94
25	Motivations in Open Source Software Communities: The Mediating Role of Effort Intensity and Goal Commitment. <i>International Journal of Electronic Commerce</i> , <b>2009</b> , 13, 39-66	5.4	50
24	The complexity of different types of attitudes in initial and continued ICT use. <i>Journal of the Association for Information Science and Technology</i> , <b>2009</b> , 60, 2048-2063		17
23	The Intellectual Advancement of Human-Computer Interaction Research: A Critical Assessment of the MIS Literature (1990-2008). <i>AIS Transactions on Human-Computer Interaction</i> , <b>2009</b> , 1, 55-107	1.2	23
22	Two Types of Attitudes in ICT Acceptance and Use. <i>International Journal of Human-Computer Interaction</i> , <b>2008</b> , 24, 628-648	3.6	52
21	Technical opinionMotivational affordances. <i>Communications of the ACM</i> , <b>2008</b> , 51, 145-147	2.5	204
20	An exploration of affect factors and their role in user technology acceptance: Mediation and causality. <i>Journal of the Association for Information Science and Technology</i> , <b>2008</b> , 59, 1252-1263		44

19	Understanding information related fields: A conceptual framework. <i>Journal of the Association for Information Science and Technology</i> , <b>2007</b> , 58, 1934-1947		25
18	Examining applications of motivational theories to the IT field. <i>Proceedings of the American Society for Information Science and Technology</i> , <b>2007</b> , 43, 1-5		
17	Re-examining IT Enabled Change with a New Model of the Information Field: The Tiger Creek Case <b>2007</b> ,		2
16	Toward a positive design theory: Principles for designing motivating information and communication technology. <i>Research in Multi-Level Issues</i> , <b>2007</b> , 45-74		14
15	Attitudes in ICT Acceptance and Use <b>2007</b> , 1021-1030		8
14	The role of moderating factors in user technology acceptance. <i>International Journal of Human Computer Studies</i> , <b>2006</b> , 64, 53-78	4.6	470
13	Causal Relationships between Perceived Enjoyment and Perceived Ease of Use: An Alternative Approach. <i>Journal of the Association for Information Systems</i> , <b>2006</b> , 7, 618-645	1.8	166
12	Special Section: Human-Computer Interaction Research in Management Information Systems. <i>Journal of Management Information Systems</i> , <b>2005</b> , 22, 9-14	5.3	5
11	The importance of affective quality. <i>Communications of the ACM</i> , <b>2005</b> , 48, 105-108	2.5	110
10	Introduction: Human-Computer Interaction Studies in Management Information Systems. <i>International Journal of Human-Computer Interaction</i> , <b>2005</b> , 19, 3-6	3.6	4
9	Integrating Human-Computer Interaction Development into the Systems Development Life Cycle: A Methodology. <i>Communications of the Association for Information Systems</i> , <b>2005</b> , 15,	1.3	22
8	AIS SIGHCI position paper <b>2005</b> ,		1
7	The Intellectual Development of Human-Computer Interaction Research: A Critical Assessment of the MIS Literature (1990-2002). <i>Journal of the Association for Information Systems</i> , <b>2005</b> , 6, 227-292	1.8	41
6	An assessment of human-computer interaction research in management information systems: topics and methods. <i>Computers in Human Behavior</i> , <b>2004</b> , 20, 125-147	7.7	29
5	HCI and MIS: shared concerns. <i>International Journal of Human Computer Studies</i> , <b>2003</b> , 59, 397-402	4.6	22
4	Satisfiers and dissatisfiers: A two-factor model for website design and evaluation. <i>Journal of the Association for Information Science and Technology</i> , <b>2000</b> , 51, 1253-1268		219
3	Visualizing production planning data. <i>IEEE Computer Graphics and Applications</i> , <b>1996</b> , 16, 7-10	1.7	9
2	AMCIS 2002 Panels and Workshops I: Human-Computer Interaction Research in the MIS Discipline. <i>Communications of the Association for Information Systems</i> , 9,	1.3	10

1	Satisfiers and dissatisfiers: A two-factor model for website design and evaluation
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