

Chei Sian Lee

List of Publications by Year in descending order

Source: <https://exaly.com/author-pdf/7608196/publications.pdf>

Version: 2024-02-01

24
papers

2,026
citations

516561

16
h-index

610775

24
g-index

25
all docs

25
docs citations

25
times ranked

1729
citing authors

#	ARTICLE	IF	CITATIONS
1	News sharing in social media: The effect of gratifications and prior experience. <i>Computers in Human Behavior</i> , 2012, 28, 331-339.	5.1	834
2	Narcissism, extraversion and adolescents' self-presentation on Facebook. <i>Personality and Individual Differences</i> , 2011, 50, 180-185.	1.6	327
3	Why Students Share Misinformation on Social Media: Motivation, Gender, and Study-level Differences. <i>Journal of Academic Librarianship</i> , 2015, 41, 583-592.	1.3	156
4	Understanding the Barriers to the Use of MOOCs in a Developing Country: An Innovation Resistance Perspective. <i>Journal of Educational Computing Research</i> , 2019, 57, 571-590.	3.6	75
5	Investigating the adoption of MOOCs: A technology "user" environment perspective. <i>Journal of Computer Assisted Learning</i> , 2019, 35, 89-98.	3.3	74
6	Mobile content contribution and retrieval: An exploratory study using the uses and gratifications paradigm. <i>Information Processing and Management</i> , 2012, 48, 13-22.	5.4	62
7	Making work fun: Investigating antecedents of perceived enjoyment in human computation games for information sharing. <i>Computers in Human Behavior</i> , 2014, 39, 88-99.	5.1	59
8	Making sense of comments on YouTube educational videos: a self-directed learning perspective. <i>Online Information Review</i> , 2017, 41, 611-625.	2.2	59
9	Perceptions of virtual reward systems in crowdsourcing games. <i>Computers in Human Behavior</i> , 2017, 70, 365-374.	5.1	55
10	Evaluating the effectiveness of blended learning using the ARCS model. <i>Journal of Computer Assisted Learning</i> , 2021, 37, 1397-1408.	3.3	54
11	Perceptions, quality and motivational needs in image tagging human computation games. <i>Journal of Information Science</i> , 2011, 37, 515-531.	2.0	43
12	Exploring emotional expressions on YouTube through the lens of media system dependency theory. <i>New Media and Society</i> , 2012, 14, 457-475.	3.1	39
13	Managing perceived communication failures with affordances of ICTs. <i>Computers in Human Behavior</i> , 2010, 26, 572-580.	5.1	34
14	Understanding the use of YouTube as a learning resource: a social cognitive perspective. <i>Aslib Journal of Information Management</i> , 2020, 72, 339-359.	1.3	32
15	Exploring the Relationship Between Communication Risk Perception and Communication Portfolio. <i>IEEE Transactions on Professional Communication</i> , 2007, 50, 130-146.	0.6	19
16	A typology of human computation games: an analysis and a review of current games. <i>Behaviour and Information Technology</i> , 2015, 34, 809-824.	2.5	18
17	An analysis of knowledge management mechanisms in healthcare portals. <i>Journal of Librarianship and Information Science</i> , 2010, 42, 20-44.	1.6	17
18	Participation in ICT-Enabled Meetings. <i>Journal of Organizational and End User Computing</i> , 2011, 23, 15-36.	1.6	17

#	ARTICLE	IF	CITATIONS
19	Investigating the relationship between perceived risks in communication and ICT-enabled communicative behaviors. <i>Information and Management</i> , 2014, 51, 688-699.	3.6	14
20	Choosing communication portfolios to accomplish tasks: The effects of individual differences. <i>Computers and Education</i> , 2009, 53, 1167-1176.	5.1	13
21	Using social media in formal learning: Investigating learning strategies and satisfaction. <i>Proceedings of the Association for Information Science and Technology</i> , 2017, 54, 472-482.	0.3	11
22	Perceived Risks and Ict Use. <i>Journal of Computer Information Systems</i> , 2014, 54, 16-24.	2.0	2
23	Exploring Barriers underlying College Students' Adoption of MOOCs. , 2017, , .		2
24	Sharing is Learning: Using Topic Modelling to Understand Online Comments Shared by Learners. <i>Communications in Computer and Information Science</i> , 2021, , 91-101.	0.4	1