Chei Sian Lee

List of Publications by Year
in descending order

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	Evaluating the effectiveness of blended learning using the <scp>ARCS</scp> model. Journal of Computer Assisted Learning, 2021, 37, 1397-1408.	3.3	54
2	Sharing is Learning: Using Topic Modelling to Understand Online Comments Shared by Learners. Communications in Computer and Information Science, 2021, , 91-101.	0.4	1
3	Understanding the use of YouTube as a learning resource: a social cognitive perspective. Aslib Journal of Information Management, 2020, 72, 339-359.	1.3	32
4	Investigating the adoption of <scp>MOOC</scp>s: <scp>A</scp> technologyâ€"userâ€"environment perspective. Journal of Computer Assisted Learning, 2019, 35, 89-98.	3.3	74
5	Understanding the Barriers to the Use of MOOCs in a Developing Country: An Innovation Resistance Perspective. Journal of Educational Computing Research, 2019, 57, 571-590.	3.6	75
6	Perceptions of virtual reward systems in crowdsourcing games. Computers in Human Behavior, 2017, 70, 365-374.	5.1	55
7	Making sense of comments on YouTube educational videos: a self-directed learning perspective. Online Information Review, 2017, 41, 611-625.	2.2	59
8	Exploring Barriers underlying College Students' Adoption of MOOCs. , 2017, , .		2
9	Using social media in formal learning: Investigating learning strategies and satisfaction. Proceedings of the Association for Information Science and Technology, 2017, 54, 472-482.	0.3	11
10	Why Students Share Misinformation on Social Media: Motivation, Gender, and Study-level Differences. Journal of Academic Librarianship, 2015, 41, 583-592.	1.3	156
11	A typology of human computation games: an analysis and a review of current games. Behaviour and Information Technology, 2015, 34, 809-824.	2.5	18
12	Making work fun: Investigating antecedents of perceived enjoyment in human computation games for information sharing. Computers in Human Behavior, 2014, 39, 88-99.	5.1	59
13	Investigating the relationship between perceived risks in communication and ICT-enabled communicative behaviors. Information and Management, 2014, 51, 688-699.	3.6	14
14	Perceived Risks and Ict Use. Journal of Computer Information Systems, 2014, 54, 16-24.	2.0	2
15	Exploring emotional expressions on YouTube through the lens of media system dependency theory. New Media and Society, 2012, 14, 457-475.	3.1	39
16	News sharing in social media: The effect of gratifications and prior experience. Computers in Human Behavior, 2012, 28, 331-339.	5.1	834
17	Mobile content contribution and retrieval: An exploratory study using the uses and gratifications paradigm. Information Processing and Management, 2012, 48, 13-22.	5.4	62
18	Participation in ICT-Enabled Meetings. Journal of Organizational and End User Computing, 2011, 23, 15-36.	1.6	17

#	Article	IF	Citations
19	Narcissism, extraversion and adolescents' self-presentation on Facebook. Personality and Individual Differences, 2011, 50, 180-185.	1.6	327
20	Perceptions, quality and motivational needs in image tagging human computation games. Journal of Information Science, 2011, 37, 515-531.	2.0	43
21	An analysis of knowledge management mechanisms in healthcare portals. Journal of Librarianship and Information Science, 2010, 42, 20-44.	1.6	17
22	Managing perceived communication failures with affordances of ICTs. Computers in Human Behavior, 2010, 26, 572-580.	5.1	34
23	Choosing communication portfolios to accomplish tasks: The effects of individual differences. Computers and Education, 2009, 53, 1167-1176.	5.1	13
24	Exploring the Relationship Between Communication Risk Perception and Communication Portfolio. IEEE Transactions on Professional Communication, 2007, 50, 130-146.	0.6	19